Name

Date

Algebra Unit 5 Line Master 1a Ways to Solve Linear Equations

1. Model, then solve each equation. Use at least two different representations. If you use concrete materials, sketch your representation.

a) *x* + 8 = 14

b) 6 + 2*x* = 12

c) 14 = *x* + 7

d) 2*x* + 3 = 17

- 2. Solve each equation using a method of your choice.
 - a) 3*x* = 12

b) 5 + 2x = 11

c) x - 2 = 9

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Algebra Unit 5 Line Master 1b Ways to Solve Linear Equations (cont'd)

3. Sammy prefers to use only arithmetic to solve equations. To solve the equation 3x + 2 = 17, Sammy thinks: "If 2 more than 3x is 17, then 3x must be 17 - 2." 3x + 2 - 2 = 17 - 23x = 15

Sammy says that if 3x is 15, then x must be $15 \div 3$. $3x \div 3 = 15 \div 3$ x = 5

a) How can you relate Sammy's method to one of the models you use?

b) How does Sammy's method ensure that both sides of the equation remain equal?

c) Why might Sammy prefer this method over using a model?

4. Use Sammy's method to solve the equation 5x - 8 = -3.