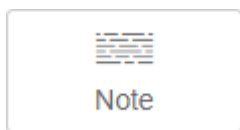


### Desmos Component Cheat Sheet:

This document provides a brief overview of each component an educator can use when creating an “activity” or lesson on Desmos. Components range from utilizing the sketch feature, creating multiple choice questions, creating a table of values, and everything in-between. Educators can use this cheat-sheet to quickly acquaint themselves with each component.

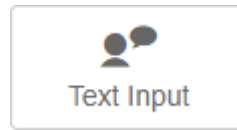
**Note:** Insert a note component. Use a note component to ask a question or type a prompt for students to respond to.

[Sample Note Activities](#)



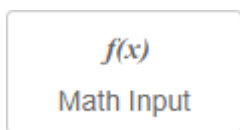
**Text Input:** Insert a text input component. This allows students to type an answer to a question. You can enable students to see other students’ responses.

[Sample Input](#)



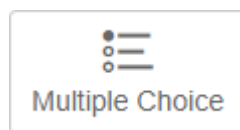
**Math Input:** Insert a math input component. This allows student to easily type an answer that requires math.

[Sample Input](#) (Same as text input)



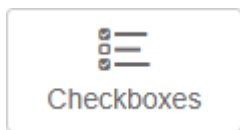
**Multiple Choice:** Insert multiple choice component, you can require students to explain their answer choice

[Sample Choice Activities](#)

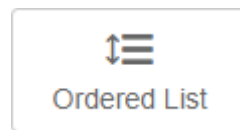


**Checkboxes:** Insert a checklist component that would allow students to select more than one multiple choice answer.

[Sample Choice Activities](#) (Same as MC)



**Ordered List:** Insert an ordered list component. Give students steps of a process and they must put them in order.



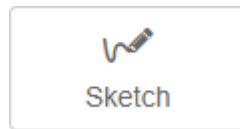
**Graph:** Insert a graph for students to analyze. Create an interactive applet, animation or interaction for students to engage with.

[Sample Graph Activities](#)



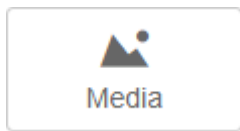
**Sketch:** Insert a sketch component. This is an area for students to sketch on the screen with three background options: blank, graph and custom image.

[Sample Sketch Activities](#)



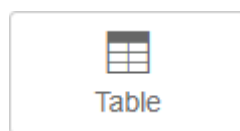
**Media:** Insert a media component. This allows images or videos to be embedded on the student screen. Click to upload or drag and drop.

[Sample Media Activities](#)



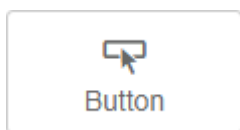
**Table:** Insert a table component. Empty cells will allow students to insert student responses. Click “...” to switch from vertical to horizontal headers.

[Sample Table Activities](#)



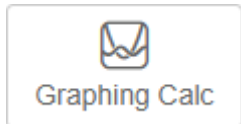
**Button:** Insert a button component on the screen. Action buttons let you control other components on the screen using [Computation Layer](#) (desmos programming language).

[Sample Button Code](#)

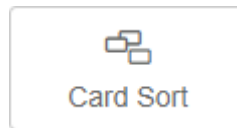


**Fullscreen Components:** Graphing calculator and card slot are fullscreen components. When creating a desmos activity, they can only be selected if there is no other component on the screen.

**Graphing Calc:** Insert a graphing calculator component. Use it to set up some initial equations for students to explore or leave it blank for students to create anything they like.



**Card Slot:** Insert a card slot component. This activity requires students to group items together. The items can be text, images or graphs.  
[Sample Card Slot Activities](#)



**Desmos Labs**

**Marbleslides:** Marbleslides is a delightful way for students to explore connections between the graphs and equations of lines, parabolas, and more. Now you can add marbleslides challenges to your own activities!  
 Learn more [here](#).

**Geometry Tool:** Desmos now has a powerful geometry tool to enhance instruction during remote learning!  
 Learn more about the tool [here](#).