One Step Equations Tic Tac Toe
TWO-STEP EQUITIONS QR CODE GAME
DISTRIBUTIVE PROPERTY MAZE

ADDING INTEGERS PUZZLE

combining like terms mini paper chain



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DISTRIBUTIVE PROPERTY MAZE

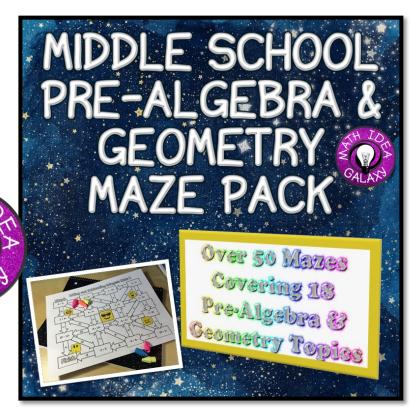
Teacher Directions:

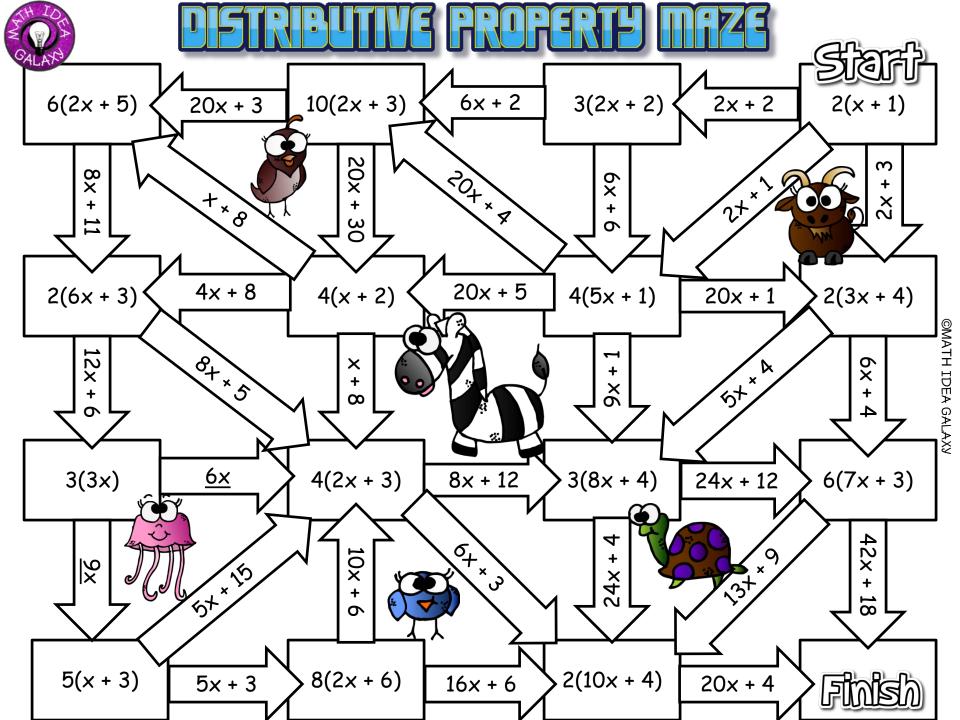
To use this maze activity you will need to make a copy of the maze for each student. Students will complete the problems on a separate piece of paper or a small whiteboard. After they complete each question they will look for the path that has the correct answer on it. They will then move through that arrow to the next question. They will keep doing this from the start space to the finish space. If they make a mistake they will have to go back to the mistake and continue from there.

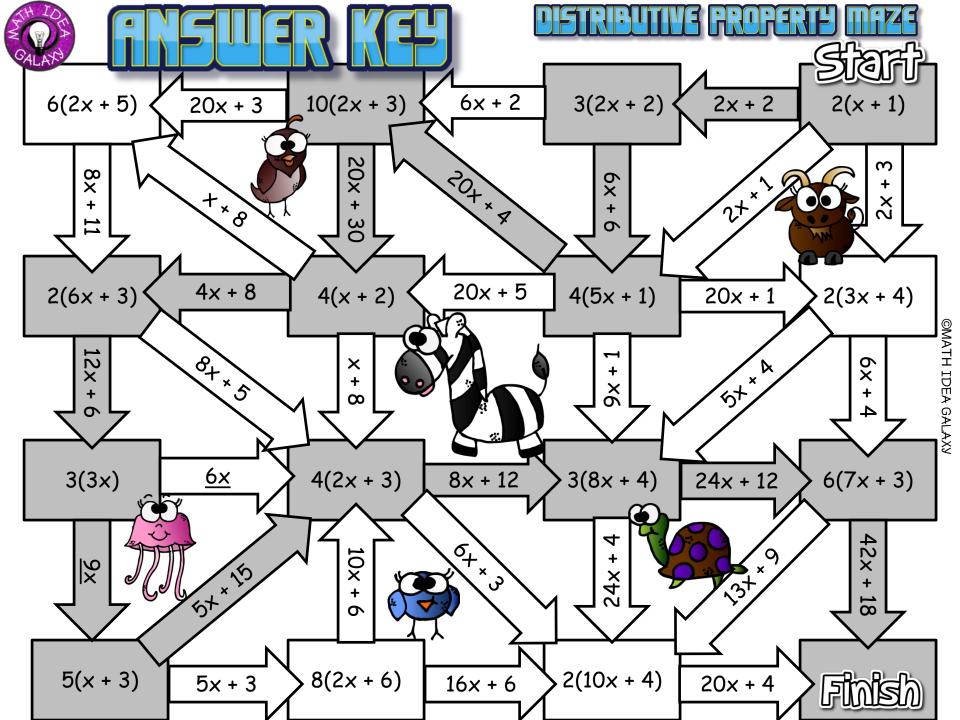
Tips and Variations:

- Use the maze in a dry-erase sleeve or page protector to save paper.
- •Have students race against each other or against their best time.
- •Students can use a highlighter to show their path.

Check Out Our 💫 Super Huge Maze Pack







adding entegers fue

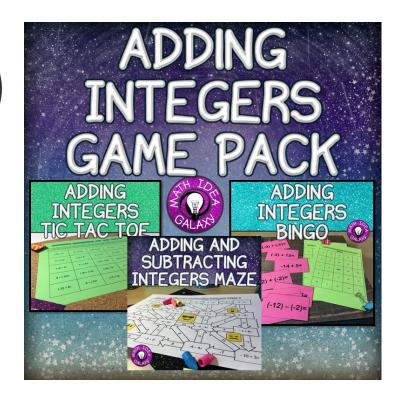
Teacher Directions:

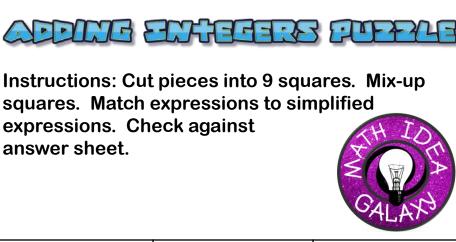
Students will cut the pieces out and mix them up and then try to put them back together. An answer key is included and the uncut puzzle can serve as an answer key. If the puzzle is put together correctly then the characters will be back in the same order as the uncut version. There are 12 problems with solutions and solutions that will not be used around the outside edge. Don't give students the answer key until after they are finished.

Tips and Variations:

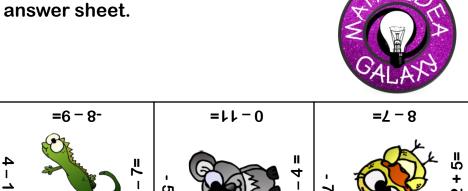
- -If students are struggling tell them which piece is in the middle.
- -The same puzzle can be used more than once.
- -Students can work in partners to figure out the puzzle.
- -This is great for a math center.

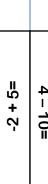


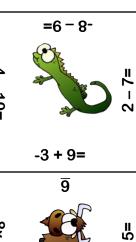


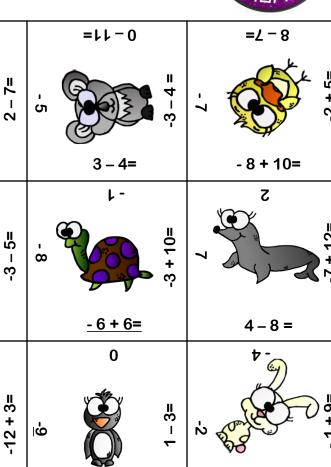




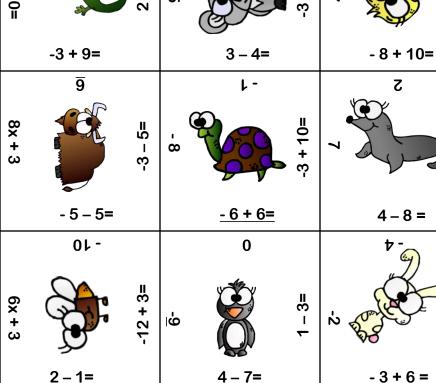


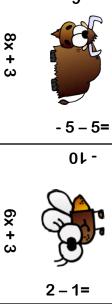






-3+6=





ADDING ENTEGERS PUZZAE AND MER KEY

=6 - 8-			= - 0	=7 -8	
4-10=	2-7=	-51	8- 8- 4- 8-	-2+5=	
	-3 + 9=		3 – 4=	-8 + 10=	
	9		١-	2	
8x+3	-3 - 5=	-8	-3 + 10= -3 + 10=	-7+12=	
	-5 - 5=		<u>-6+6=</u>	4-8=	
	0r-		0	t-	
6x+3	-12+3=	- <u>9</u>	- 3 = 8	-2 =6 + t -	
	2-1=		4-7=	-3+6=	

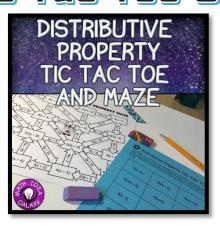


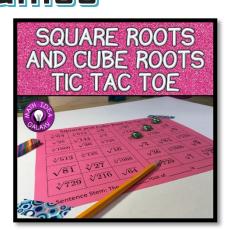
One Step Equations Vic Vac Voe

Teacher Directions:

The game is a variation on tic tac toe. Instead of 3 in a row, students have to get 5 in a row. They take turns choosing a box and completing the problem in the box. Their partner also does the same work to check the answer. If they get it correct then they mark that box with their symbol until someone gets 5 in a row. One player is x's and the other is o's.

Check Out These Tic Tac Toe Games





Tips and Variations:

- •Have students use a dry-erase sleeve to play multiply times on the same paper.
- Have students show their work on a separate piece of paper.







One Step Equations Tie Tee Toe

How to Play: You need one Tic Tac Toe sheet per pair of people. Each person chooses a symbol to represent them (an X, an O, a star, a heart, etc.). Players take turns choosing an expression to factor and if they factor it correctly they get that box and they put their symbol in it. Both players factor the expression to make sure that the answer is correct. Each player is trying to get 5 of their symbol in a row like traditional Tic Tac Toe.

3×=15	x + 3=11	6x=42	× 1 =16	4x=16
x + 5=11	x - 5=5	× =8	x-7=10	× 7 =4
x-2=13	X =7	Flee	2×=18	x + 6=14
7x=21	× + 10=17	x-9=3	×-1=4	<u>×</u> ₁₀ =5
x + 9=18	x-4=9	9x=9	x + 8=20	8x=40



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3x=15	x + 3=11	6×=42	×=16	4x=16
x=5	x=8	×=7		x=4
x + 5=11	x - 5=5	×/4 =8	x-7=10	×7 =4
x=6	x=10	×=32	x=17	x=28
x-2=13	×3 =7	Flee	2x=18	x + 6=14
x=15	×=21		x=9	x=8
7x=21 x=3	× + 10=17 ×=7	x-9=3 x=12	x-1=4 x=5	× 10=5 x=50
x + 9=18	x-4=9	9x=9	x + 8=20	8x=40
x=9	x=13	x=1	x=12	x=5

TWO-STEP EQUITORS OR CODE GAME

Teacher Directions:

These cards are designed to play a game with QR Codes. In this game a group of 2 to 3 students each get a set of cards, cut the cards up, and place them in a can, a small bucket, a bowl, etc. When the time starts each player takes a question and works through it on their student record sheet. When they finish a problem they check it(with the QR code or with an answer sheet). If they are right they keep the card, if they are incorrect they put the card back into the can. The object of the game is to see who has the most cards at the end of the game. You keep playing until all of the cards have been won. You can also play by counting the points on the cards as well.

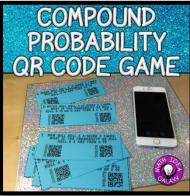
Tips and Variations:

- -You could have partners work together instead of against each other.
- -These cards could also be used like task cards.

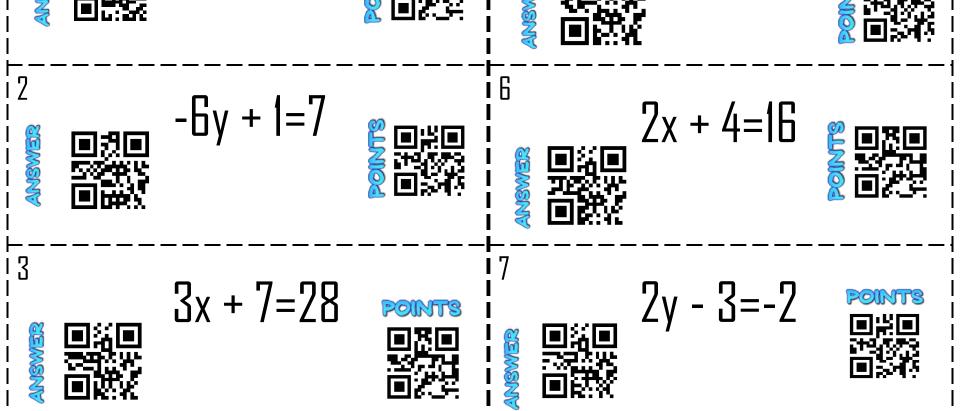
Check Out These Or Code Games









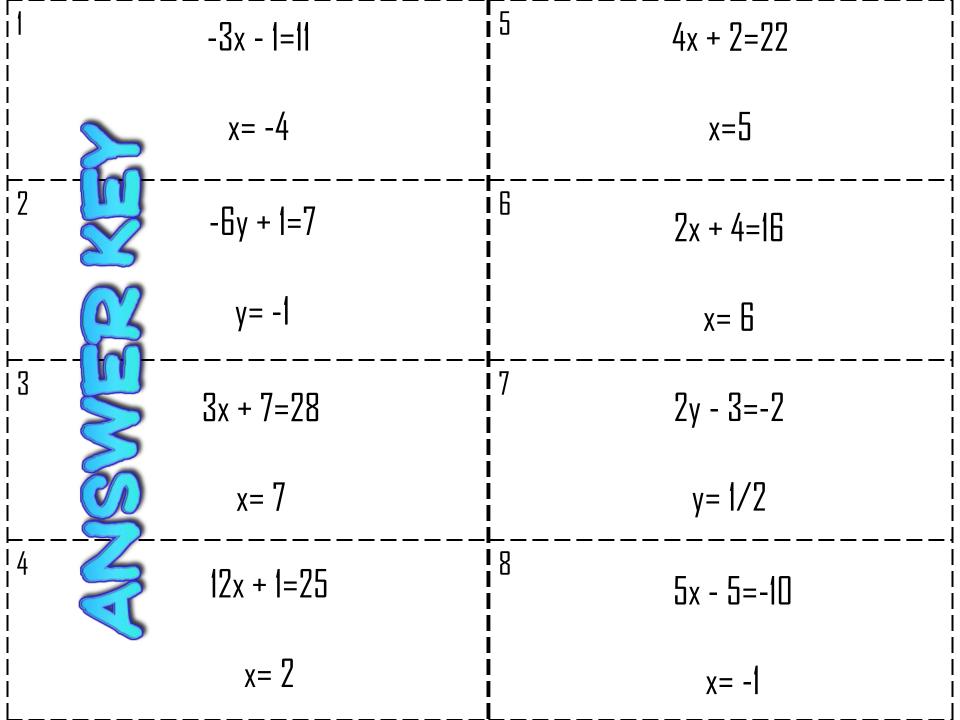


4x + 2 = 22

5x - 5 = -10

-3x - 1 = 11

12x + 1 = 25



COMBINIC LIKE TERMS MINI PAPER CHAIN

Teacher Directions:

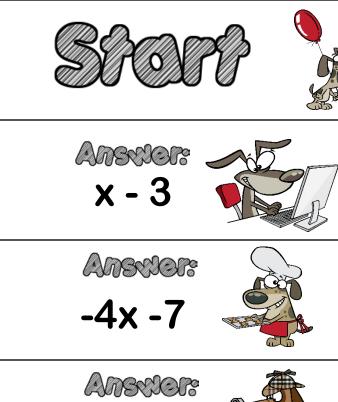
In this paper chain activity students will be given 5 problems to work through. When they finish a problem they will find the answer to that problem on another piece of the chain and they will connect the answer piece to the problem piece and then they will complete the next problem. They will repeat this process from the start piece to the end piece in the chain. There is some part of the answer that is missing that the students will have to add to make the answer complete.

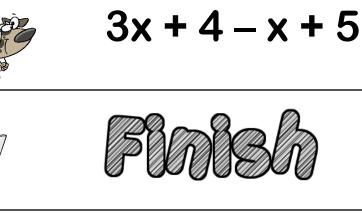
Tips and Variations:

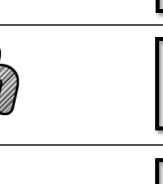
- This is a great partner activity.
- •Have students show their work on a separate piece of paper.
- •Do multiple paper chain activities and keep adding to the chains through the year.
- •Have students check their work with the teacher before pasting

Check Out This Game Pack



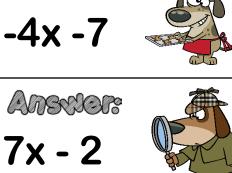


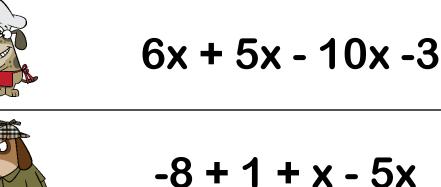






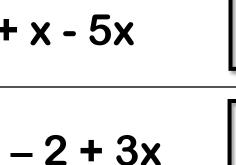
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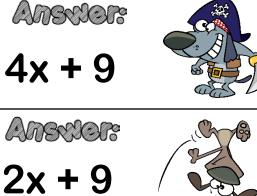


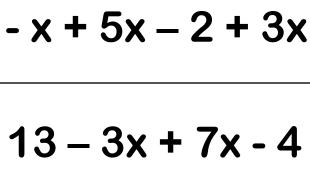








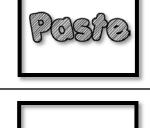


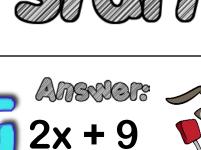






3x + 4 - x + 5

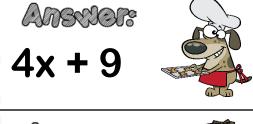


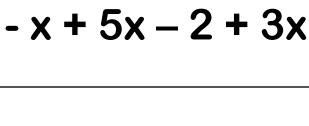




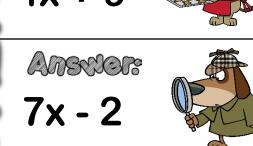
13 - 3x + 7x - 4

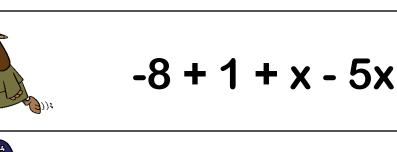


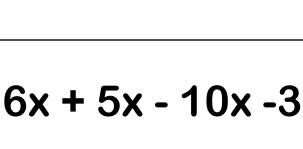
















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