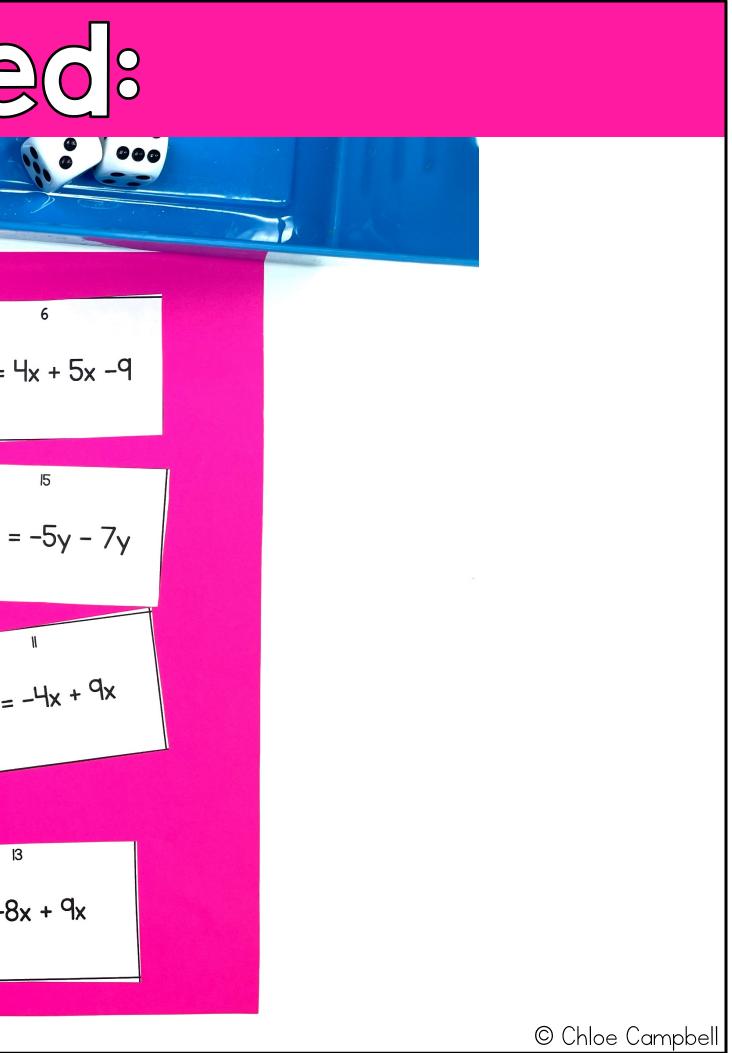


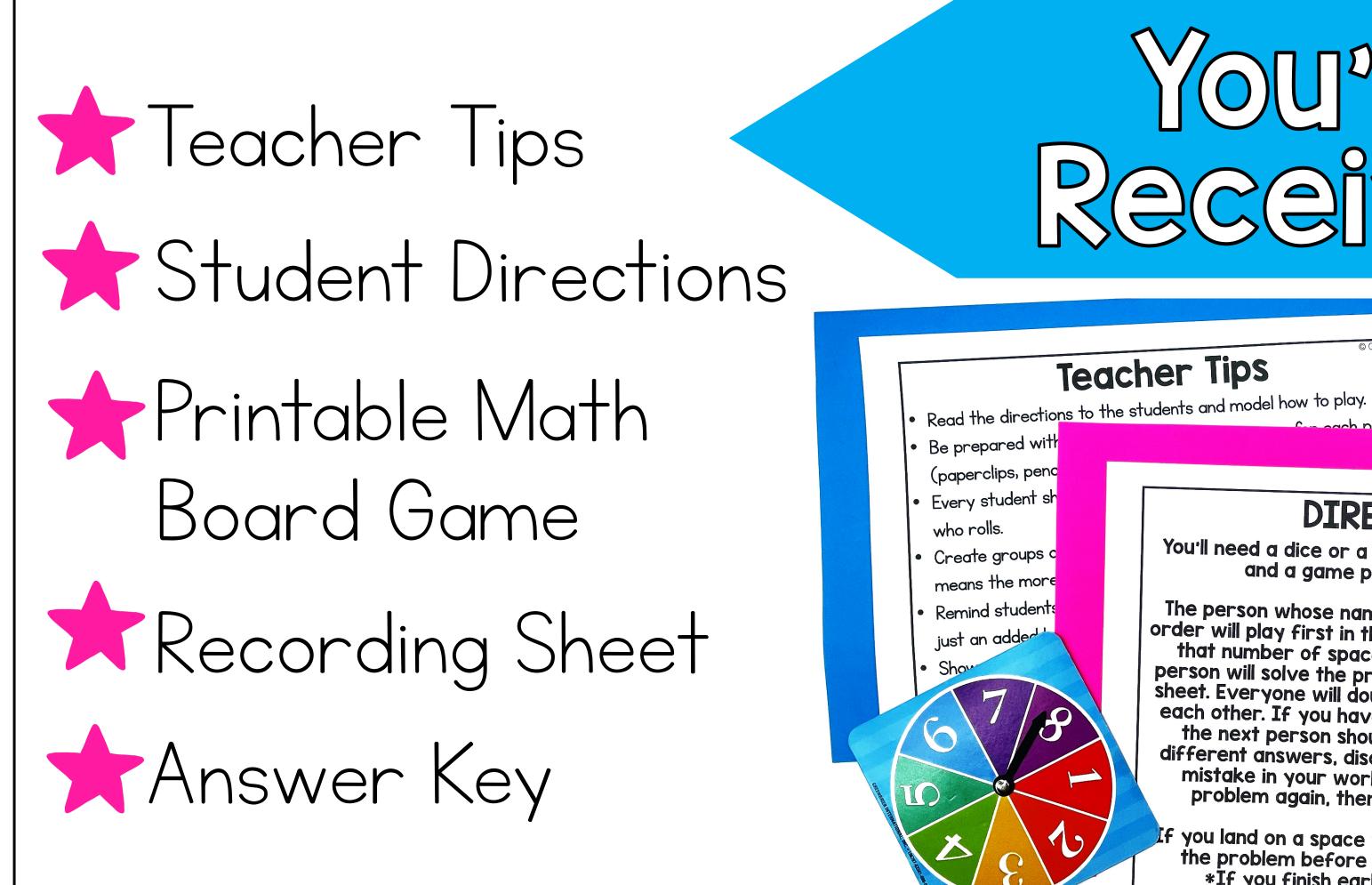
### Solving Multi Step Linear Equations

### SCROLL to take a look inside!

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$$\begin{array}{c} 3 \\ x = -x - 20 \end{array} \qquad \begin{array}{c} 1 \\ -12 - x = 2x + 6 \\ -12 - x = 2x +$$







### Teacher Tips

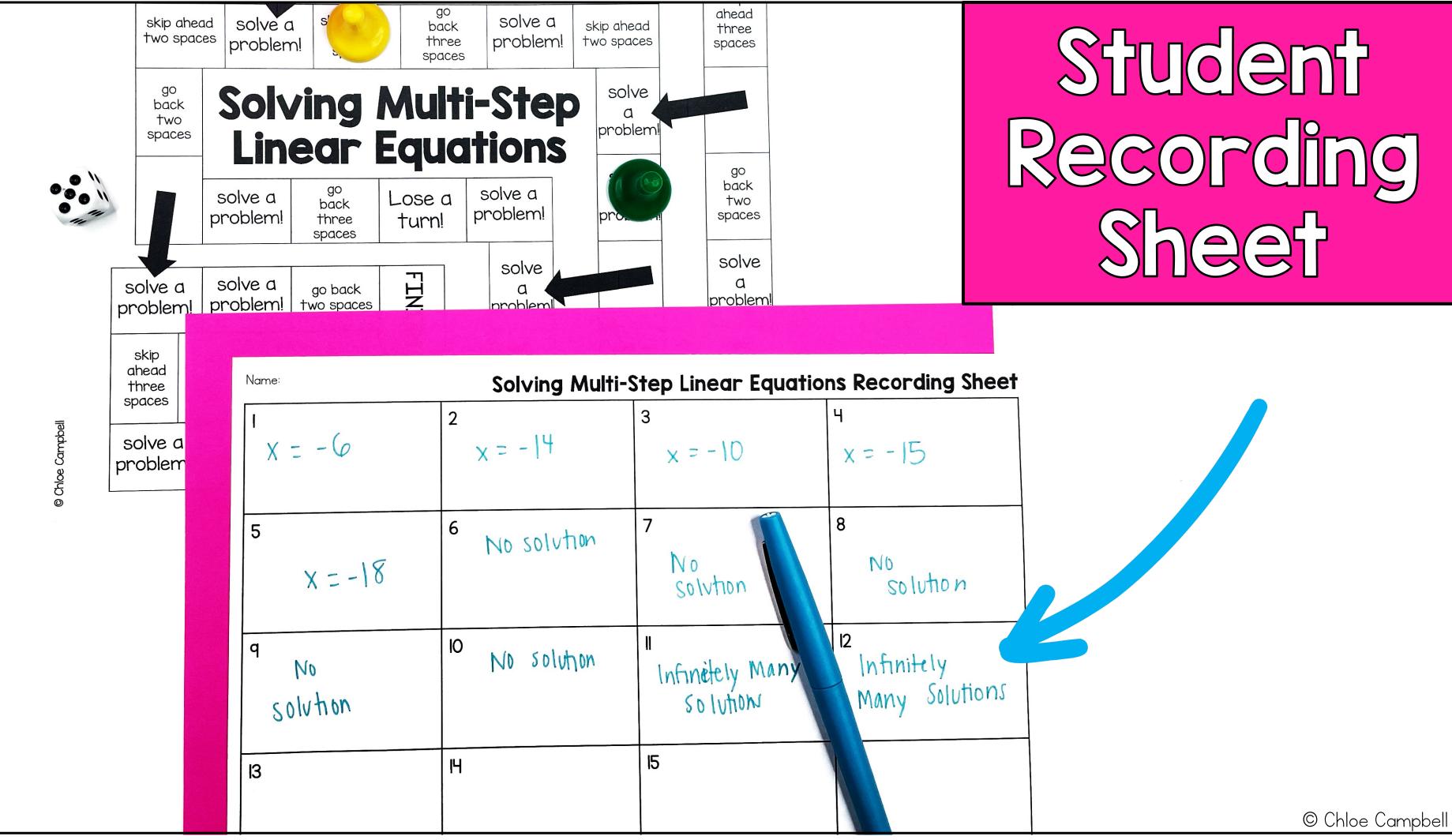
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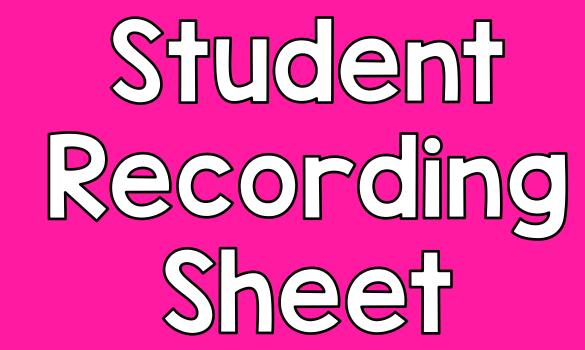
DIRECTIONS

You'll need a dice or a spinner for each game board and a game piece for each player.

The person whose name comes first in alphabetical order will play first in the game. Roll the die and move that number of spaces on the game board. Each person will solve the problem on their own recording sheet. Everyone will double check their answers with each other. If you have the same correct answers, the next person should roll the die. If you have different answers, discuss it with your team. Find a mistake in your work or try to solve the same problem again, then the next player may go.

If you land on a space with an arrow, you must solve the problem before moving to the next space. \*If you finish early, play the game again.





### **HAPPY** TEACHERS SAID...

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.

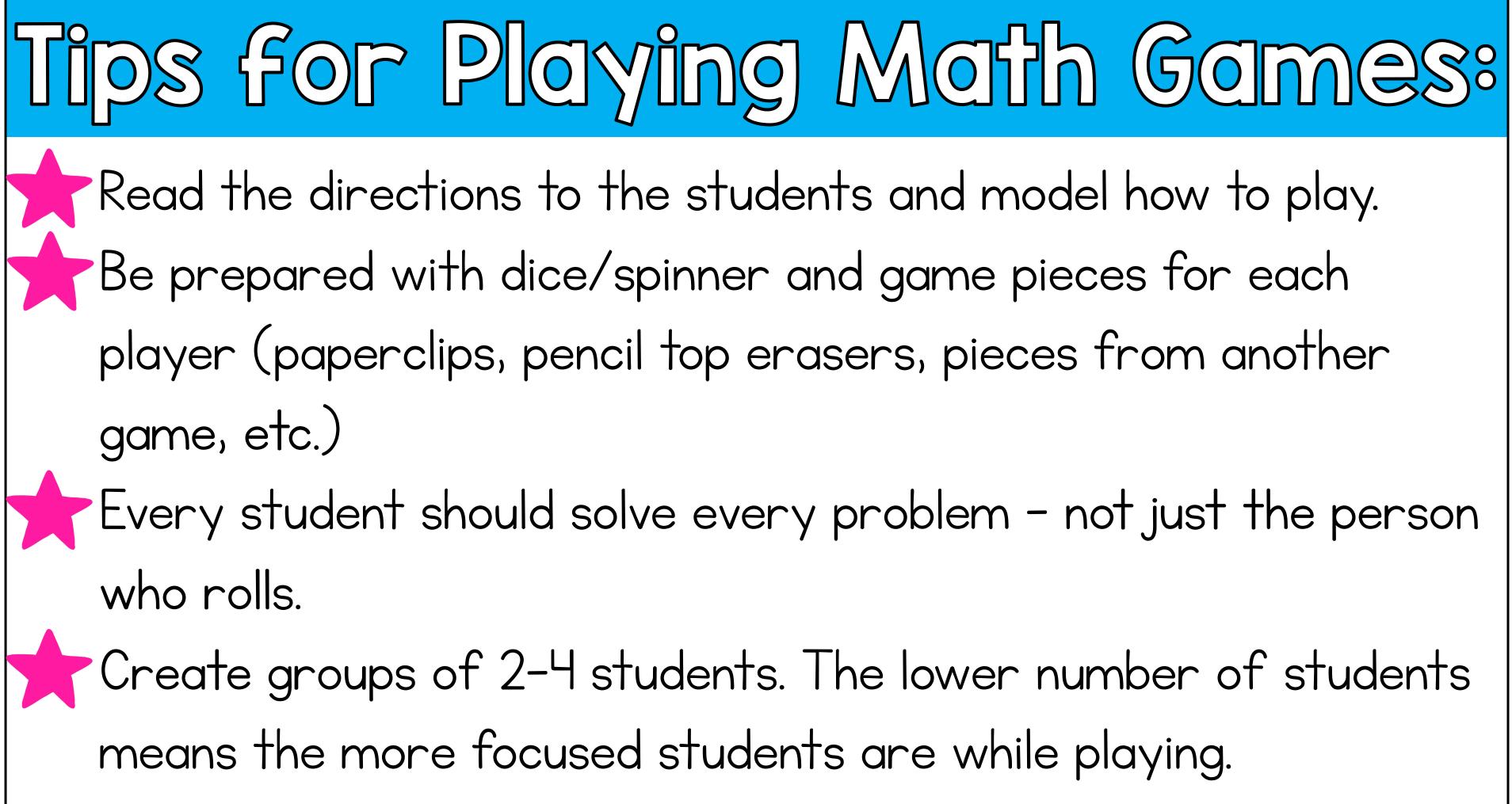
These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning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

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

What's the Best Way to Use this Game? Math Centers or Stations Whole Group Practice Morning Work Partner Activity Early Finisher Tasks Substitutes

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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.



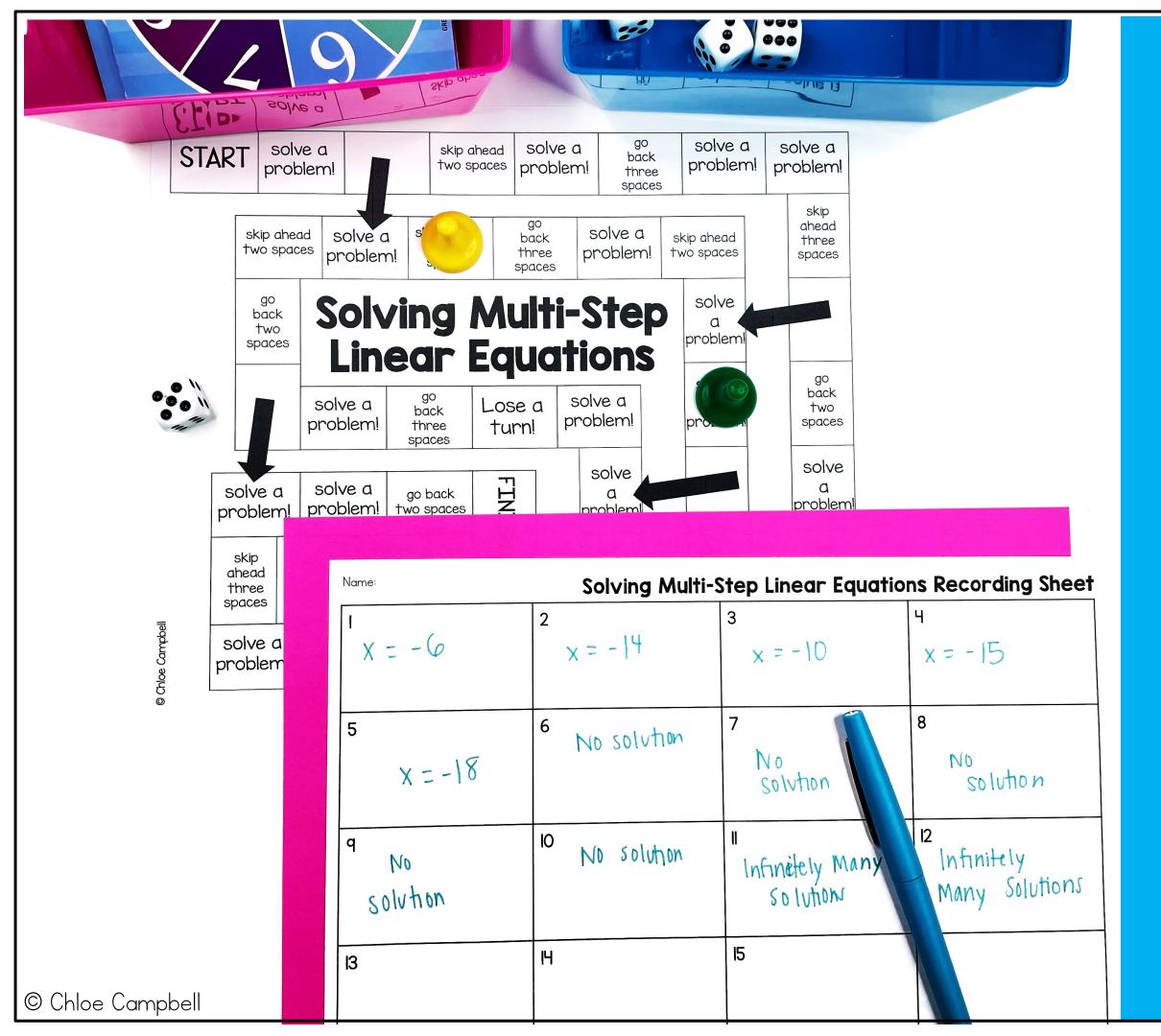
Research shows that

challenge-based gamification in

the classroom lead to an increase

of 34.755% in student performance

(ScienceDirect, 2020).







## Purchase now to see student engagement and student

### achievement increase!

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