Name

2-3A Lesson Master

Questions on SPUR Objectives See pages 125–127 for objectives.

USES) Objective	G
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In 1-3, let n be the number used to solve the given puzzle. Use algebra to show how the puzzles work.

1.	(1) Pick a number.		2.	(1) Pick a number.			
	(2) Subtract 3.			(2) Multiply by 3.			
	(3) Multiply by 6.			(3) Add 5.			
	(4) Add 12.			(4) Add 4.			
	(5) Divide by 3.			(5) Divide by 3.			
	(6) Add 5.			(6) Subtract 3.			
	(7) Subtract twice your original number.You will always end up with 3.			You will always end up with your original number.			
3.	(1) Pick a number.						
	(2) Add 7.						
	(3) Multiply by 9.						
	(4) Subtract 15.						
	(5) Divide by 3.						
	(6) Subtract 20.						
	(7) Add 4.						
	You will always end up with 3 t	imes your origin	al n	umber.			
4.	4. Create a number puzzle that ends with twice your original number.						