Math Lab

Overview:

Bringing the abstract concepts of algebra to life by demonstrating the foundations of algebraic principles using an actual scale! Following the teachings of al-Khwarizmi, students can physically depict the balance you achieve through the use of algebra.

How to Find the Experience

Once you have logged into the VXRLabs home page, navigate to "Subjects" tab, then to "Math" in the left-side menu. From here, select the "Algebra" folder and "Scales of al-Khwarizmi".
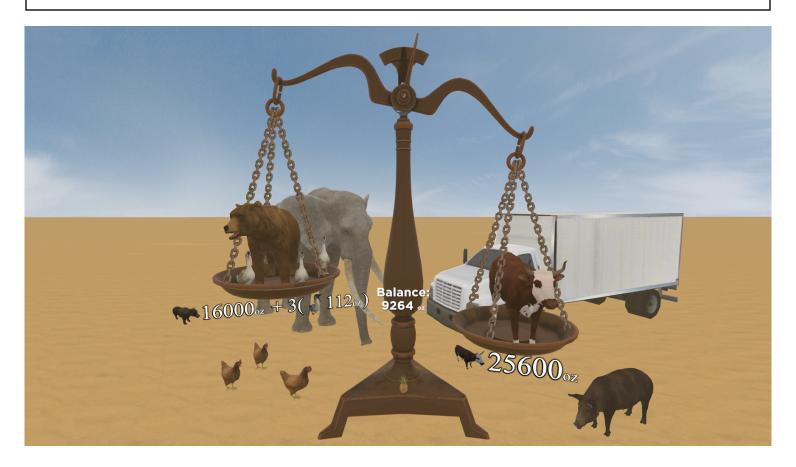
Supplemental Materials

Visit the link below or scan the provided QR code to see specific standards and acknowledgments.

Seeing Structure in Expressions

http://www.thecorestandards.org/Math/Content/HSA/SSE/

VXRLABS™

Gameplay Instructions

A balancing scale is a great tool for visualizing math equations. Imagine a math equation as a seesaw at the playground. Just like how you need to add or take away things to make both sides of the seesaw level and balanced, math equations need to be balanced too. This means making sure that what's on one side equals what's on the other side.

Controls:

- Use your hands to grab objects and place them on the scales around you.
- Press the GRIP button to grab (middle,ring, and pinky finger).
- Some objects are too heavy too grab with your hands!
- To grab any object from a distance, hold the GRIP button on either controller to shoot a ray
- Aim your ray at a target and press the TRIGGER button (index finger) to control it
- Release GRIP or TRIGGER to let go of an object