In-Class Game

Equation Parade

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Separate the class into groups of four.

- Equation Parade master, p. 36
- 10 index cards per group



scissors 🖏

Get Set!

Make a copy of the Equation Parade master on page 36 for each student in the class. Cut the index cards in half. Then write each of the numbers 1 through 10 on two cards for each group.

● Go!

- Shuffle the cards. The first player draws three cards and shows two of the cards for the rest of the players to see. For example, say a player draws a 3, a 4, and a 7 and shows the 3 and the 4. The player then makes up and states an algebraic equation with one of the shown cards on the side by itself, the other shown card as the coefficent of x, and a solution of the number on the remaining card. For example, "3x - 17 = 4; What is my other number?"
- The first player to solve the equation raises his or her hand and offers a solution. If that player is correct, he or she scores 1 point and it is that player's turn to draw two cards, and so on. If that player is incorrect, he or she loses 1 point and play continues until someone gives the correct answer.
- The first player to score 10 points wins.

In-Class Game

Equation Parade

Work in groups of four.

- Shuffle the cards. The first player draws three cards and shows two of the cards for the rest of the players to see. For example, say a player draws a 3, a 4, and a 7 and shows the 3 and the 4. The player then makes up and states an algebraic equation with one of the shown cards on the side by itself, the other shown card as the coefficient of x, and a solution of the number on the remaining card. For example, "3x 17 = 4; What is my other number?"
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