# **WAMC Lab Template**

Math Concept(s): Systems of Equations

Source / Text:

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# **Attach the following documents:**

- Lab Instructions
- Student Handout(s)
- Rubric and/or Assessment Tool

# Short Description (Be sure to include where in your instruction this lab takes place):

Students will use systems of equations to determine where to place "bombs" to sink other people's ships.

## Lab Plan

Lab Title: You Sunk My Battleship!

Prerequisite skills: Writing coordinates, solving systems of equations

Lab objective: SWBAT solve systems of equations by playing a version of battleship.

<u>Standards: (Note SPECIFIC relationship to Science, Technology, and/or Engineering)</u>
Mathematics K–12 Learning Standards:

• CCSS.MATH.CONTENT.HSA.REI.C.6: Solve systems of linear equations exactly and approximately (e.g., with graphs), focusing on pairs of linear equations in two variables. Standards for Mathematical Practice:

- CCSS.MATH.PRACTICE.MP1 Make sense of problems and persevere in solving them.
- CCSS.MATH.PRACTICE.MP4 Model with mathematics.
- CCSS.MATH.PRACTICE.MP5 Use appropriate tools strategically.
- CCSS.MATH.PRACTICE.MP6 Attend to precision.

#### Leadership/21st Century Skills:

_ =	those that apply to the above activity.) ncial/Economic/Business/Entrepreneurial Lit ronmental Literacy	eracy Civic Literacy	
21st Century Skills (Check those that students will demonstrate in the above activity.)			
LEARNING AND INNOVATION	INFORMATION, MEDIA &	LIFE & CAREER SKILLS	Productivity and
Creativity and Innovation	TECHNOLOGY SKILLS	Flexibility and Adaptability	Accountability
☐ Think Creatively	Information Literacy	☐ Adapt to Change	
☐ Work Creatively with Others	Access and Evaluate Information	□ Be Flexible     □	□ Produce Results
☐ Implement Innovations	Use and manage Information	Initiative and Self-Direction	Leadership and
Critical Thinking and Problem Solving	Media Literacy		Responsibility
□ Reason Effectively	☐ Analyze Media		☐ Guide and Lead
☐ Use Systems Thinking	☐ Create Media Products	□ Be Self-Directed Learners	Others
☐ Make Judgments and Decisions	Information, Communications and	Social and Cross-Cultural	☐ Be Responsible to
☐ Solve Problems	Technology (ICT Literacy)	☐ Interact Effectively with Others	Others
Communication and Collaboration	☐ Apply Technology Effectively	☐ Work Effectively in Diverse Teams	
☐ Communicate Clearly			
Callaborata with Others			

# Teacher Preparation: (What materials and set-up are required for this lab?)

#### Materials

- Graph paper
- Ruler
- Calculator (if needed)
- Practice Problems
- Large graph paper (optional)
- Masking Tape (optional)
- Yard Stick (optional)
- Marker (optional)

# Set-Up Required:

- Basic: copies of the battleship problems. This can be as simple as placing them on the board.
- Advance: Set up large graph paper on the ground (this can be done on tile floors with masking tape for an even better game). Write problems on cards for each station so they have the problems on hand.

# **Lab Organization Strategies:**

Leadership (Connect to 21st Century Skills selected):

- Creative Thinking to solve problems, and cooperative learning to work with others.∆
   Cooperative Learning:
  - Students will work individually or in pairs, to graph the teacher's three ships paths. They will then graph their ship's path and determine the three intersections to determine what coordinates to place the bombs.

## **Expectations:**

- Students will correctly place three "bombs" to sink the teacher's ships. They will show work and correctly graph four linear equations.
- For basic setup, students will do these on regular graph paper. They will need to correctly label each line.
- For advance setup, students will use masking tape to "draw" their lines and show their work on the large graph paper so they can share their lines with others in the class.

#### Timeline:

• This will work after the unit on systems of equations. This should take 1 class period.

# Post Lab Follow-Up/Conclusions:

Discuss real world application of learning from lab

- Discuss why it is important to be precise.
- When would it be applicable to use systems problem solving in real life?

# **Career Applications**

- Knowing what careers use slope (architect, construction, economist)
- **Optional or Extension Activities** 
  - While not realistic on real life ships, this could be modified with non-linear equations.

# You sunk my Battleship!

You are navigating a battleship. Your course will take you across the straight path of your teacher's three ships. Your mission is to plant a bomb where your course will intersect with the teacher's ship. Try to blow up your teacher's battleship, if you can!

Your teacher's ships:

Ship 1: x - y = -4Ship 2: 3x - y = 10Ship 3: x - 2y = -2

Your ship: 
$$5x + 4y = 48$$

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Intersections:

$$x - y = -4$$
$$5x + 4y = 48$$

$$3x - y = 10$$
$$5x + 4y = 48$$

$$x - 2y = -2$$
$$5x + 4y = 48$$

Council

# You sunk my Battleship!

You are navigating a battleship. Your course will take you across the straight path of your teacher's three ships. Your mission is to plant a bomb where your course will intersect with the teacher's ship. Try to blow up your teacher's battleship, if you can!

Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 2: 
$$3x - y = 10$$
  
Ship 3:  $x - 2y = -2$ 

Your ship: 
$$x + y = 18$$

**Intersections:** 

$$x - y = -4$$
  
 $x + y = 18$   $3x - y = 1$   
 $x + y = 1$ 

$$- y = -4$$
  
 $+ y = 18$   $3x - y = 10$   
 $x + y = 18$ 

$$x - 2y = -2$$
$$x + y = 18$$

Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 1: 
$$x - y = -4$$
  
Ship 2:  $3x - y = 10$   
Ship 3:  $x - 2y = -2$ 

Your ship: 
$$3x + y = 10$$

**Intersections:** 

$$x - y = -4$$
  
 $3x - y = 10$   
 $3x - y = 10$   
 $3x + y = 10$ 

$$3x + y = 10$$

$$x - 2y = -2$$
$$3x + y = 10$$

# Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$15x - 200y = -1800$$

Intersections:

$$x - y = -4$$
  
 $15x - 200y = -1800$   $3x - y = 10$   
 $15x - 200y = -1800$ 

$$x - 2y = -2$$
  
 $15x - 200y = -1800$ 

# Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$9x + 5y = 180$$

Intersections:

$$x - y = -4$$
$$9x + 5y = 180$$

$$3x - y = 10$$
$$9x + 5y = 180$$

$$x - 2y = -2$$
$$9x + 5y = 180$$

# Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$-x + 5y = 25$$

**Intersections:** 

$$x - y = -4$$
  
 $-x + 5y = 25$   
 $3x - y = 10$   
 $-x + 5y = 25$ 

$$x - 2y = -2$$
$$-x + 5y = 25$$

# Council

Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$12x + 8y = 128$$

Intersections:

$$x - y = -4$$
  
 $12x + 8y = 128$   $3x - y = 10$   
 $12x + 8y = 128$ 

$$x - 2y = -2$$
$$12x + 8y = 128$$

# Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$100x + 400y = 5200$$

Intersections:

$$x - y = -4$$
  $3x - y = 10$   $x - 2y = -2$   $100x + 400y = 5200$   $100x + 400y = 5200$ 

Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$x + 2y = 14$$

**Intersections:** 

$$x - y = -4$$
$$x + 2y = 14$$

$$3x - y = 10$$
$$x + 2y = 14$$

$$x - 2y = -2$$
$$x + 2y = 14$$

Council

# Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

Your ship: 
$$2x - y = 4$$

Intersections:

$$x - y = -4$$
$$2x - y = 4$$

$$3x - y = 10$$
$$2x - y = 4$$

$$x - 2y = -2$$
$$2x - y = 4$$

Your teacher's ships:

Ship 1: 
$$x - y = -4$$

Ship 2: 
$$3x - y = 10$$

Ship 3: 
$$x - 2y = -2$$

x - 2y = -2

3x + y = 13

Your ship: 
$$3x + y = 13$$

**Intersections:** 

$$x - y = -4$$
  
 $3x + y = 13$   $3x - y = 10$   
 $3x + y = 13$ 



Now, make a bomb for each of your intersections.

https://wa-appliedmath.org/