***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5a**

**Representing Situations**

|  |  |
| --- | --- |
| Represent this situation with an integer.**You go up 6 floors in an elevator.** | Represent this situation with an integer. **You climb down 5 rungs on a ladder.** |
| Represent this situation with an integer.**The temperature drops 7°C.** | Represent this situation with an integer.**You borrow $5 from a friend.** |
| Represent this situation with an integer.**You deposit $20 in your account.** | Represent this situation with an integer.**The kite is 50 m above the ground.** |
| Represent this situation with an integer. **You dove 15 m below sea level.** | Represent this situation with an integer.Scissors**You earned $15 cutting grass.** |
| Represent this situation with an integer. **You spent $12 at the movies.** | Represent this situation with an integer.**You withdrew $10 from your account.** |

***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5b**

**Comparing Integers**

|  |  |
| --- | --- |
| Use < or > to compare.**+8 \_\_\_ −3** | Use < or > to compare.**−6 \_\_\_ −9** |
| Use < or > to compare.**3 \_\_\_ 18** | Use < or > to compare.**−19 \_\_\_ −10** |
| Use < or > to compare.**+12 \_\_\_ −5** | Use < or > to compare.**−2 \_\_\_ −12** |
| Use < or > to compare.**0 \_\_\_ −16** | Use < or > to compare.Scissors**+6 \_\_\_ −6** |
| Use < or > to compare.**+7 \_\_\_ −5** | Use < or > to compare.**−1 \_\_\_ 1** |

 ***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5c**

**Ordering Integers**

|  |  |
| --- | --- |
| Order from least to greatest.**−6, 8, 0** | Order from least to greatest.**−8, −10, −6** |
| Order from least to greatest.**+5, −5, −1** | Order from least to greatest.**+19, −18, −17** |
| Order from least to greatest.**−3, 8, −7** | Order from greatest to least.**−15, 11, 5** |
| Order from greatest to least.**−24, 15, 3** | Order from greatest to least.Scissors**−6, 19, 0** |
| Order from greatest to least.**−2, 13, −14, 0** | Order from greatest to least.**17, −13, 9, −4** |

***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5d**

**Adding Integers**

|  |  |
| --- | --- |
| Add.**−7 + 3** | Add.**−3 + 2** |
| Add.**−13 + (−7)** | Add.**−12 + (−8)** |
| Add.**5 + (−5)** | Add.**6 + (−8)** |
| Add.**−4 + (−6)** | Add.Scissors**+5 + 3** |
| Add.**−18 + (−11)** | Add.**29 + (−12)** |

***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5e**

**Pass the Baton Cards: Team Questions**

|  |  |
| --- | --- |
| **−6 and +6 is an example of what type of pair?**Resume play if answered correctly. If incorrect, each player moves back 2 spaces. | **Provide 3 examples of integers used in daily life.**Resume play if answered correctly. If incorrect, each player moves back 2 spaces. |
| **The temperature increased by 7°C to 19°C. What was the starting temperature?**. Resume play if answered correctly. If incorrect, each player moves back 2 spaces. | **Provide 3 pairs of integers that have a sum of 0.** Resume play if answered correctly. If incorrect, each player moves back 2 spaces. |
| **You have $15 in the bank. You withdraw $5 and deposit $8. What is your balance?**. Resume play if answered correctly. If incorrect, each player moves back 2 spaces. | **The temperature was −3°C. It rose 15°C, then fell 7°C. What was the final temperature?**Scissors. Resume play if answered correctly. If incorrect, each player moves back 2 spaces. |
| **What is the additive inverse of each of these numbers?****−12, +9, −27**. Resume play if answered correctly. If incorrect, each player moves back 2 spaces. | **Write this difference as a sum, then find the sum.****−13 − 9**. Resume play if answered correctly. If incorrect, each player moves back 2 spaces. |

 ***Track and Field Relay* *Race* Cards**

**Number**

**Unit 2 Master 5f**

**Blank Cards**

|  |  |
| --- | --- |
| Represent this situation with an integer.Move Ahead One Space if Correct. | Represent this situation with an integer.Move Ahead One Space if Correct. |
| Use < or > to compare.Move Ahead One Space if Correct. | Use < or > to compare.Move Ahead One Space if Correct. |
| Order from least to greatest.Move Ahead One Space if Correct. | Order from least to greatest.Move Ahead One Space if Correct. |
| Add.Move Ahead One Space if Correct. | ScissorsAdd.Move Ahead One Space if Correct. |
| Resume play if answered correctly. If incorrect, each player moves back 2 spaces. | Resume play if answered correctly. If incorrect, each player moves back 2 spaces. |