

# A

## SKATE PARK

JACK

$$y = -\frac{1}{2}x + 4$$

NOLAN

$$y = 3x - 3$$

Where will Jack and Nolan meet?

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# B

## LIBRARY

STELLA

$$y = x + 4$$

SANTIAGO

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

Where will Stella and Santiago meet?

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# C

## SKATING RINK

CORINNE

$$4x + 2y = -12$$

MOLLY

$$y = 4x$$

Where will Corinne and Molly meet?

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# D

## POOL

TRENT

$$y = -x$$

ANDRE

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

Where will Trent and Andre meet?

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# E

## ICE CREAM SHOP

INEZ

$$3x + y = 5$$

LAURA

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

Where will Inez and Laura meet?

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# F

## AIRPORT

REUBEN

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

MARCEL

$$y = -\frac{5}{2}x - 4$$

Where will Reuben and Marcel meet?

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# G

## AQUARIUM

BOBBY

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

DUSTIN

$$y = -\frac{1}{4}x + 7$$

Where will Bobby and Dustin meet?

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# H

## BOWLING ALLEY

ARTURO

$$y = -x + 3$$

HUDSON

$$y = \frac{2}{5}x - 4$$

Where will Arturo and Hudson meet?

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# I

## MOVIE THEATER

LAURIE

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

MADELINE

$$y = 2x + 6$$

Where will Laurie and Madeline meet?

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# J

## POST OFFICE

DEANGELO

$$y = \frac{2}{7}x$$

CRUZ

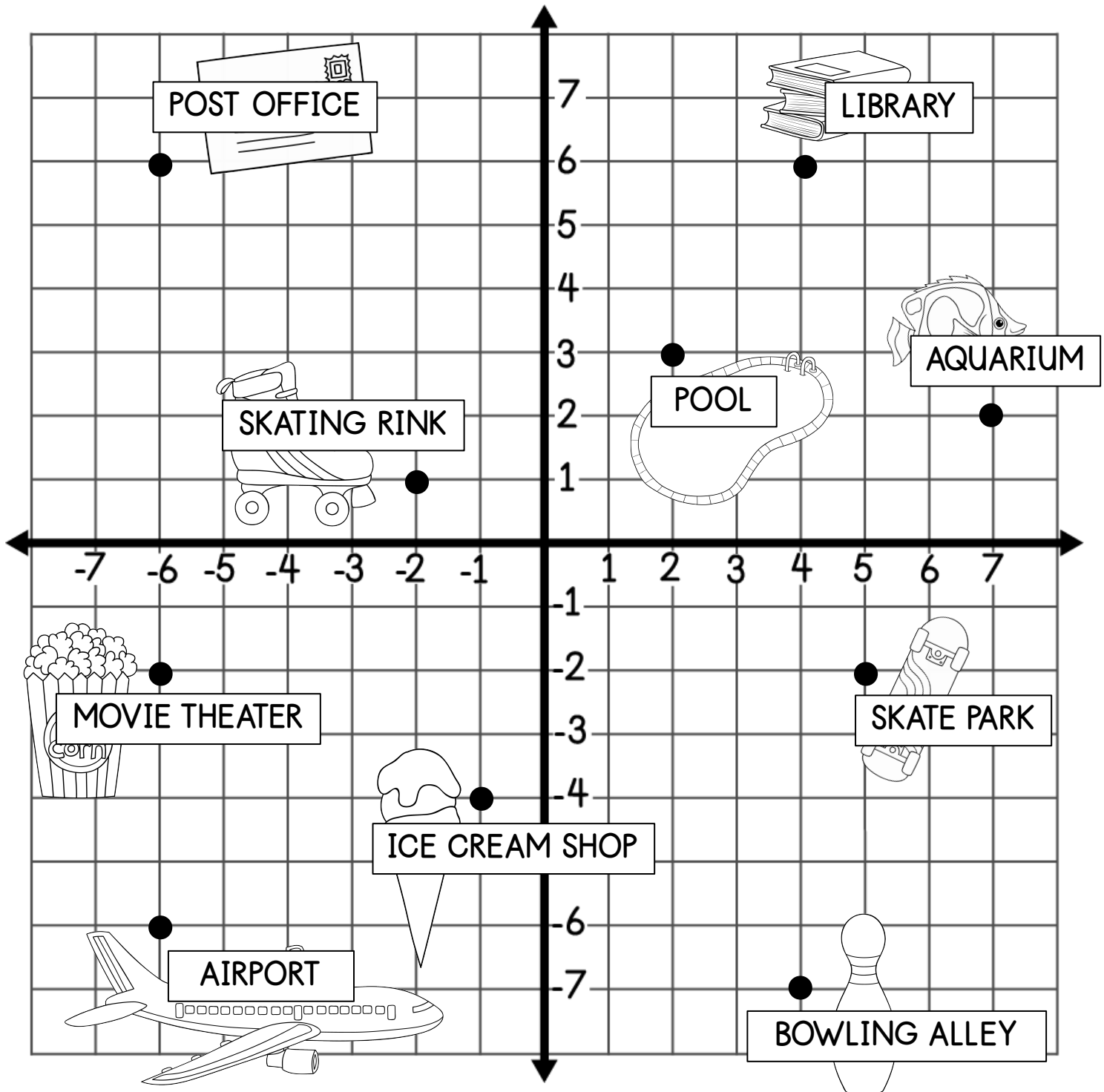
$$y = x - 5$$

Where will Deangelo and Cruz meet?

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# GRAPHING SYSTEMS OF EQUATIONS SCAVENGER HUNT MAP

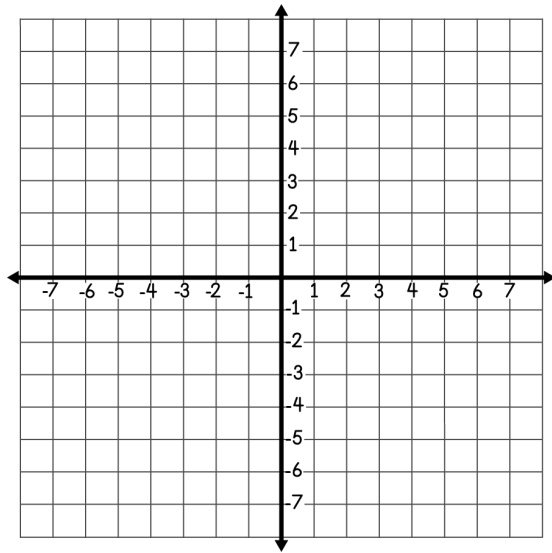
After graphing your system of equations, use the map below to determine where each pair of friends will meet.



# GRAPHING SYSTEMS OF EQUATIONS

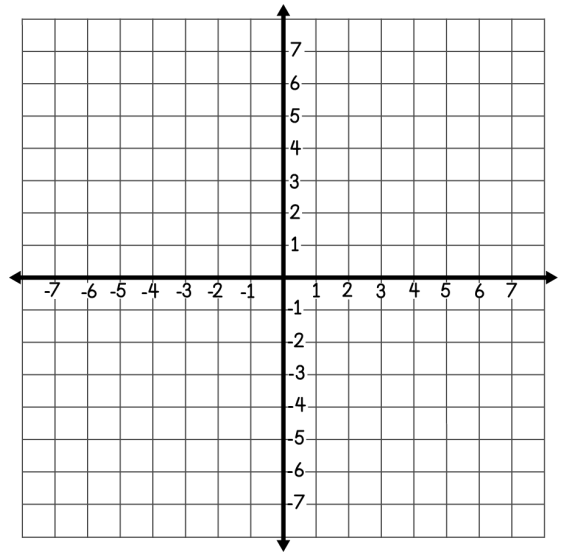
Each card will give the locations of two friends represented by linear equations. Graph and solve the system of equations. Then use the map to determine the location where the pair of friends will meet.

**A**



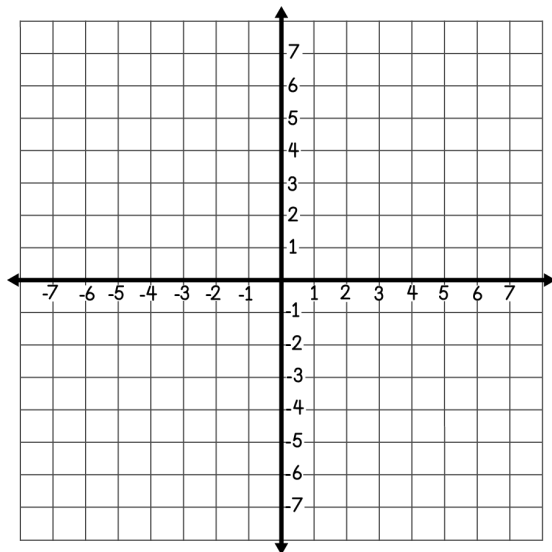
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

**B**



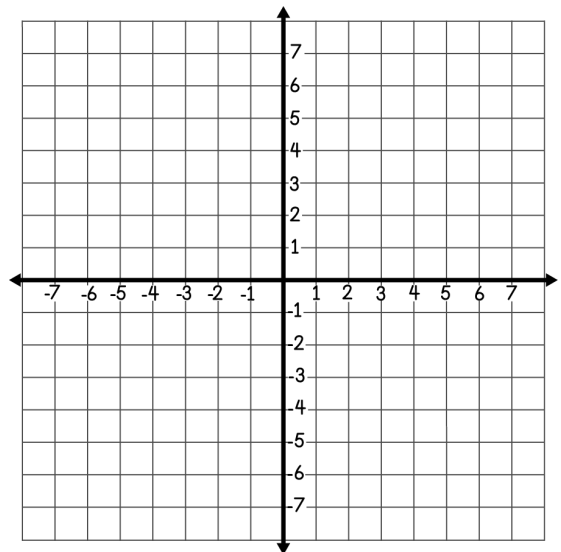
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

**C**



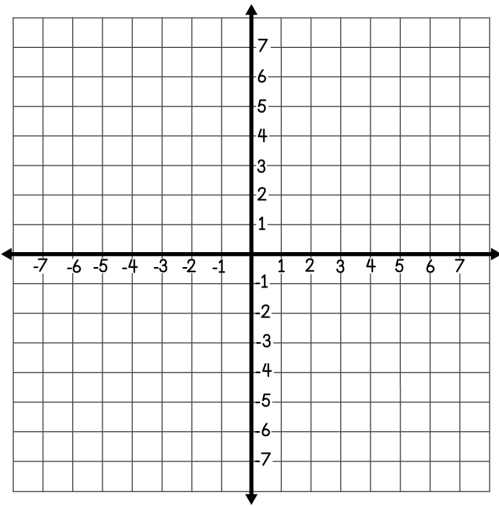
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

**D**



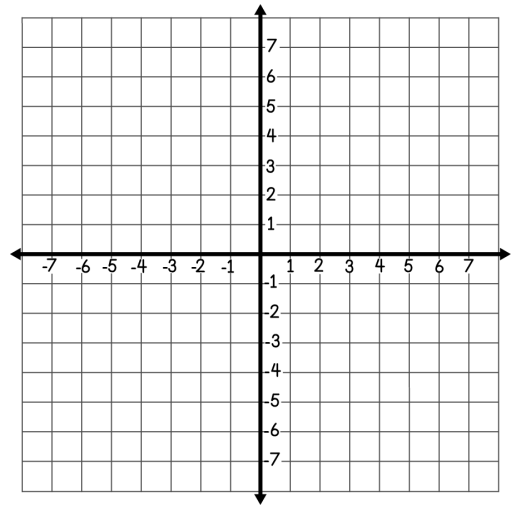
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

E



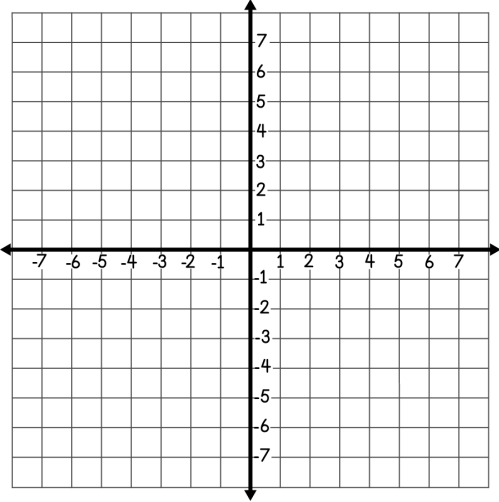
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

F



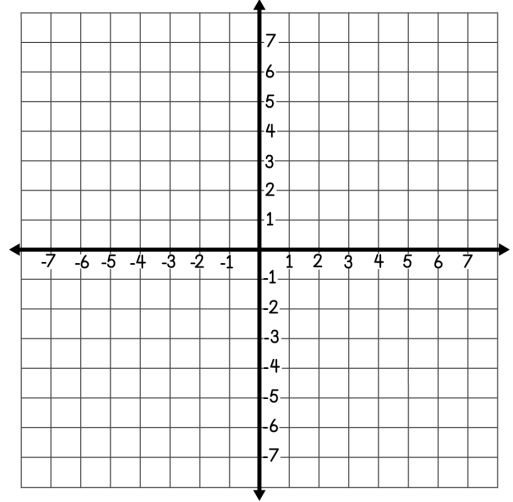
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

G



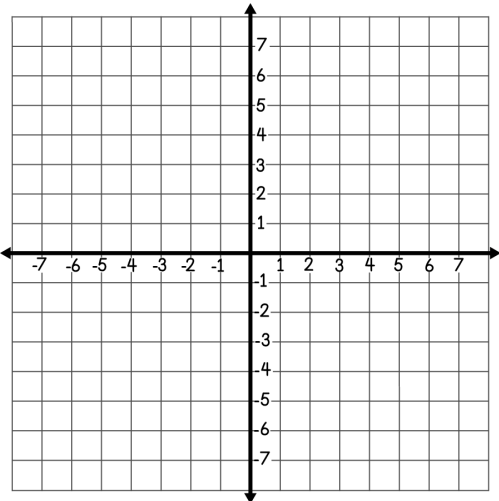
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

H



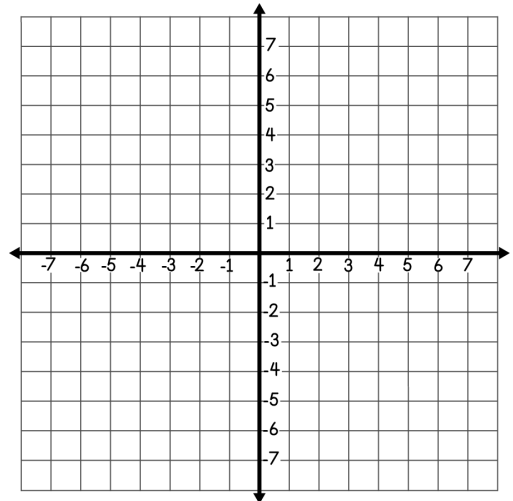
Solution: \_\_\_\_\_ Location: \_\_\_\_\_

I



Solution: \_\_\_\_\_ Location: \_\_\_\_\_

J



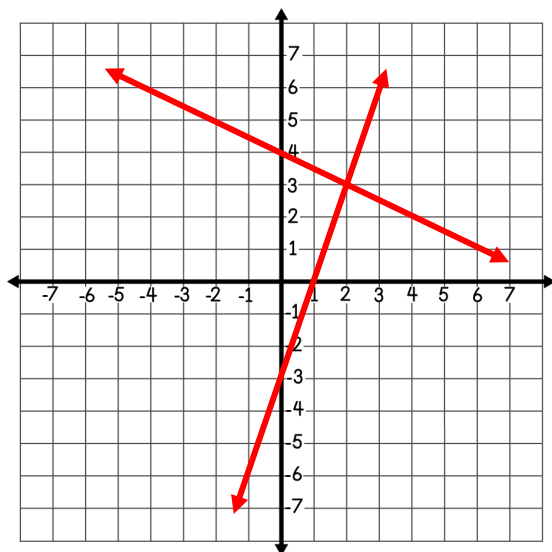
Solution: \_\_\_\_\_ Location: \_\_\_\_\_



# GRAPHING SYSTEMS OF EQUATIONS

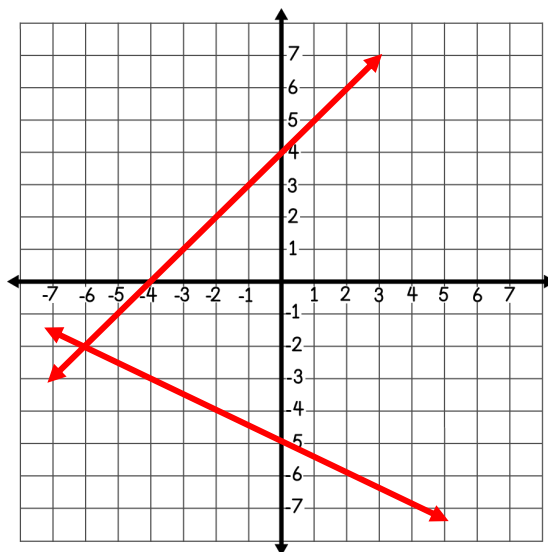
Each card will give the locations of two friends represented by linear equations. Graph and solve the system of equations. Then use the map to determine the location where the pair of friends will meet.

**A**



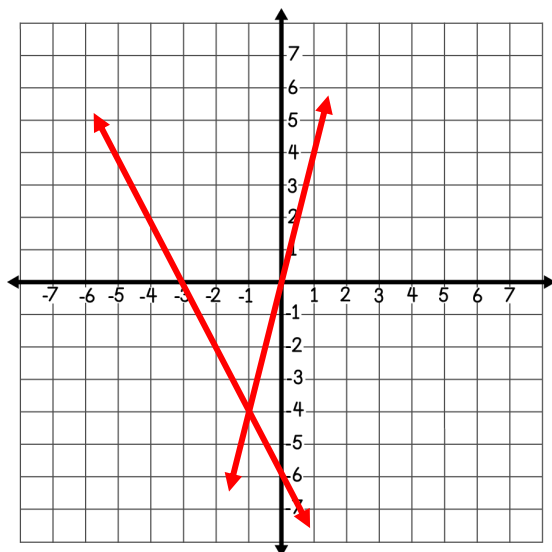
Solution: (2, 3) Location: Pool

**B**



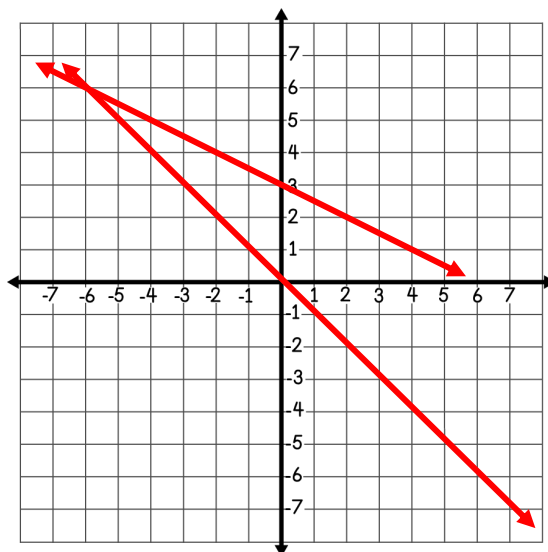
Solution: (-6, -2) Location: Movie theater

**C**



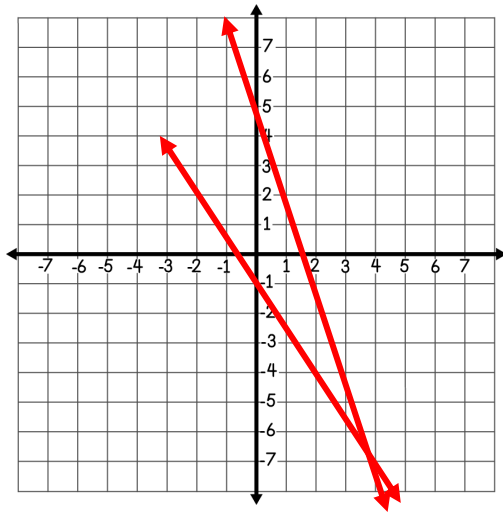
Solution: (-1, -4) Location: Ice cream shop

**D**



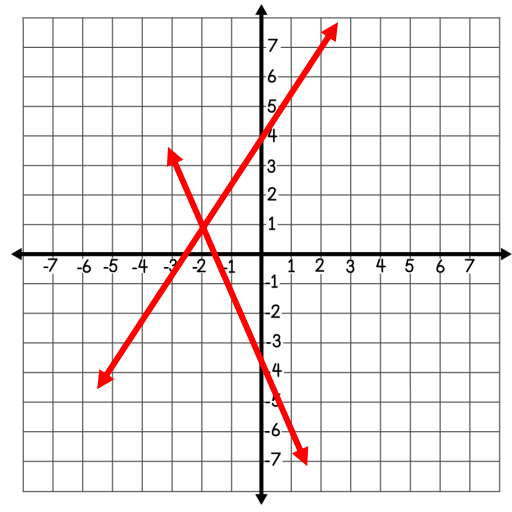
Solution: (-6, 6) Location: Post office

E



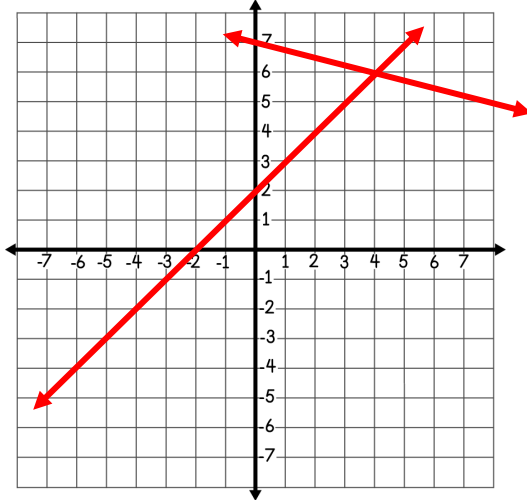
Solution:  $(4, -7)$  Location: Bowling alley

F



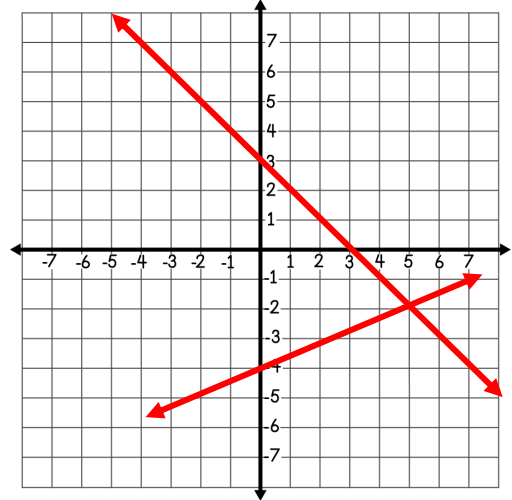
Solution:  $(-2, 1)$  Location: Skating rink

G



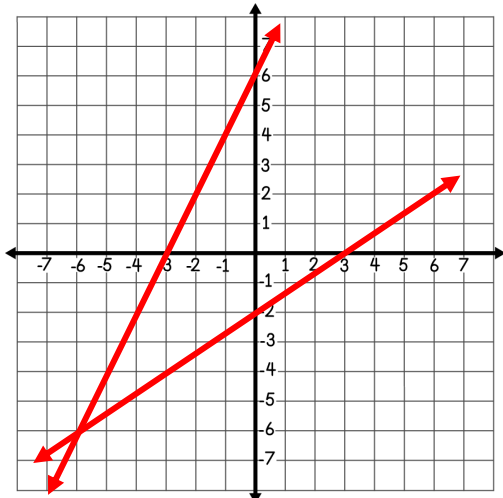
Solution:  $(4, 6)$  Location: Library

H



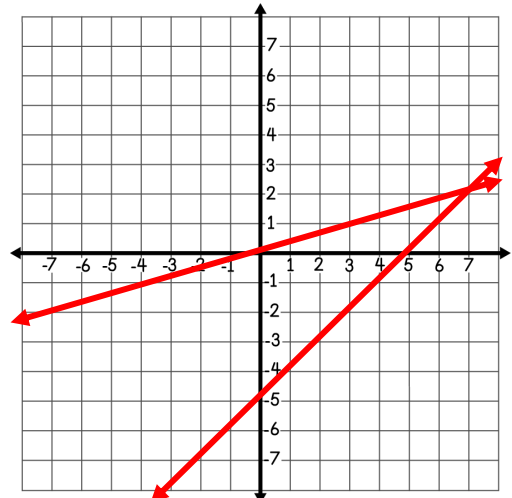
Solution:  $(5, -2)$  Location: Skate park

I



Solution:  $(-6, -6)$  Location: Airport

J



Solution:  $(7, 2)$  Location: Aquarium