Lesson 2: Using the Number Line to Model the Addition of Integers

Student Outcomes

- Students model integer addition on the number line by using horizontal arrows; e.g., an arrow for −2 is a horizontal arrow of length 2 pointing in the negative direction.
- Students recognize that the length of an arrow on the number line is the absolute value of the integer.
- Students add arrows (realizing that adding arrows is the same as combining numbers in the Integer Game).
 Given several arrows, students indicate the number that the arrows represent (the sum).

Classwork

MP.4

Exercise 1 (5 minutes): Real-World Introduction to Integer Addition

Students answer the following question independently, as the teacher circulates around the room providing guidance and feedback as needed. Students focus on how to represent the answer using both an equation and a number line diagram. They will be able to make the connection between both representations.

Scaffolding:

 Create an anchor poster for the additive inverse to help access prior knowledge of number line features including arrow placement and direction and ordering of positive and negative numbers.

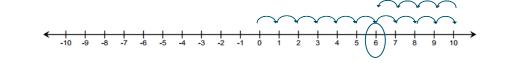
Exercise 1: Real-World Introduction to Integer Addition

Answer the questions below.

a. Suppose you received \$10 from your grandmother for your birthday. You spent \$4 on snacks. Using addition, how would you write an equation to represent this situation?

10 + (-4) = 6.

b. How would you model your equation on a number line to show your answer?



Real-world situations can be modeled with equations and represented on a real number line. In this exercise, positive ten represents the "\$10 given as a birthday gift" because it is a gain. Negative four represents the "\$4 spent on snacks" because it is a loss. Gaining \$10 and then taking away \$4 will leave you with \$6.

Example 1 (5 minutes): Modeling Addition on the Number Line

The teacher models addition on a number line using straight arrows (vectors) to find the sum of -2 + 3. Elicit student responses to assist in creating the steps. Students record the steps and diagram.







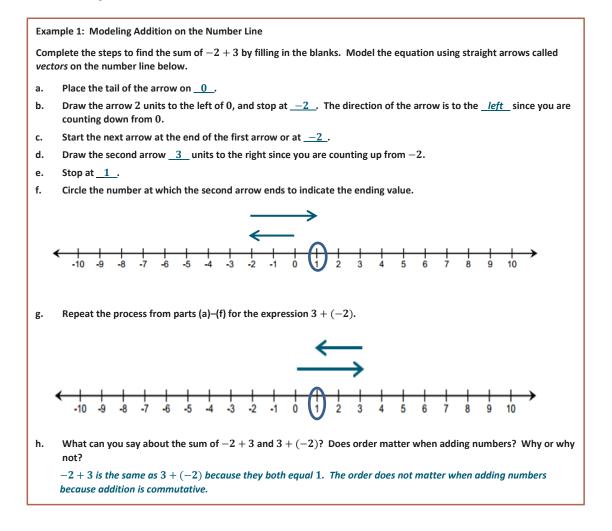
- Place the tail of the arrow on 0.
- Draw the arrow 2 units to the left of 0, and stop at -2. The direction of the arrow is to the left since you are counting down from 0.
- Start the next arrow at the end of the first arrow or at -2.
- Draw the second arrow 3 units to the right since you are counting up from -2.
- Stop at 1.
- Circle the number at which the second arrow ends to indicate the ending value.

Using the example, model a real-world story problem for the class.

If the temperature outside were 2 degrees below zero and it increased by 3 degrees, the new temperature outside would be 1 degree.

Have students share a story problem involving temperature, money, or sea level that would describe the number line model. Select a few students to share their answers with the class.

• Answers will vary. I owed my brother \$2, and my dad gave me \$3. I paid my brother, and now I have \$1 left over.





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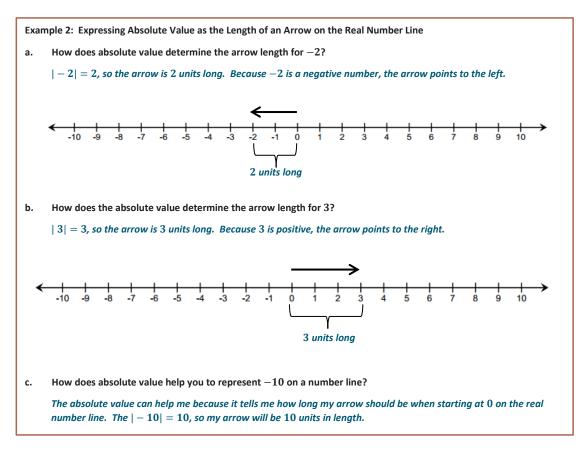
- Use counters or chips to transfer prior learning of additive inverse or zero pairs.
- Create a number line model on the floor for kinesthetic and visual learners.



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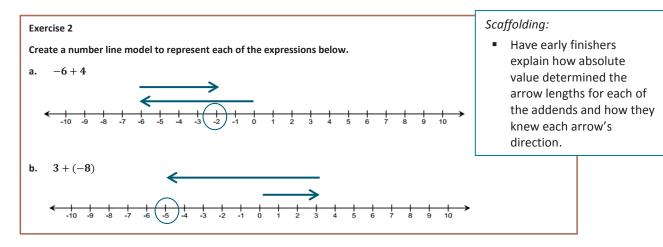
Example 2 (3 minutes): Expressing Absolute Value as the Length of an Arrow on the Real Number Line

The teacher models absolute value as the length of an arrow. Students recall that absolute value represents distance.



Exercise 2 (5 minutes)

Students work independently to create a number line model to represent each of the expressions below. After 2–3 minutes, students are selected to share their responses and work with the class. Monitor student work by paying careful attention to common mistakes such as miscounting, not lining up arrows head-to-tail, and starting both arrows at 0.





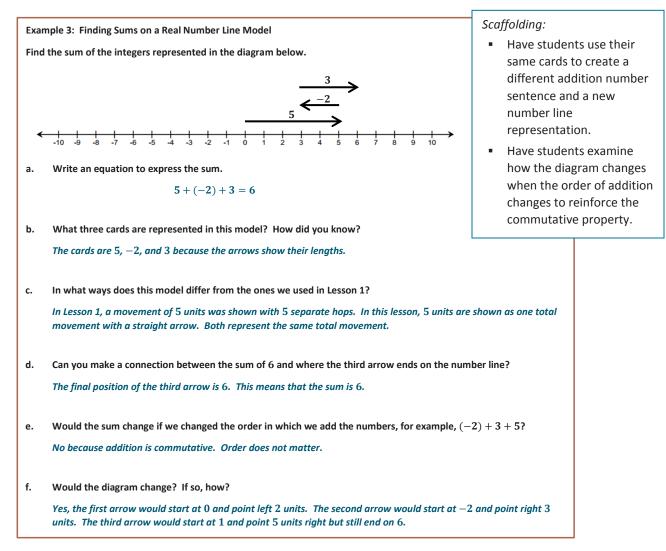
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Example 3 (5 minutes): Finding Sums on a Real Number Line Model

The teacher refers to the Integer Game from Lesson 1. Pose discussion questions to the class.



Exercise 3 (14 minutes)

In groups of 3–4 students play the Integer Game¹. The objective of the game for Lesson 2 is to get as close to 0 as possible. During play, students work independently to create an equation and number line diagram to model integer addition. Monitor the classroom and ask probing questions.

Exercise 3

Play the Integer Game with your group. Use a number line to practice "counting on."

¹ Refer to the Integer Game outline for player rules.



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Closing (3 minutes)

The teacher initiates whole-group discussion prompting students to verbally state the answers to the following questions:

- How can we use a number line to model and find the sum of -8 + 5?
 - We would start at 0 and then draw an arrow eight units to the left to represent -8. From the end of this arrow you would draw an arrow five units to the right to represent 5. The number the final arrow ends on is the sum of -8 + 5.
- What does the absolute value of a number tell you?
 - ^a The absolute value of a number tells us the length of the arrow.

Lesson Summary

- On a number line, arrows are used to represent integers; they show length and direction.
- The length of an arrow on the number line is the absolute value of the integer.
- Adding several arrows is the same as combining integers in the Integer Game.
- The sum of several arrows is the final position of the last arrow.

Exit Ticket (5 minutes)







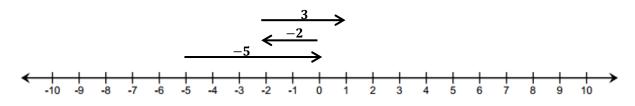
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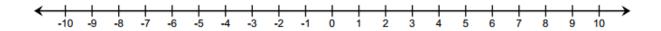
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Exit Ticket

Jessica made the addition model below of the expression (-5) + (-2) + 3.



- a. Do the arrows correctly represent the numbers that Jessica is using in her expression?
- b. Jessica used the number line diagram above to conclude that the sum of the three numbers is 1. Is she correct?
- c. If she is incorrect, find the sum, and draw the correct model.



d. Write a real-world situation that would represent the sum.

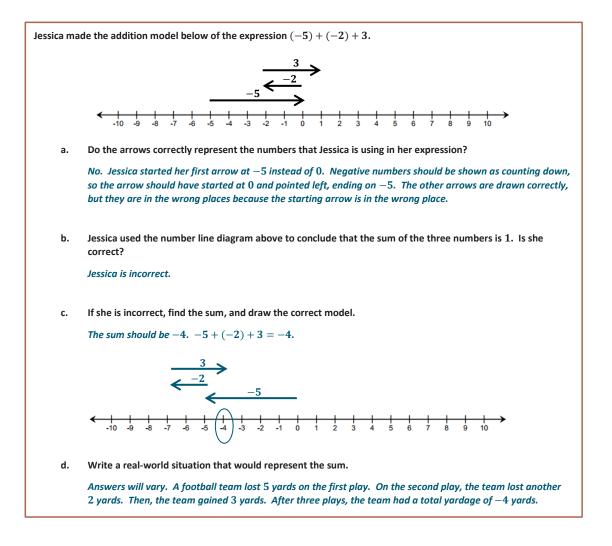






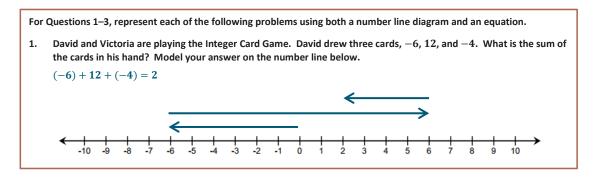


Exit Ticket Sample Solutions



Problem Set Sample Solutions

The Problem Set provides students practice with integer addition using the Integer Game, number lines, and story problems. Students should show work with accuracy in order to demonstrate mastery.

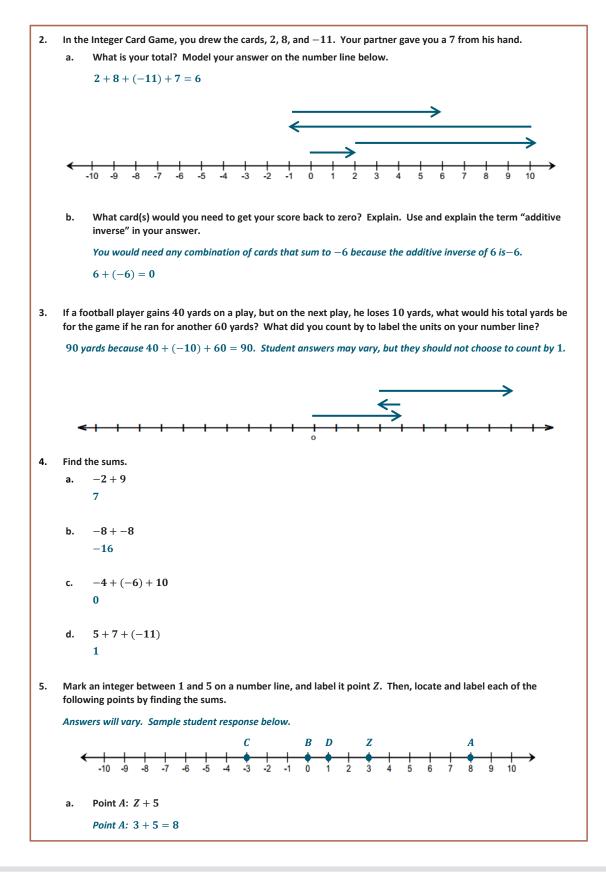




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