Steps for Graphing Linear Equations

- 1. Rearrange your equation to the form y = mx + b.
- 2. Graph the y-intercept (b). If the equation has no b, it is automatically 0.
- 3. Starting at the y-intercept, use the slope (m) to find several more points on the line.
- 4. Check your work! WWSDS?

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