Integers Rules

Adding

Same sign

( ) + ( )

Same

If the signs are the same, then add the # part AND

Keep same sign

Ex1) (-2) + (-4) = (-6)

same sign

2+4 & Keep sign

Ex2) (+3) + (+5) = (+8)

Different sign

(+) + (-)

Different

If the signs are different, then find the difference between # part (Big-small) AND

Keep same sign on larger # part (or who you have more of)

Ex1) (-10) + (+3) = (-7)

Diff sign

10-3 = 7 & Keep sign of negative (since more negatives)

Subtraction

Add the opposite then follow adding rules

( ) - ( )

add opp

+ (opp)

Ex1) (-7) - (+4)

add opp

= (-7) + (-4)

Same

= (-11)

Now use adding rules

Integers Rules Modelling

Adding Tiles -->

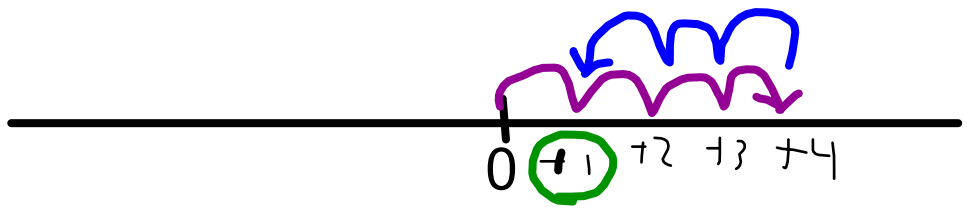
Shade is positive Unshaded is Negative

-2 Top Bottom

(+5) + ( ) = (+3)

see if any zero pairs form

Number lines --> Start at zero and use (-) to jump left and (+) to jump right



(+4) + (-3) = (+1)

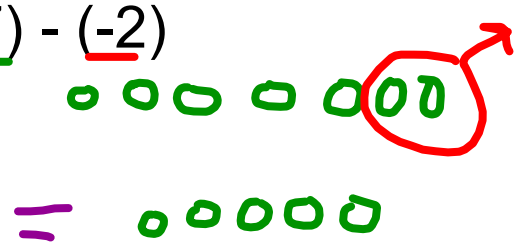
right 4 Back 3 Where you stop

Subtraction- only with tiles

Model first integer and ask if you can remove the second integer

if YES then circle and remove and record what is left

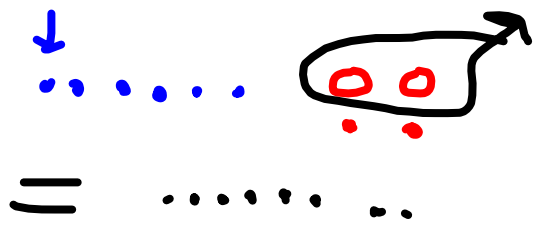
(-7) - (-2)



(-7) - (-2) = (-5)

if NO then need to add zero pairs, then remove the second integer

(+6) - (-2)



(+6) - (-2) = (+8)