

Contents

CD-ROM Contents	v
Using These Activities	vii
Acknowledgments and Author Biographies	xi
Chart of Activities	xii
1: Fundamental Operations	
Adding Integers	3
Subtracting Integers	7
Raz's Magic Multiplying Machine	11
Multiple Models of Multiplication	15
Mystery Machines	21
Dividing Real Numbers	23
The Commutative Property	27
The Associative Property	31
Identity Elements and Inverses	35
Exploring Properties of Operations	39
2: Ratios and Exponents	
Ratio and Proportion	49
Proportions in Similar Triangles	53
Rates and Ratios	57
The Golden Rectangle and Ratio	61
Fractals and Ratios	65
Length of the Koch Curve	69
The Chaos Game	73
Exponents	77
Zero and Negative Exponents	81
3: Algebraic Expressions	
Order of Operations	87
Equivalent Expressions	91
Equivalent Expressions: The Border Problem	95
The Distributive Property: A Painting Dilemma	99
The Distributive Property	103
Algebra Tiles	105
The Product of Two Binomials	109
Squaring Binomials	113
Squares and Square Roots	117

4: Solving Equations and Inequalities

Approximating Solutions to Equations	123
Undoing Operations	127
Solving Linear Equations by Balancing	131
Solving Linear Equations by Undoing	137
Solving Linear Equations by Jumping	141
Properties of Inequality	145
Solving Inequalities by Substitution	147
Solving Inequalities by Balancing	149
Solving Compound Inequalities	151

5: Coordinates, Slope, and Distance

Coordinates: The Fly on the Ceiling	157
The Origin: Center of the World	161
Points Lining Up in the Plane	165
The Slope of a Line	171
The Slope Game	175
More Slope Games	177
How Slope Is Measured	179
Slopes of Parallel and Perpendicular Lines	183
The Pythagorean Theorem	187

6: Variation and Linear Equations

Direct Variation	193
Inverse Variation	197
The Slope-Intercept Form of a Line ¹	201
The Point-Slope Form of a Line ²	205
The Standard Form of a Line	209
Lines of Fit	213

7: Quadratic Equations

Modeling with Quadratic Equations: Where Are the Giant Ants?	219
Graphing Quadratic Functions	225
Factoring Trinomials	229
Graphing Factored Quadratics	233

¹The printed activity uses the form $y = mx + b$. An alternate version on the CD-ROM uses the form $y = a + bx$.

²The printed activity uses the form $y = m(x - h) + k$. An alternate version on the CD-ROM uses the form $y = y_1 + b(x - x_1)$.