

# Expressions & Equations

DIRECTIONS: Choose activities from the board below that equal 10 points or more.

1 Point Projects	5 Point Projects	3 Point Projects
<p><b>Letter</b></p> <p>Write a letter to your pen pal explaining how to graph a proportional relationship and calculate the unit rate. Provide examples.</p>	<p><b>Calendar</b></p> <p>Create a calendar where students compare proportional relationships. For each day, write the proportional relationship that is being compared in one color and the answer in another color.</p>	<p><b>War</b></p> <p>Create your own version of the card game "War" where players compare distance-time graphs to distance-time equations to determine which of the two moving objects has a greater speed. Create 15 of each type of card (a total of 30 cards).</p>
<p><b>Puzzle</b></p> <p>Create 6 two-piece puzzles where players have to match linear equations with one of the following: one solution, infinitely many solutions, or no solution. On a sheet of paper, glue the two puzzle pieces together and explain why you matched them together.</p>	<p><b>Mystery</b></p> <p>Create your own mystery story where detectives solve a series of linear equations (ie. <math>-4v - 7 + 10v = -7 + 6v</math>) to solve the case. Your mystery story must include a minimum of 10 equations. IDEA: Solving the equations could give you the combination to a lock or the coordinates to a secret location or even a locker number.</p>	<p><b>Scavenger Hunt</b></p> <p>Create your own linear equation scavenger that ultimately reveals a hidden message. Your scavenger hunt must have a minimum of 8 problems and include a key!</p>
<p><b>Dominos</b></p> <p>Create a 10 piece domino game where students match perfect square roots and perfect cube roots with their answers. Glue the completed domino set to a sheet of construction paper.</p>	<p><b>Maze</b></p> <p>Create your own maze where players must successfully solve perfect square and perfect cube root equations in order to reach the end of the maze. Your maze should include a minimum of 15 equations. Include a key that shows the correct route.</p>	<p><b>Wheel of Fortune</b></p> <p>Create your own Ratio and Percent Wheel of Fortune game. To do this, write and solve ten multistep word problems using proportions. You will also need to create a 15 section game wheel that includes the ten problems and 5 prizes.</p>