Name

2-3A Lesson Master

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

USES Objective G

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) Subtract 3. _____

(3) Multiply by 6. _____

(4) Add 12. _____

(5) Divide by 3. _____

(6) Add 5. _____

(7) Subtract twice your original number. _____

You will always end up with 3.

2. (1) Pick a number. _____

(2) Multiply by 3. _____

(3) Add 5. _____

(4) Add 4. _____

(5) Divide by 3. _____

(6) Subtract 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 times your original number.

4. Create a number puzzle that ends with twice your original number.

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