**Algebra Tiles and Integers**

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| **Key** | **Rules to Remember** |
| = 1  = -1 | The sum and difference of two numbers can be positive, negative, or zero.  The sum of an integer and its opposite is zero.  Subtracting an integer is the same as adding the opposite of the number. |

You can use algebra tiles to help you **add integers**.

Here is how to model the solution to the problem 3 + (-6)

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3 + (-6) Remove pairs that -3

equal zero

1. Use algebra tiles to model and find each sum.
2. 4 + (-2) (B) 1 + (-4) (C) -2 + 2

(D) -1 + 4 (E) -5 + (-5) (F) -3 + -2

You can use algebra tiles to **subtract integers**.

Here is how to model a solution to the problem 2 – 4.

First change the subtraction problem to an addition problem by keeping the sign of the first integer, switching the operation to addition then changing the sign of the second integer.

2 – 4 = 2 + (-4)

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2 + (-4) Remove pairs that equal zero -2

1. Use algebra tiles to model and find each difference. First change the subtraction to an addition. Remember the rule: . This means that the opposite of the opposite of a number is the original number,
2. 2 – (-4) (B) -2 – 1 (C) -1 – 4

(D) -4 – 2 (E) -3 – (-5) (F) -3 – 2