Steps to Solve Systems by Graphing

1) Rearrange the first equation so it is in slope-intercept form.

\[ y = mx + b \]

m = slope  b = y-intercept

2) Graph the y-intercept (b) on the y-axis.

3) Use the slope to count from the y-intercept to another point.

\[ \text{slope} = \frac{\text{rise (up or down)}}{\text{run (right or left)}} \]

4) Use the slope to graph more points.

5) Use a ruler to connect the points and make a long line and put arrows on the ends.

6) Label the line with the equation.

7) Repeat steps 1-6 with the second equation.

8) Find the point of intersection and name it. This point is the solution to the system.