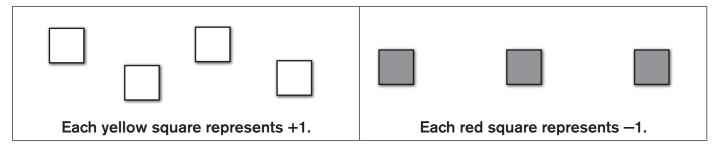
## ACTIVITY 1.1 Integer Pieces and the Zero Principle Name:

To represent integer values, use the small yellow and red square tiles.



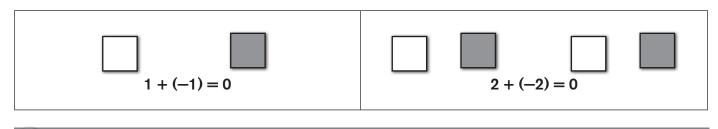
Use the small square tiles to represent each number. Make a sketch of your model.

1. 6	24
3. A single digit odd number	4. An even prime number
5. 10 feet below sea level	6. 5 degrees below zero

The numbers +1 and -1 are called **opposites**. They sum to 0. That is 1 + (-1) = 0. We refer to 1 and -1 as a **zero pair**. In an elevator, for example, if you go up one floor (+1) and then down one floor (-1), you are back to where you started.

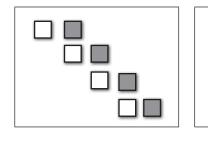
When we add positive and negative integers, we often use what is called the **Zero Principle** to perform the addition operation.

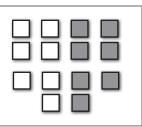
The mats below show two basic examples of the *Zero Principle*. We make pairs of yellow and red tiles.



## ACTIVITY 1.1 Integer Pieces and the Zero Principle

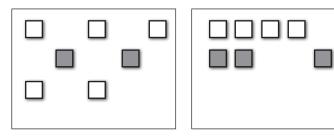
7. Write an equation for each diagram.





We can use the Zero Principle when we model addition of integers with the tiles. We make zero pairs when possible, and then determine the final sum.

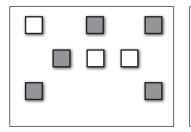
The integer 3 is modeled in each diagram below.



If the two zero pairs are removed, three yellow tiles remain, or positive 3.

We could write an equation: 5 + (-2) = 3 or (-2) + 5 = 3.

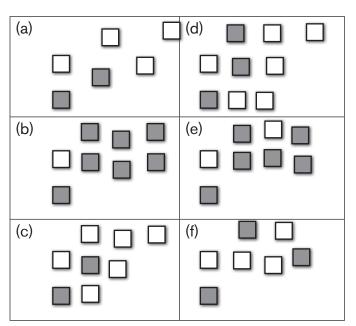
The integer -2 is modeled in the diagrams below.



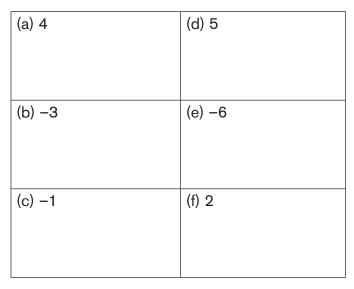
If the three zero pairs are removed, two red tiles remain, or negative 2.

We could write an equation: (-5) + 3 = -2 or 3 + (-5) = -2 8. Name the integer modeled in each of the following diagrams. Write an equation for each.

Name:



9. Create a model for each integer using yellow and red tiles. Write an equation for each.



- 10. How many different models are there for the integer 4? Explain.
- How many different models are there for the integer -3? Explain.