Really Good Stuff® **Instructional Guide**

⚠ **WARNING**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Outback Algebra

Ages 10+

Congratulations on your purchase of this Really Good Stuff® **Outback Algebra**—a fun and engaging way to practice solving algebra equations.

This Really Good Stuff® product includes:
- 1 *Outback Algebra Game Board*
- 30 *Jeep Equation Cards*
- 30 *Animal Answer Cards*
- *Center Task Card*
- This Really Good Stuff® Instructional Guide

Before introducing the **Outback Algebra**, make copies of this Really Good Stuff® Instructional Guide and file the pages for future use. Or, download another copy of it from our Web site at reallygoodstuff.com.

Outback Algebra

Number of Players: 2

Object: To practice determining the value of variables in simple equations

How to Play:

1. Shuffle the *Jeep Equation Cards*.
2. Each player takes four *Jeep Equation Cards* as well as four *Animal Answer Cards* and places them faceup on his or her side of the table.
3. Place the remaining *Jeep Equation Cards* facedown on the *Pick Up* square on the *Outback Algebra Game Board*. Place the remaining *Animal Answer Cards* anywhere on the *Game Board* with the animals facing up.
4. Determine who will go first.
5. Player 1 picks up one *Jeep Equation Card* and one *Animal Answer Card* from the game board. Player 1 looks for any matches and sets them aside.
   - If Player 1 has no matches and more than four *Jeep Equation Cards*, Player 1 discards a *Jeep Equation Card* so that he or she has only four. (**Note:** There is only one *Animal Answer Card* for each *Jeep Equation Card*.)
   - If Player 1 made one or more matches and is left with less than four *Jeep Equation Cards*, Player 1 replenishes his or her *Jeep Equation Cards* by picking more from the pile. Player 1 repeats this if he or she is able to make more matches.
   - Player 1's turn ends when he or she has four *Jeep Equation Cards* and can make no more matches.
6. Player 2 takes his or her turn, picking up one *Jeep Equation Card* and one *Animal Answer Card*, setting aside any matches, and discarding or adding *Jeep Equation Cards* until he or she has four *Jeep Equation Cards*.
7. Play continues until there are no more *Jeep Equation Cards*. The player with the most *Jeep Equation Cards* is the winner.

Introducing the *Outback Algebra*

Gather two students to play **Outback Algebra** for the class. Explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, encourage the volunteers to play the game. Show the class the *Center Task Card* and *Answer Key*. Explain that they will be in the center with this game if students need to be reminded of how to play or to check answers.

Center Task Card

Post the *Center Task Card* and the *Answer Key* at the numeracy center where students will be able to see them easily. Remind students to refer to the shaded section at the top of the *Card* to be sure that they have all the needed materials.

Aussie Slang Reproducible

Your students will have fun learning various Australian slang words as they practice solving algebraic equations: Copy and distribute the *Outback Algebra Aussie Slang Reproducible* for extra practice, homework, or review after playing **Outback Algebra**.

Answers: 1) 22 = sick, 2) 6 = barbecue, 3) 7 = candy, 4) 22 = buddy, 5) 79 = water hole, 6) 12 = mosquito, 7) 6 = busybody, 8) 23 = complain

1.	x + 9 = 15	x = 6	16.	v x 10 = 110	v = 11
2.	a ÷ 6 = 3	a = 18	17.	c + 8 = 24	c = 16
3.	e x 8 = 64	e = 8	18.	f – 1 = 18	f = 19
4.	c + 8 = 15	c = 7	19.	20 ÷ n = 1	n = 20
5.	g x 8 = 72	g = 9	20.	90 ÷ s = 9	s = 10
6.	9 x m = 45	m = 5	21.	w ÷ 9 = 7	w = 63
7.	d – 31 = 8	d = 39	22.	d + 8 = 25	d = 17
8.	84 – t = 10	t = 74	23.	k ÷ 6 = 6	k = 36
9.	b – 11 = 15	b = 26	24.	28 ÷ g = 7	g = 4
10.	f + 2 = 16	f = 14	25.	2 + p = 30	p = 28
11.	18 + z = 20	z = 2	26.	67 – u = 20	u = 47
12.	15 – p = 2	p = 13	27.	h ÷ 8 = 8	h = 64
13.	q + 17 = 40	q = 23	28.	4 x j = 12	j = 3
14.	r – 3 = 12	r = 15	29.	9 ÷ y = 9	y = 1
15.	24 ÷ h = 2	h = 12	30.	16 – k = 16	k = 0

Name _____ Date _____

Solve the following algebra equations to find the definition of the boldfaced Australian slang word. Circle the correct answer.

1. I'm **crook**. I can't go to school today.
   If x + 7 = 29, then x = _____.
   21 = sad 22 = sick 23 = tired

2. We went to our friend's house on Saturday for a **barbie**.
   If 36 ÷ c = 6, then c = _____.
   3 = party 16 = dinner 6 = barbecue

3. Pamela bought some **lollies** at the store this morning.
   If 9 x g = 63, then g = _____.
   7 = candy 8 = lollipops 6 = doughnuts

4. Joe is my best **mate**.
   If 34 – b = 12, then b = _____.
   12 = boyfriend 24 = husband 22 = buddy

5. Ana and Sam went down to the **billabong** to play.
   If s + 17 = 96, then s = _____.
   69 = stream 89 = park 79 = water hole

6. Zack got bit by a **mozzie**.
   If 120 ÷ v = 10, then v = _____.
   12 = mosquito 10 = snake 20 = horsefly

7. Mrs. Marple is such a **stickybeak**. I wish she would leave me alone.
   If d x 7 = 42, then d = _____.
   7 = nag 6 = busybody 8 = pest

8. It's over, I can't **grizzle** anymore.
   If 49 + y = 72, then y = _____.
   27 = pout 33 = play 23 = complain