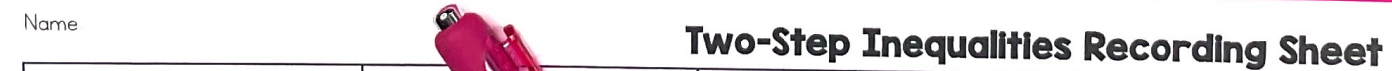


SCROLL
to take a look inside!


$$-\frac{x+3}{10} > 8$$

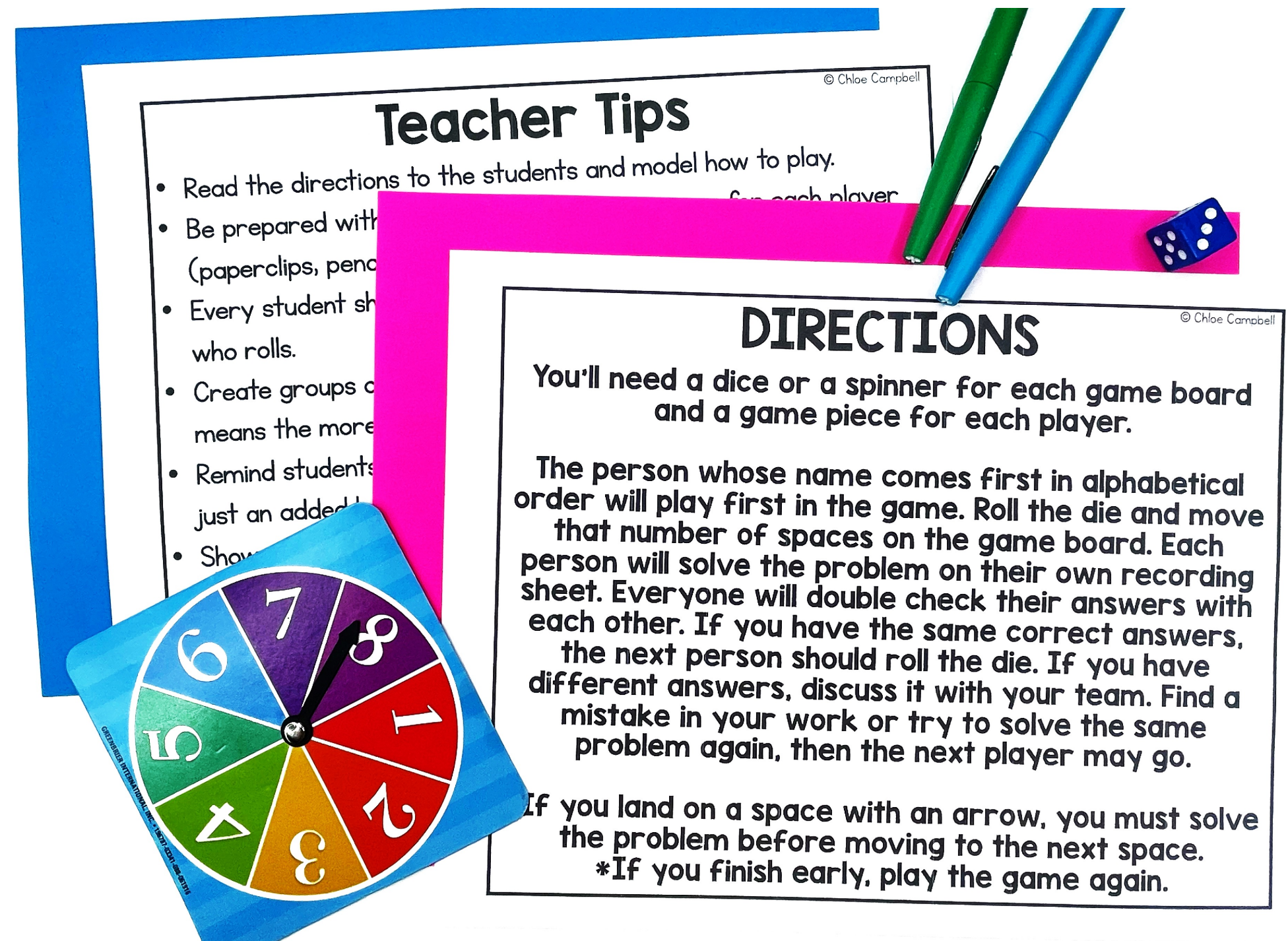
Math Skills Included:



**Represent the
inequalities
algebraically and
graphically**

You'll Receive

- ★ Teacher Tips
- ★ Student Directions
- ★ Printable Math Board Game
- ★ Recording Sheet
- ★ Answer Key

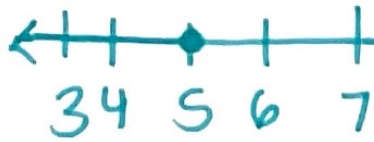
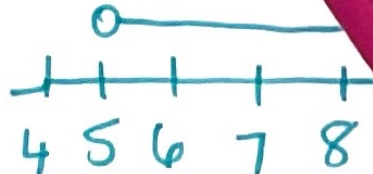
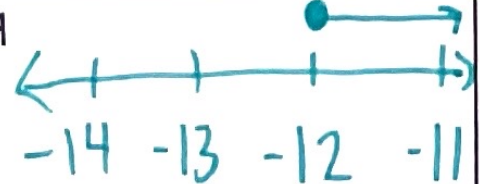
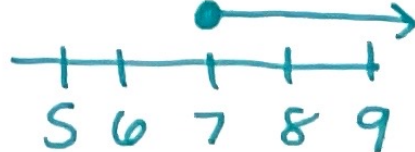


Student Recording Sheet

Two-Step Inequalities

Name _____

Two-Step Inequalities Recording Sheet

1 $x \leq 6$	2 $x < 6$	3 	4 $x \geq (-5)$
5 $x > 6$	6 	7 $x \geq -24$	8 $x \geq 36$
9 	10 $x \leq -24$	11 $x > -64$	12 
13	14	15	16

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HAPPY TEACHERS SAID...

“ This was a hit during centers. All students were engaged, and better yet – learning! Love this! ”

“ My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days. ”

“ These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource! ”

What's the Best Way to Use this Game?

- ✓ Math Centers or Stations
 - ✓ Whole Group Practice
 - ✓ Morning Work
 - ✓ Partner Activity
 - ✓ Early Finisher Tasks
 - ✓ Substitutes

Tips for Playing Math Games:

- ★ Read the directions to the students and model how to play.
- ★ Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- ★ Every student should solve every problem – not just the person who rolls.
- ★ Create groups of 2-4 students. The lower number of students means the more focused students are while playing.

Tips for Playing Math Games:

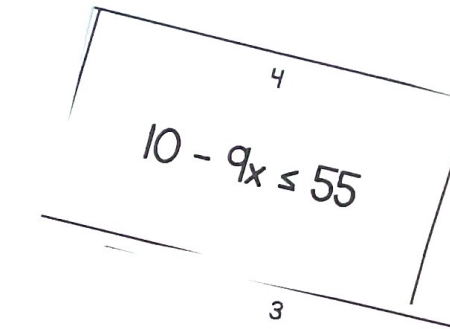
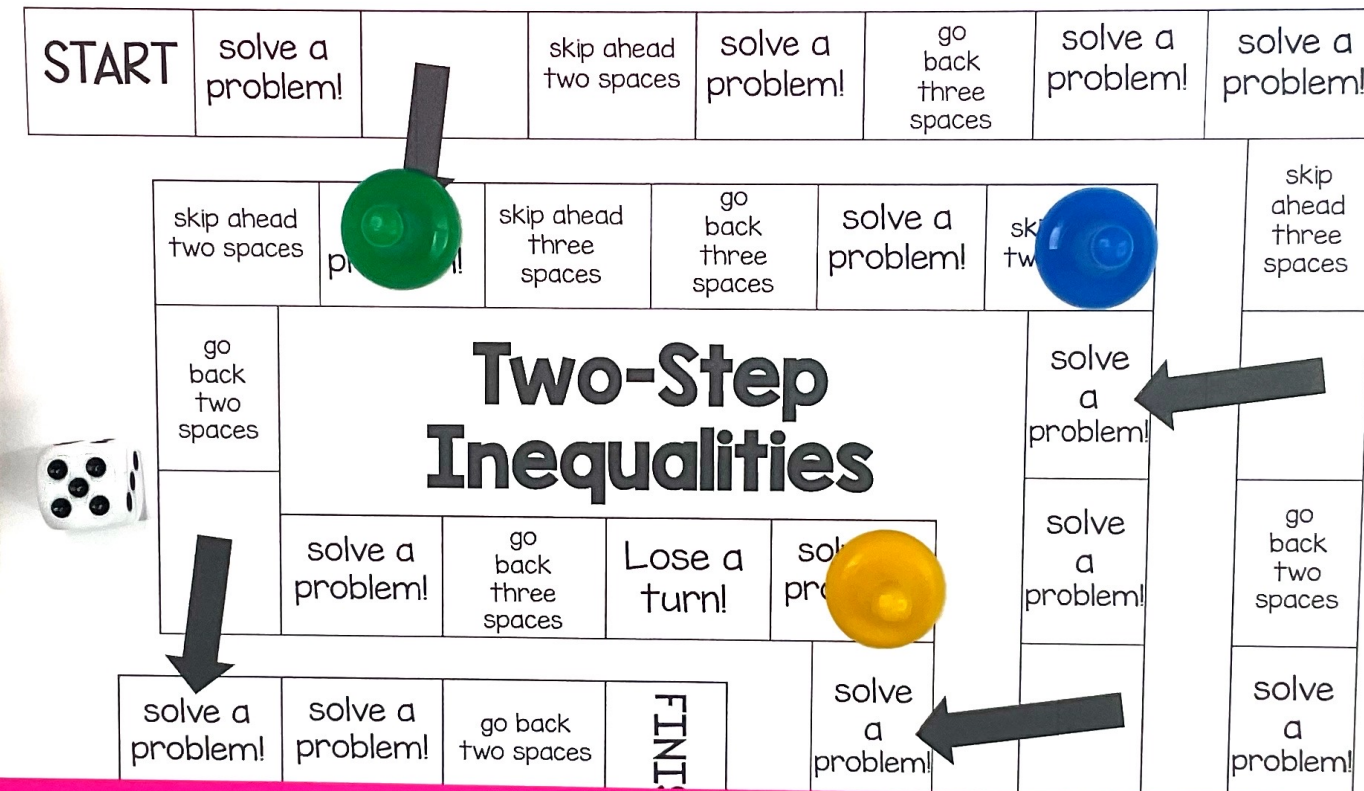
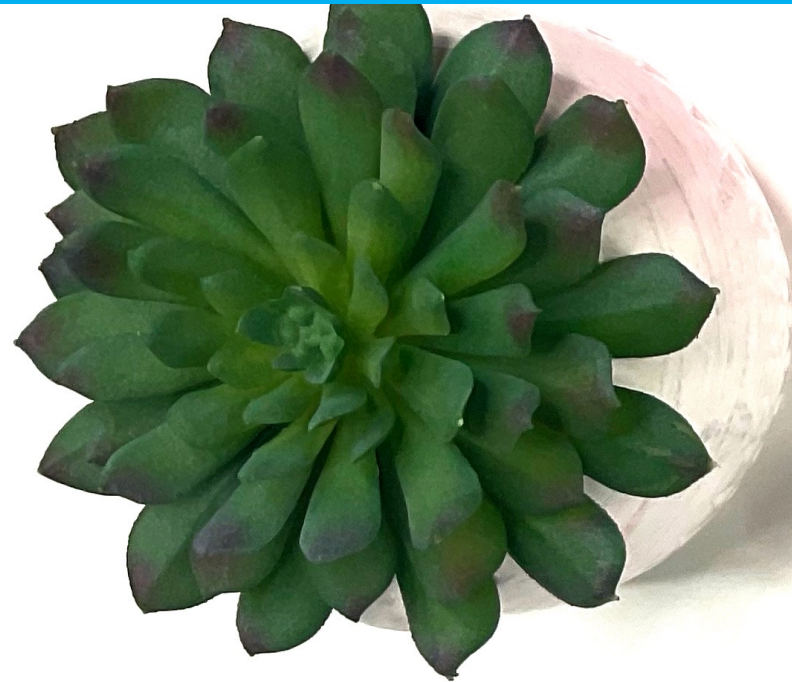
- ★ Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.
- ★ Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

Why Board Games?

Research shows that
challenge-based gamification in
the classroom lead to an increase
of 34.755% in student performance

(ScienceDirect, 2020).

Students won't even realize
they are learning!



$$-6 - 6x \geq -36$$

$$\frac{x}{6} - 2 \geq 4$$

$$7(x+2) < 14$$


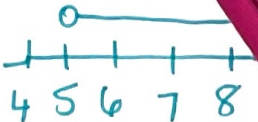
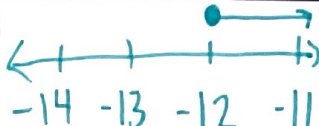
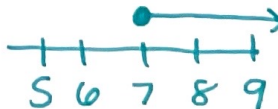
$$-3x - 3 > 0$$

$$\frac{x-1}{6} \geq 1$$

$$-\frac{x+3}{10} > 8$$

Name

Two-Step Inequalities Recording Sheet

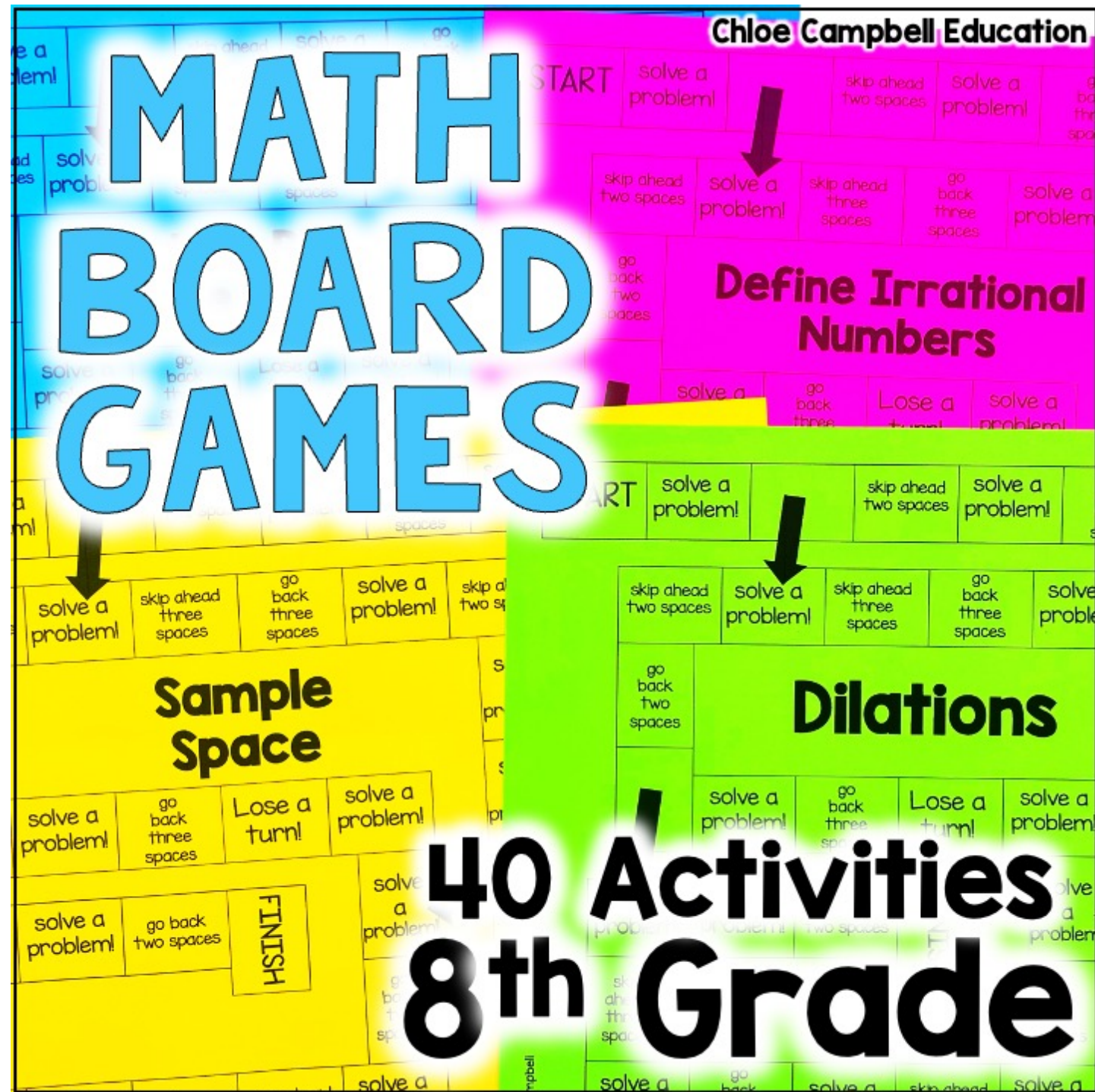
1	2	3	4
$x \leq 6$	$x < 5$		$x \geq (-5)$
5	6	7	8
$x > 6$		$x \neq -24$	$x \geq 36$
9	10	11	12
	$x \leq -24$	$x > -64$	
13	14	15	16

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achievement increase!

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