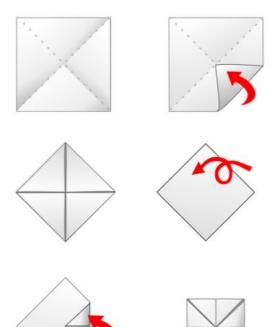
Mollok	34×1,13	24 × 21 × 2	Carlo Carlo
84×3,135	x = 4	x = 8 x = 7	64 × 7, 1, 43
L'ATTAXX L	8 = x	ZI = X	001,46*1
Site of the same o	85"41×2	61. 1. 1. x c.	ted o

Two Step Equations, with addition Whole Number Answers

How to Fold Your "Solving Equations" Fortune Teller



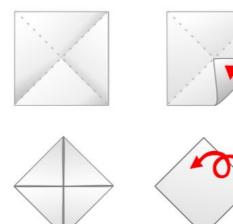




Basic Game Rules for Your "Solving Equations" Fortune Teller

- 1. In pairs, Person A holds the Fortune Teller while Person B picks one of the colors.
- 2. Person A spells the chosen color with each letter, pinching and pulling, moving the Fortune Teller in an in-and-out motion. For example, the word blue, b-l-u-e, would require pinching and pulling 4 times (since there are 4 letters in that word).
- 3. When Person A completes spelling the word, Person B chooses one of the four visible numbers. Person A repeats step 2, but this time pinching and pulling the number of times based on Person B's chosen number.
- 4. Person B chooses one of the four visible equations and reads it out loud. Both players copy the equation in their notebook and secretly solve it, showing full work.
- 5. After a predetermined amount of time, the players compare answers and their work. (The correct answer is under the flap if players can't come to consensus.) If Player B is correct, then he/she scores a point. If not, and Player A is correct, Player A scores a point. If neither are correct, players work together to correct their work. Neither player scores a point.
- 6. Continue playing for a few more turns, taking turns and switching roles.

How to Fold Your "Solving Equations" Fortune Teller











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A4.2.1.15.25	x = 3.5	x = 1.5 x = 4.5	FAX5117A
OZ II XX X 6	₽,0 = x	y = 0.82	TITL HEXX
4 CA	cy. *xxox	NI II CX X	QIII.

Two Step Equations, with addition Decimal Answers