## π

## *Name that Rule!*– Station

Each Kingdom (group) shares one calculator for this activity.

THE RULER:

## THE SUBJECTS:

- I. Draw an equation card and hide it from your Subjects.
- II. Press the "table" key on the calculator.
- III. Enter the equation into the calculator and press "enter." Choose *"Ask-x"* using the arrows as needed and pressing "enter" until "OK."
- IV. Share the calculator and table with your Subjects.

- I. Take turns entering values for *x* and considering the relationship to the resulting *y*.
- II. On your turn, you may guess the equation. Other Subjects may challenge this equation, and the guessing Subject may defend its equivalence.
- III. The winner becomes the next Ruler.

Cards: Level A (blue), Level B (yellow), Level C (green) 19





Name that Rule! - Level B (print on yellow)

