

Memory Matching Game

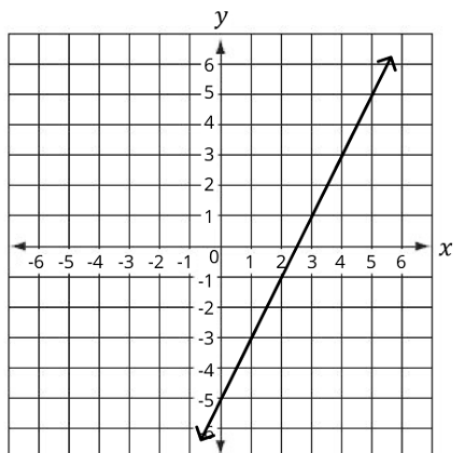
Directions for play:

1. Find a partner and clear off your desks.
2. Separate the cards into a pile with equations and a pile with graphs.
3. Turn the equation cards over and organize them into rows/columns on one desk.
4. Turn the graph cards over and organize them into rows/columns on another desk.
5. On the first person's turn, turn over an equation card and a graph card. If the cards match, then the player gets to keep the cards. If they do not match, turn the cards over in the same spot. The turn is over.

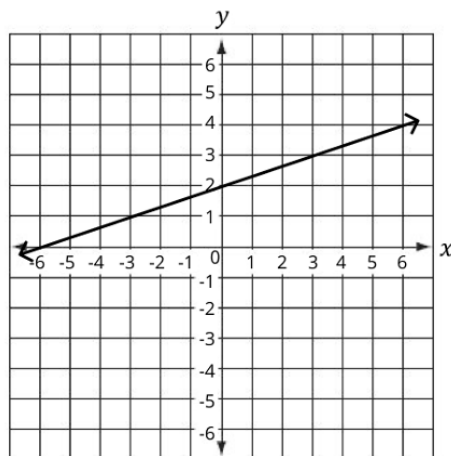
Note: If the player believes she or he has a match, then the player must prove that there is a match. The other player has the option to disagree and explain why. If the other player is right (and the first player was mistaken), then the other player gets to keep the card and then take a turn.

6. Repeat step 5 for the second player's turn.
7. The game is over when all cards have been matched. The person with the most number of pairs wins the round. Another round may be played.

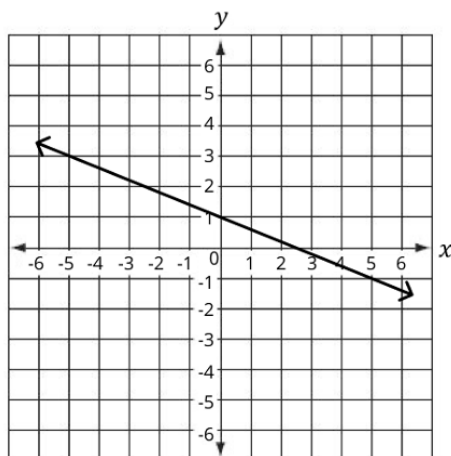
$$y = 2x - 5$$



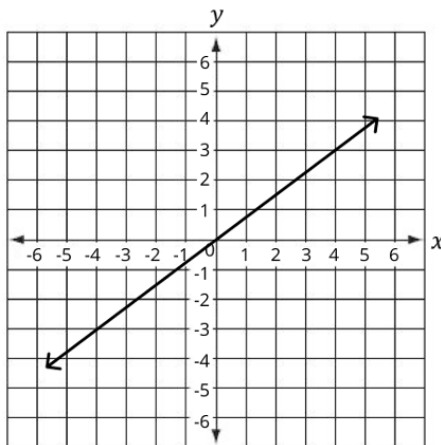
$$y = \frac{1}{3}x + 2$$



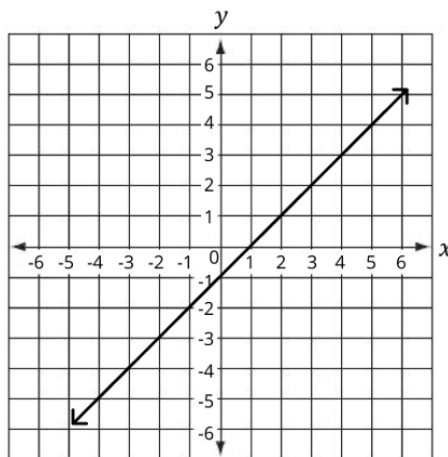
$$y = -\frac{2}{5}x + 1$$



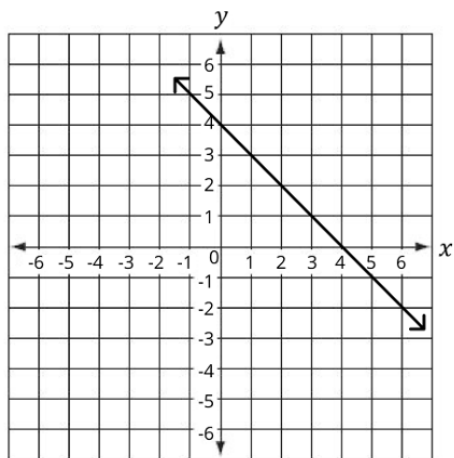
$$y = \frac{3}{4}x$$



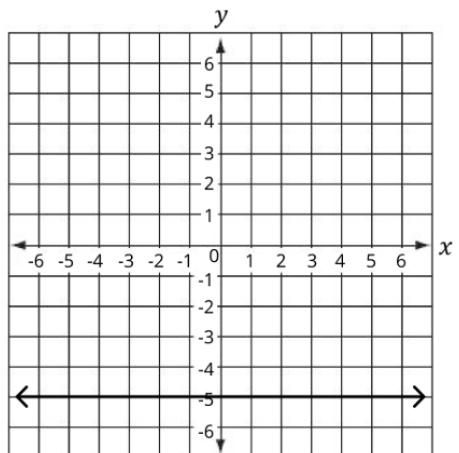
$$y = x - 1$$



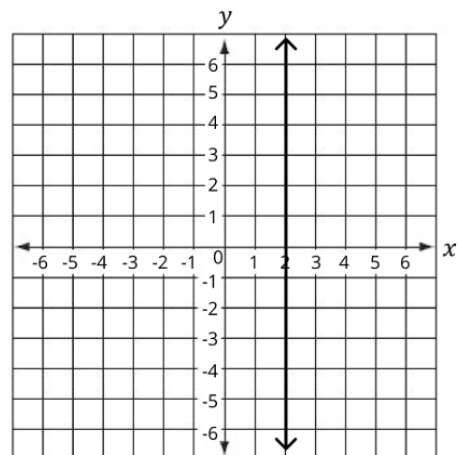
$$y = -x + 4$$



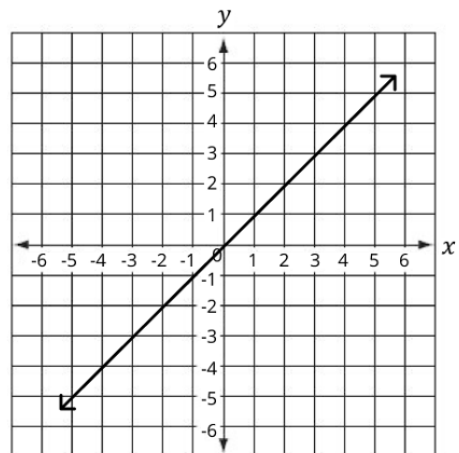
$$y = -5$$



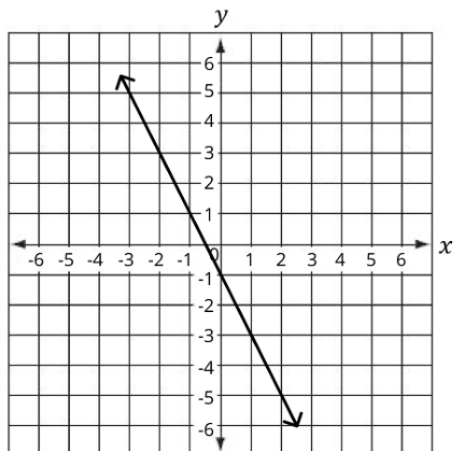
$$x = 2$$



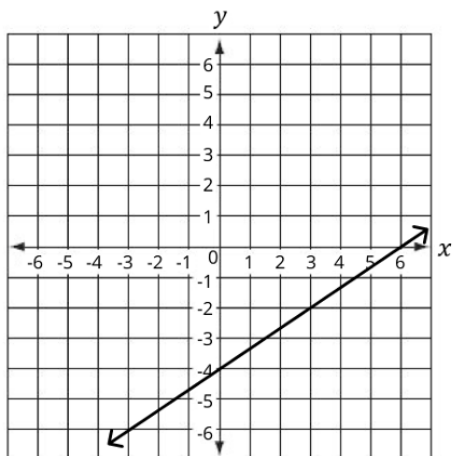
$$y = x$$



$$y = -2x - 1$$



$$y = \frac{2}{3}x - 4$$



$$y = -3x + 2$$

