

# The Game Zone

A Place To Practice Your Math Skills

Math Skill

Solving  
Two-Step  
Equations



## Math-O

### ● GET READY!

**Players:** two, three, or four

**Materials:** 52 index cards and 4 different colored markers

### ● GET SET!

- Make a set of four cards by using the markers to put a different-colored stripe at the top of each card.
- Then write a different two-step equation on each card. The solution of each equation should be 1.
- Continue to make sets of four cards having equations with solutions of 2, 3, 4, 5, 6, -1, -2, -3, -4, -5 and -6.
- Mark the remaining set of four cards "Wild".

$$2x - 3 = 5$$

$$-5x + 8 = 3$$

### ● GO!

- The dealer shuffles the cards and deals five to each person. The remaining cards are placed in a pile facedown in the middle of the table. The dealer turns the top card faceup.
- The player to the left of the dealer plays a card with the same color or solution as the faceup card. Wild cards can be played any time. If the player cannot play a card, he or she takes a card from the pile and plays it, if possible. If it is not possible to play, the player places the card in his or her hand, and it is the next player's turn.
- **Who Wins?** The first person to play all cards in his or her hand is the winner.