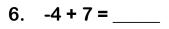
Addition & Subtraction Integer Modeling Lab

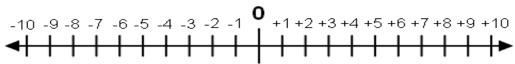
PURPOSE: To practice adding and subtracting integers with number lines and algebra tiles (charge method). SOL: 7.3

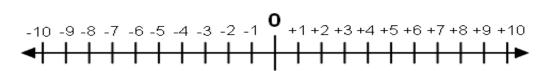
NUMBER LINES

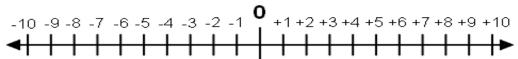
Examples:

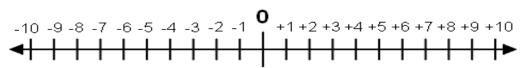
Use the below number lines to model the given <u>ADDITION</u> problems:

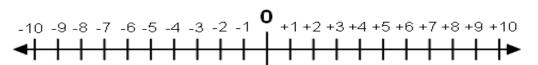












PART TWO - Algebra Tiles/Charge Method

ADDING "SAME" SIGNS: Same sign KEEP the sign and ADD

Example:		7 + 12 = 19		
	COMBINE	7	12	Key:
			19	= Positive = Negative
Dra	ections: w tiles onto below mats itives and "-" signs for n		odel given pr	roblems (you may use "+" signs for
Ad	ding Two Positive	s:		
1.	Represent 2 + 5 in the 2 + 5 =	mat below.	2.	Represent 8 + 3 in the mat below. 8 + 3=
3.	Represent 9 + 0 in the r 9 + 0 =	nat below.	4 .	Represent 4 + 6 in the mat below. 4 + 6=

- 5. What do you notice about all of your above answers?
- 6. In the space below, write a rule for adding two positive numbers.

6.	Represent -4 + 9 in the mat to the right. Circle the zero pair(s).	
	How many zero pairs are in the problem?	
	What is the solution to -4 + 9 ?	
7.	Represent 2 + (-3) in the mat to the right. Circle the zero pair(s).	
	How many zero pairs are in the problem?	
	What is the solution to 2 + (-3) ?	
8.	Represent -2 + 8 in the mat to the right. Circle the zero pair(s).	
	How many zero pairs are in the problem ?	
	What is the solution to -2 + 8 ?	
_		
9.	Represent 3 + (-5) in the mat to the right. Circle the zero pair(s).	
	How many zero pairs are in the problem?	
	What is the solution to 3 + (-5)?	
10	. Why are some answers positive and some answe	ers negative?
11	. How can you predict the sign of the sum (answer	r) before you actually "do the math"?
12	Write a rule that works for adding integers with a	different signs

NAME:_____

DATE: ____/____

"ADDITION INTEGER MODELING"

Represent the following problems on the given number lines:

Algebra Tiles/Charge Method Addition

Key:

+ = Positive

Directions: Draw tiles onto below mats in order to model the given problems:

= = Negative