### NAME

Module 3IntegersLesson 5Solving Problems with Integers

## Lesson Objective

• Read, write, compare, and solve problems involving integers with or without appropriate technology.

#### **Subtopic 1** Solving Problems with Integers 1 (Math Camp Swimming Pool)

### Math Camp Swimming Pool

given amount + change amount change amount = **rate** × time

Find how many gallons were in the swimming pool six hours ago if there are currently 21 gallons and the pool is filled at a rate of two gallons per hour.

21 + (+2)(-6) 9 gallons in the pool

Find how many gallons of water were in a swimming pool six hours ago if there are currently seven gallons of water and the pool is drained at a rate of three gallons per hour.

7 + (-3)(-6) 25 gallons in the pool



The pool holds 12,000 gallons of water. Two thousand gallons can be drained every hour. Find out how long it will take to drain the pool.

12,000 + (-2000)(6) 0 gallons left after 6 hours

The pool can hold 12,000 gallons of water and is currently empty. Every hour, 1200 gallons are pumped into the pool. How long will it take to refill the pool? 0 + (1200)(10)

12,000 gallons after 10 hours

Lesson

Notes

3.5

# **Subtopic 2** Solving Problems with Integers 2 (Zeo's Alienoon)

#### Zeo's Alienoon

Zeo's alienoon (like a hot-air balloon) is tied somewhere above ground to a platform labeled zero.

- Distances **above** the platform are given as **positive** integers.
- Distances **below** the platform are given as **negative** integers.
- The alienoon goes up and down based on how many triangle fuel cells it has. **positive** fuel cells (yellow-pointing up +1)

**negative** fuel cells (red–pointing down -1)



The alienoon is at zero and is descending at a rate of three units per hour. Where was it four hours ago?

(-3)(-4) = 12 units above the platform



The alienoon starts at zero and descends at a rate of three units per hour for three hours; then it ascends two units per hour for two hours. Where is it? (3)(-3) + (2)(2) = 5 units below the platform