

## *Directions for the Scavenger Hunt*

**Objective:** Students will work in their groups to solve systems of linear equations using the method of their choice.

### **Directions:**

1. Each group will solve the system of linear equations they were given.
2. When the system is solved the group will locate that point on their map of the school.
3. When released into the school you will need to go to the location you just found on your map. When at that point you will then need to solve the clue you just found.
4. You will then follow steps 2&3 until you have solved 4 system of linear equations cards.
5. When you have solved 4 systems of equations correctly report to Mrs. Grimm in the courtyard.

### **\$\$\$\$ For the Scavenger Hunt**

Each group will start with \$10 in Grimm Money. You can earn \$2 for every system you answer correctly. You can earn an extra \$3 for being the first group to complete all four systems. You can get a hint from Mrs. Grimm if you need help for the cost of \$1. Just find her in the courtyard to ask her a question.

You can lose money for not following directions and doing what is expected.

\*\$2 for having one or more person from your group in an area they should not be in on campus

\*\$5 for disrupting another class on campus

\*\$4 for purchasing something from the vending machines

\*\$3 for every time someone in your group does not keep their hands to themselves

\*\$3 for every time someone in your group raises their voice to a level that is not ok in the classroom

**\*\*\*\*\* You can purchase items from the money you have earned and have left at the end of scavenger hunt! \*\*\*\*\***