Lesson 2: Using the Number Line to Model the Addition of

Integers

Classwork

Exercise 1: Real-World Introduction to Integer Addition

Answer the questions below.

- a. Suppose you received \$10 from your grandmother for your birthday. You spent \$4 on snacks. Using addition, how would you write an equation to represent this situation?
- b. How would you model your equation on a number line to show your answer?



Example 1: Modeling Addition on the Number Line

Complete the steps to find the sum of -2 + 3 by filling in the blanks. Model the equation using straight arrows called *vectors* on the number line below.

- a. Place the tail of the arrow on ______.
- b. Draw the arrow 2 units to the left of 0, and stop at _____. The direction of the arrow is to the ______ since you are counting down from 0.
- c. Start the next arrow at the end of the first arrow, or at ______.
- d. Draw the second arrow _____ units to the right since you are counting up from -2.
- e. Stop at _____.



f. Circle the number at which the second arrow ends to indicate the ending value.



g. Repeat the process from parts (a)–(f) for the expression 3 + (-2).



h. What can you say about the sum of -2 + 3 and 3 + (-2)? Does order matter when adding numbers? Why or why not?

Example 2: Expressing Absolute Value as the Length of an Arrow on the Real Number Line

a. How does absolute value determine the arrow length for -2? Use the number line provided to support your answer.





b. How does the absolute value determine the arrow length for 3? Use the number line provided to support your answer.



c. Describe how the absolute value helps you represent -10 on a number line.

Exercise 2

Create a number line model to represent each of the expressions below.

a. -6 + 4





Example 3: Finding Sums on a Real Number Line Model

Find the sum of the integers represented in the diagram below.



- a. Write an equation to express the sum.
- b. What three cards are represented in this model? How did you know?
- c. In what ways does this model differ from the ones we used in Lesson 1?
- d. Can you make a connection between the sum of 6 and where the third arrow ends on the number line?
- e. Would the sum change if we changed the order in which we add the numbers, for example, (-2) + 3 + 5?
- f. Would the diagram change? If so, how?

Exercise 3

Play the Integer Game with your group. Use a number line to practice counting on.



Lesson Summary

- On a number line, arrows are used to represent integers; they show length and direction.
- The length of an arrow on the number line is the absolute value of the integer.
- Adding several arrows is the same as combining integers in the Integer Game.
- The sum of several arrows is the final position of the last arrow.

Problem Set

Represent Problems 1–3 using both a number line diagram and an equation.

1. David and Victoria are playing the Integer Card Game. David drew three cards, -6, 12, and -4. What is the sum of the cards in his hand? Model your answer on the number line below.



- 2. In the Integer Card Game, you drew the cards, 2, 8, and -11. Your partner gave you a 7 from his hand.
 - a. What is your total? Model your answer on the number line below.



- b. What card(s) would you need to get your score back to zero? Explain. Use and explain the term *additive inverse* in your answer.
- 3. If a football player gains 40 yards on a play, but on the next play, he loses 10 yards, what would his total yards be for the game if he ran for another 60 yards? What did you count by to label the units on your number line?





- 4. Find the sums.
 - a. −2 + 9
 - b. -8 + -8
 - c. -4 + (-6) + 10
 - d. 5 + 7 + (-11)
- 5. Mark an integer between 1 and 5 on a number line, and label it point *Z*. Then, locate and label each of the following points by finding the sums.



- a. Point A: Z + 5
- b. Point *B*: Z + (-3)
- c. Point C: (-4) + (-2) + Z
- d. Point D: -3 + Z + 1
- 6. Write a story problem that would model the sum of the arrows in the number diagram below.



7. Do the arrows correctly represent the equation 4 + (-7) + 5 = 2? If not, draw a correct model below.

