

## **Risk Your Algebra Skills: Solving Inequalities**

1. Give each student a copy of the problems.
2. Ask them to work all 10 problems ... carefully.
3. When everyone has answers, prepare to check the answers.
4. Students gamble on their confidence of their answer to number 1. They can RISK a minimum of 5 points and up to the total points they currently own. So on #1, students can gamble 5 to 100 points.
5. If their answer is correct, they get the points they gambled. If their answer is incorrect, they lose the points they gambled.
6. Reveal the answer ... give students a moment to check their work.
7. Repeat the process with numbers 2 – 10. On each problem students must risk at least 5 points and up to their new total on the next question.
8. The student who has the most points wins a prize.
9. If you want to reward the most improved, then you can give each student a multiplier. The multiplier is derived by taking 100 divided by student's grade so far (a number under 100). The best students multiplied by 1. People who haven't done their retakes will have higher factors than 1. At the end of the game, multiply students' scores by their assigned factor to determine 1<sup>st</sup> and 2<sup>nd</sup> places.

To start ... copy the next page for students.



# YOUR ALGEBRA SKILLS

Name \_\_\_\_\_

Factor \_\_\_\_\_

	Risk	Points
		100
1. $4x - 12 \geq 20$		
2. $-3a + 10 < -11$		
3. $6(n - 8) \geq -18$		
4. $10 - 2(3x + 4) < 11$		
5. $-3(k - 1) < 15$		
6. $2x + 30 \geq 7x$		
7. $2k + 6 < 5k - 3$		
8. $3b - 2 \leq 2b + 1$		
9. $2(3n + 7) > 5n$		
10. $5s - 9 < 2(s - 6)$		
Tiebreak:		

**WORKING:**