|  |
| --- |
| **Solving Linear Equations using Models** |
| Represents equations using algebra tilesThese tiles show the equation *x* – 4 = 8. | Solves one-step equations using a model and verifies the solutionsTo 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 solutionsThese 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 representsI 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** |
|  |  |  |  |