**Evaluation Derby  *(Assessment, # 1)***

**Materials:**

Blank Paper

Pencil

Dice (to be used by teacher to determine variable or values if needed)

Put students in groups of four

**Rules & Procedures**

* Display the first problems. (The problem solve include more than one operation; example: 3x + 2, when x = 4)
* Ask Member 1 in each team to copy the problem and substitute the given values for the variables.
* Allow Member 2 and 3 evaluate the problem, following the order of operations.
* Member 4 should check the work and hold up the paper when finished.

The first team to get the correct answer with the work shown and hold up their paper wins that race and gets 2 points; other teams that get the correct answer with the work shown get 1 point. No point is awarded to a team that gets a wrong answer. After race one, have team members rotate responsibilities, and continue with race two to solve the next problem. After five races, the team with the highest score wins the derby.

**Model Expressions  *Assessment, # 2)***

**Worksheet**

**Simplifying Expressions, Using Algebra Tiles**

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use the table below to model each expression with algebra tiles, and make a drawing of your tile model. Then, replace each rectangle with the appropriate tile value and draw this model. Write the simplified answer.

|  |  |  |
| --- | --- | --- |
| **Expression** | **Model of the expression** | **Simplified Answer** |
| **2 + x, when x = 4** |  |  |
|  |  |  |