

Solving Equations by Using Models

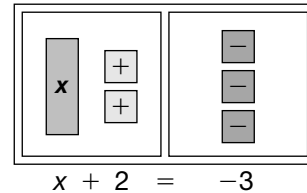
(Pages 117–121)

You can use algebra tiles to solve equations.

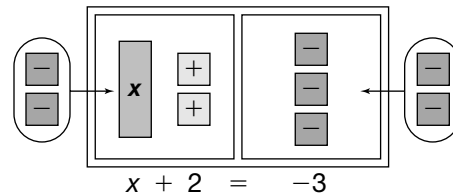
EXAMPLE

Solve the equation $x + 2 = -3$.

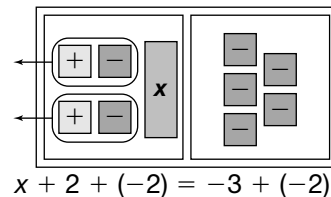
Step 1 Use white tiles for positive values, and shaded tiles for negative values. To model the equation $x + 2 = -3$, place 1 x -tile and 2 white square tiles on one side of the mat to represent $x + 2$. Place 3 shaded square tiles on the right side to represent -3 .



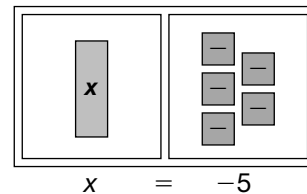
Step 2 To get the x -tile by itself, you need to remove 2 white square tiles from each side. Since there are no white tiles on the right side, you will need to add 2 shaded tiles to each side to make 2 zero pairs on the left side of the mat.



Step 3 Remove the zero pairs to get the x -tile by itself.



Step 4 The x -tile on the left is matched with 5 shaded square tiles on the right. Therefore, $x = -5$.



PRACTICE

Solve each equation. Use algebra tiles if necessary.

- | | | |
|------------------|---------------------|------------------|
| 1. $p + 3 = -3$ | 2. $n - 4 = 9$ | 3. $-5 = h - 7$ |
| 4. $-2 + x = 5$ | 5. $r + (-6) = -10$ | 6. $7 = z + 8$ |
| 7. $11 + f = 3$ | 8. $17 = b + 6$ | 9. $-4 + p = -8$ |
| 10. $a - 6 = -9$ | 11. $w + (-9) = -4$ | 12. $-1 = d - 2$ |



13. **Standardized Test Practice** What is the value of g if $g + 7 = -3$?

- A -10 B -4 C 4 D 10

Answers: 1. -6 2. 13 3. 2 4. 7 5. -4 6. -1 7. -8 8. 11 9. 11 10. -4 11. -3 12. 1 13. A