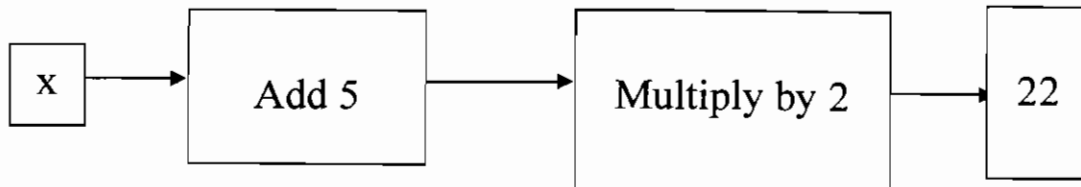


Solving Equations with Function Machines

Variable on One Side Only

Write the equation for the following series of function machines.



Equation:

Solve the equation by working backwards.

Draw the function machines for $3x - 2 = 10$ and solve the equation.

**Collaborating to Improve Math Achievement in an Urban District:
The Rowan-Camden Math Partnership**

Camden City Schools: Kathleen Adams, Danielle Phillips, Jacqueline Sykes, Daphne Wright-Gilstrap
Rowan University: Janet Caldwell, Alexis Kopperman

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Name _____

Color in Fractions

The object of this game is to roll dice to create fractions up to twelfths. Color in sections of the fraction wall (fraction strips) below that correspond to the fractions found after two rolls.

THE DICE

Die A has sides labeled 1, 2, 2, 3, 3, 4 in one color; its roll is the numerator.

Die B has sides labeled $\frac{1}{2}$; $\frac{1}{3}$; $\frac{1}{4}$; $\frac{1}{6}$; $\frac{1}{8}$; $\frac{1}{12}$; its roll is the denominator.

RULES OF THE GAME

1. Players take turns rolling both dice. Each player will make a fraction. Each row on the wall represents one whole.
2. Each player colors the fraction equivalent on the wall. For example, if a player throws 2 and $\frac{1}{4}$, then he or she can color—
 - $\frac{2}{4}$ of one line,
 - $\frac{4}{8}$ of one line,
 - $\frac{1}{4}$ of one line and $\frac{2}{8}$ of another, or
 - Any other combination equaling $\frac{2}{4}$.
3. If players are unable to use their turn, they must "pass." The first player who is able to color the entire wall is the winner.