NAME _____ DATE _____

Review Game

(Use with Lesson 9-2)

Laws of Exponents Match

Materials: index cards  , timer 

Before playing, label the index cards with the expressions listed below, one expression per card. Label two additional sets of cards with the numbers 1 through 9 to be used in scoring. Select a scorekeeper.

	Matches		Matches		Matches
1. $\left(\frac{a}{b}\right)^m$	13	**2.** a^0	9	**3.** a^{m+n}	18
4. $(ab)^m$	17	**5.** a	12	**6.** $\frac{a^m}{a^n}$	11
7. $(am)^n$	16	**8.** $\frac{1}{a^n}$	14	**9.** 1	2
10. $a^{mp}b^{np}$	15	**11.** a^{m-n}	6	**12.** a^1	5
13. $\frac{a^m}{b^m}$	1	**14.** a^{-n}	8	**15.** $(a^m b^n)^p$	10
16. a^{mn}	7	**17.** $a^m b^m$	4	**18.** $a^m \cdot a^n$	3

- Each player receives a card labeled with an expression. When the teacher tells you to start, circulate around the room to find the student with the expression that is equivalent to your expression, making a true law of exponents.
- When you have found your match, both of you go directly to the scorekeeper. He or she will give each of you a numbered card representing the order in which you finished. Play stops when the teacher calls "time."
- Individual scores are kept. Students who have not found their match when time is called receive no points. Pairs that have completed their match when time is called must explain their law of exponents in their own words or give an example of their law. If a correct explanation or example is given, each student in the pair receives points based on the order of their completion. For example, the first pair to finish is eligible to receive 10 points, the second and third pair are eligible for 8 points, the fourth and fifth pairs for 7 points, and so on. If an incorrect explanation or example is given, the pair receives no points.
- Cards may be collected, shuffled, and redistributed to play additional rounds as desired. The object is to accumulate as many points as possible.