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| **Solving Linear Equations using Models** | | | |
| Represents equations using  algebra tiles  These tiles show the equation  *x* – 4 = 8. | Solves one-step equations using a model and verifies the solutions  To solve *x* – 4 = 8, I added 4  one-tiles to each side.    When I removed the zero pairs,  what I had left was *x* = 12.  To check my answer, I replaced  the *x*-tile in my original model with 12 one-tiles. When I removed zero pairs, I ended up with 8 one-tiles  on the left side, which matches the right side. | Solves multi-step equations using a model and verifies the solutions  These tiles represent –2*x* + 8 = 2.    I added 8 negative one-tiles to each side to create zero pairs on the left. When I removed the zero pairs,  I had:    I flipped the tiles on both sides and organized them in 2 equal groups.  It looked like this:    I could see that *x* = 3. | Creates an equation to represent  a word problem, solves it using  a model, and explains what the solution represents  I used *x* to represent the cost of each pair of socks. My equation was  4*x* + 7 = 15.    I added 7 negative one-tiles to each side. After removing zero pairs, I got:    I grouped the tiles on each side in  4 equal groups and saw that *x* = 2. Each pair of socks cost $2. |
| **Observations/Documentation** | | | |
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