Plateau de jeu 1 Tic-Tac-Toe

(Équations en une étape)

**La modélisation et l’algèbre**

**Unité 2, Fiche 5a**

|  |  |  |
| --- | --- | --- |
| *m* = 24 ÷ 3 | 6 × *c* = 42 | 5*p* = 50 |
| 6 = | 49 = 7 × *k* | *b* = 72 ÷ 9 |
| 36 = 4 × *t* | = 5 | 11*e* = 44 |

Plateau de jeu 2 Tic-Tac-Toe

(Équations en deux étapes)

**La modélisation et l’algèbre**

**Unité 2, Fiche 5b**

|  |  |  |
| --- | --- | --- |
| *m* + 2 = 24 ÷ 3 | 26 – 6*c* = 4 | 4*p* – 6 = 38 |
| 5 = | 49 = 2*n* − 3 | 4*b* = 72 ÷ 9 |
| 40 = 4*t* + 8 | *s* ÷ 3 = 8 | − 6 = 1 |

Plateau de jeu 3 Tic-Tac-Toe

**La modélisation et l’algèbre**

**Unité 2, Fiche 5c**

|  |  |  |
| --- | --- | --- |
| *a* = 6 ÷ 3 | 4 × *b* = 12 | 15 = 3 × *c* |
| 2 = | 16 = 8 × *e* | *f* = 6 × 2 |
| 9 ÷ *g* = 3 | = 5 | 12 ÷ 3 = *k* |

Plateau de jeu 4 Tic-Tac-Toe

**La modélisation et l’algèbre**

**Unité 2, Fiche 5d**

|  |  |  |
| --- | --- | --- |
| *t* = 6 | *n* = 24 | *e* = 10 |
| *y* = 8 | *x* = 36 | *r* = 12 |
| *v* = 21 | *p* = 7 | *w* = 9 |