Listed below are optional ways to keep the - learning going any time, any day! Take your pick! . You can always add 30 minutes per day of iReady I Math and Iready Reading.

Proportional Relationships
The unit price for a gallon of gas is $\$ 4.25$ per gallon. Use this information to complete the chart below so the relationship between all quantities is proportional.

| Gallons of Gas | Cost (\$) |
| :---: | :---: |
| 2 |  |
| 4 |  |
| 6 |  |
| 8 |  |

## Receipt

Create a receipt for shopping at a store. Include your items (4) and their cost after discounts and taxes. After, create 4 word problems that can be solved using the information in your receipt. (Should involve discounts and taxes)

## Script

Pretend you were asked to write a movie for adding, subtracting, multiplying, and dividing positive and negative integers. Write a script for adding, subtracting, multiplying, and dividing positive and negative integers. Create 3 problems for each.
Explain how you would solve each problem and include the solution.

## Teach It

Pretend you needed to teach the class about equivalent linear expressions. How would you go about teaching this topic? Write your own mini-lesson with facts and examples.

## Strategy Number Battle

 Players: Groups of two Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14 How to Play: Black cards are positive numbers; red cards are negative numbers. Players split a deck of cards and simultaneously flip over their top four (or five) cards. Players may do whatever math manipulation they wish with the numbers to create the largest result. Players may move the cards and place in any position of the equation they wish.Player 1: $(14+-11) \times(-4 x-3)=36$
Player 2: $10+8+-13 \times 4=20$
Player with greatest number wins all cards.

## Math Music...

On your own or with a partner, create a song that teaches the steps for solving multi-step equations

Sore Thumb, Inc. is an online gaming company. They are exploring pricing options. Sore Thumb, Inc. has found that most gamers wish to spend less than $\$ 12.50$ per month for an online gaming subscription. One pricing option is to charge customers a membership fee of $\$ 2.79$ each month and then $\$ 0.23$ for every hour spent playing their games online over the course of the month.

1. Use an inequality to determine the number of hours that gamers may play and spend less than $\$ 12.50$ per month. Show all work and explain your reasoning.
2. A second pricing option is shown in the table below:

Determine the number of hours that gamers will be able to play if they wish to spend less than $\$ 12.50$. Show all work and explain your reasoning.

| Playing Time (hours) | Total Cost (Dollars) |
| :--- | :--- |
| 0 | 4.00 |
| 1 | 4.20 |
| 2 | 4.40 |
| 3 | 4.60 |
| 4 | 4.80 |

