

Solving Equations: Rules and Play

- 1. Players/teams take turns selecting and solving problems.
- 2. If a player/team solves a problem correctly, (s)he/they receive one hundred points and mark the cell with a symbol such as X, or O, initials, etc. If a player/team answer incorrectly, no mark is allowed and play passes to the next player/team. Players/teams also received one hundred points for each tic-tac-toe (3 marks in a row, column, or diagonal).
- 3. The game ends when the board is filled. The player/team with the most points wins.

6x + 3 = 39	x + 22 = 3x	8x + 27 = 10x + 9
x = ?	x = ?	x = ?
3y + 45 = 10y + 17	2z + 5 = 3z + 17	3x + 17 = 5x + 15
y = ?	z = ?	x = ?
2x + 2 = 5	5w + 30 = 2w + 36	5x + 3 = 7x
x = ?	w = ?	x = ?

