Answers

Chapter 1

1.1 Start Thinking! For use before Activity 1.1

Sample answer: In football, there is an order to the game. For example, one team must kick-off before the other team can begin their drive, they must score a touchdown before kicking the extra point. In math problems, there is the order of operations. Students must first multiply or divide before doing addition and subtraction.

1.1 Warm Up

For use before Activity 1.1

1. <	2. >	3. >
4. <	5. >	6. <

1.1 Start Thinking!

For use before Lesson 1.1

Sample answer: Going to school is like moving the positive direction on a number line. Returning home after school is like moving the negative direction on a number line. No, you never travel a negative direction.

1.1 Warm Up

For use before	Lesson 1.1		
1. 15	2. 23	3. 7	4. 35
5. 43	6. 0	7. 39	8. 212
1.1 Practice	Α		
1. 7	2. 12	3. 13	4. 0
5. >	6. =	7. >	8. −5, 3
9. -1, -1 , -	4 , 5 , 8	10. 0, 2 , 3	, [5], 6
11. 19	12. -8	13.	-13
14. a. 2 b. 2	2 ft per sec c	. positive	d. 2 ft per sec
15. a. LATE	b. TEAL	16. Sample a	nswer: −5
1.1 Practice	В		
1. =	2. <	3. <	4. 15, -6
5. - -34 , 0	, 14, -25 , 28	3	
6. −16, 10, -	-16 , 25 , -4	3	
7. 249	8. -183		9. -153
10. a. Phosph	orus b. Oxy	gen	
11. a. up b.	13 ft/sec c .	down d. 1	17 ft/sec
12. 0			

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13. true; Both numbers have an absolute value of 3.

14. false; *Sample answer:* Let x = -4. Then |x| = 4 and 4 is not less than -4.

1.1 Enrichment and Extension

1. always	2. never	3. sometimes
4. sometimes	5. never	6. always
7. sometimes	8. so	metimes
9. all negative in	ntegers 10. all	l positive integers
11. none	12. all integers	13. none
14. all integers	15. all integers	16. none
17. all integers	18. no	one
19. all negative in	tegers and zero	
20. all negative in	ntegers and zero	
21. all positive in	tegers and zero	
22. all positive in	tegers and zero	
23. all positive in	tegers and zero	
24. all negative in	tegers and zero	
25. none	26. all	l negative integers
27. all positive in	tegers 28. all	l positive integers
29. none	30. all	l integers
31. all positive in	tegers 32. all	l integers
33. none	34. all	l integers
35. all integers	36. all	l integers
Check students' p	oicture; It should	be a dog.
1.1 Puzzle Time	9	

A TENNIS BALL

1.2 Start Thinking! For use before Activity 1.2

Sample answer: In golf, the goal is to get below par. This would represent zero. Scores above a par on a hole would be positive integers and scores below par on a hole would be negative integers.

1.2 Warm Up

For use before Activity 1.2

1. 22	2. 42	3. 77
4. 150	5. 122	6. 221

Big Ideas Math Red Answers

Answers

1.2 Start Thinking!

For use before Lesson 1.2

less than; *Sample answer*: The starting temperature increases (add +10) 10 degrees, then decreases

3. 5

(add -12) 12 degrees.

1.2 Warm Up

For	use	befo	re l	Less	on '	1.2	
1.	13				2.	-6	

4. 4	5. -4	6. 0

1.2 Practice A

1. 10	2. -8	3. -12	4. 0
5. 0	6. 3	7. 3	8. -6
9. -17	10. -17	11. –7	12. –3

- **13.** \$29
- 14. Use the Commutative Property to switch the positions of the terms -5 and -8. Then use the Associative Property to group the terms 8 and -8. Because they are opposites, their sum will be zero; -5
- 15. Use the Commutative Property to switch the positions of the terms 4 and 9. Then use the Associative Property to group the terms -4 and 4. Because they are opposites, their sum will be zero; 9
- 16. Use the Commutative Property to switch the positions of the terms 12 and -7. Then use the Associative Property to group the terms -5 and -7. The sum of -5 and -7 is -12, which is the opposite of 12; 0

17. 10	18. –9	19. 11
20. 4	21. –7	22. –3
23. -18	24. 15	25. –27
26. <i>n</i> = 13	27. <i>c</i> = -4	28. $k = -8$

29.
$$2 + (-1) + (-2)$$

30.	3	-1	-2
	-4	4	0
	1	-3	2

A2 Big Ideas Math Red Answers

1.2 Practice B

1. 39	2. -48	3. 0
4. -41	5. 5	

- 6. Use the Commutative Property to switch the positions of the terms -25 and -18. Then use the Associative Property to group the terms 18 and -18. Because they are opposites, their sum will be zero; -25
- 7. Use the Commutative Property to switch the positions of the terms 45 and -8. Then use the Associative Property to group the terms -22 and -8; 15
- **8.** Use the Commutative Property to switch the positions of the terms -12 and 4. Then use the Associative Property to group the terms 28 and 4; 20

9. –28	10. 3	11. –27
12. 56	13. 18	14. –79
15. 37	16. 14	17. –59

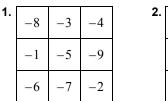
18. n = 25 **19.** c = 71 **20.** k = -80

21. Sample answer: -30, 8, 2 and 8, 7, -5

22. −10°F

23. Sample answer:	9	-6	-3
	-1	0	1
	-8	6	2

1.2 Enrichment and Extension



-2	3	-4
-3	-1	1
2	-5	0

3.	-7	7	6	-4
	4	-2	-1	1
	0	2	3	-3
	5	-5	-6	8

Answers

4.	-4	1	-10	3
	-9	2	-3	0
	5	-8	-1	-6
	-2	-5	4	-7

5. Check students' work.

1.2 Puzzle Time

IN CASE HE GOT A HOLE IN ONE

1.3 Start Thinking!

For use before Activity 1.3

Sample answer: You could find the distance from where you are starting to where you are going. You could find the change in elevation.

1.3 Warm Up

For use before	Activity 1.3	
1. 34	2. 64	3. 77
4. 7	5. 45	6. 2

1.3 Start Thinking! For use before Lesson 1.3

Do this for all 3 questions.

Sample answer: Rewrite the problem as an addition problem (add the opposite), then use additional rules.

1.3 Warm Up

	-p-		
For use befo	ore Lesson 1.3		
1. -3	2. 15		3. 1
4. –10	5. -7		6. −17
1.3 Practio	ce A		
1. -5	2. 9	3. -10	4. -3

5. 19	6. 8	7. –22	8. 8
9. 2	10. 22	11. 30	12. –45
13. –13	14. 7 +	(-3) 15.	5 - 3
16. 2	17. 13	18. –4	19. 14
20. -1	21. 0	22. -18	23. 19
24. 26	25. 10	26. –11	27. –4

28. Sample answer: $x = -1$, $y = -3$; $x = -4$, $y = -6$								
29. a. 367 ft	b. 33 ft	c. New Orlea	ns					
1.3 Practice	1.3 Practice B							
1. -5	2. 29	3. -49	4. –15					
5. 191	6. -146	7. -12	8. 18					
9. 8 - (-28)	10. 9						
11. 17	12. 13	13. 134	14. –48					
15 . –44	16. -25	17. 103	18. 206					
19. 71	20. 17	21. 23	22. 7					
23. -38		24. -53						

25. a. 94, 103, 114, 107, 84, 76, 64, 65, 75, 86, 105, 98
b. high of 99, low of -46 c. 145

26. For |b| > |a| or a and b have different signs.

1.3 Enrichment and Extension

1. highest: 14; first dart: 7; second dart: -7

2. lowest: -14; first dart: -7; second dart: 7

3.	First Dart	7	6	5	4	3	2
	Second Dart	3	2	1	0	-1	-2
ĺ	First Dart	1	0		-1	-2	-3

Second Dart -3 -4 -5 -6 -7

4.	First Dart	1	0	-1	-2	-3
	Second Dart	7	6	5	4	3

First Dart	-4	-5	-6	-7
Second Dart	2	1	0	-1

- **5.** There are 15 ways to get a score of 0. There is 1 way to get a score of 14. There is 1 way to get a score of -14.
- **6.** You should try to land on a negative integer first and a positive integer second. Subtracting a positive integer is the same as adding a negative integer, which gives you a lower score.