## **4-2D Solving One-Step Equations with Rational Numbers**

## **REMEMBER:**

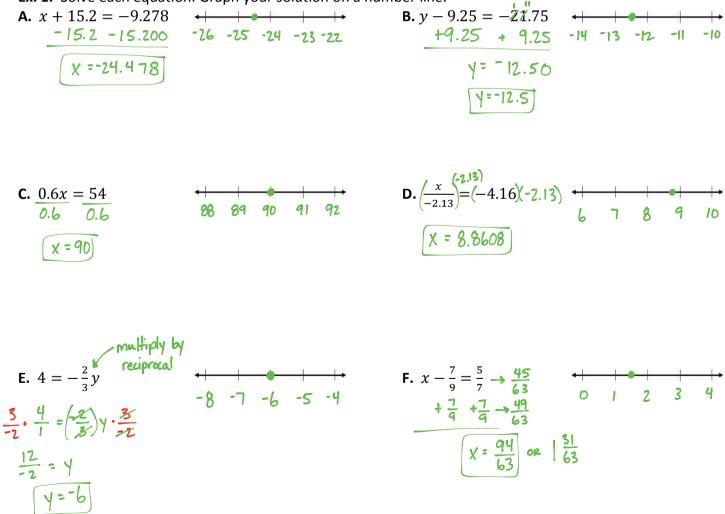
1. Decimals:

- a. Add or Subtract must line up decimal point
- b. Multiply add up all decimal places in both numbers & place that many decimal places in answer
- c. Divide cannot divide by decimal, must move decimal point behind last digit, then move decimal point inside same number of places

## 2. Fractions:

- a. Add or Subtract must have a common denominator
- b. Multiply change mixed numbers to improper fractions, cross cancel, then multiply across
- c. Divide change mixed numbers to improper fractions, "keep ( $1^{st}$  fraction the same)  $\rightarrow$  change (division to multiplication)  $\rightarrow$  flip (2<sup>nd</sup> fraction)" cross cancel, then multiply across
- Note: 1. Always follow INTEGER RULES.
  - 2. Cannot cross cancel across the equal sign.

**Ex. 1:** Solve each equation. Graph your solution on a number line.



HW: 4-2D Worksheet

## <u>4-3B</u>: Solve Two-Step Equations

Two-Step Equation: contains two operations which requires two steps to isolate the variable.

\* Add/subtract first, then multiply/divide

Ex.  : Solve each ea	nuction. Graph solution on number line	
A) $4x + 3 = 19$	guation. Graph solution on number line B) -48 = -8 - <del>1</del> 2	() $9 + \frac{1}{3}x = -2$
-3 -3	+8 +8	-9 -9
4x = 16	$-2(-40)=(-\frac{1}{2})-2$	3(-1)(-11)3
4 4	80 = Y	
X = 4]	Y=80	x = -33

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23456	78 79 80 81 82	-35 -34 -33 -32 -31