**Summer Math Packet**

**For PreAlgebra and Algebra**

Welcome to your summer math packet. This packet has been created in order to help you stay current with your math skills. At the beginning of the 2021-22 school year, we will begin Fall semester by reviewing the packets that you completed over the summer. Here is an analogy that will explain why the summer math packet is so important.

Math is like a sport. During the season you practice between games so that your skills are perfect for the games. In math your tests are like games and your homework is like practice. Between tests it is important to practice the concepts by doing the homework so that your skills are perfected for the test.

In the off-season, athletes still practice in order to keep their skills up. When the new season starts, they don’t have to re-learn the skills because they have continued to practice them. Your summer break is like the off-season. Between school years you must practice your skills so you don’t forget them while you are out of school. When the new school year begins, you won’t have to re-learn all of the skills from the previous year because you never had time to forget. You practiced your skills and kept them on the same level.

The moral of this analogy is to not wait until the week before school starts to work on your summer math packet. By that time you will have allowed yourself to forget all of the important skills that you learned during the previous school year. Then you will have to rush to re-learn the material in the packet.

Create a schedule that has deadlines for when each section should be done. That way throughout the whole summer you can do a little bit at a time, instead of waiting until the end and doing it all at once. If you are having difficulties with any particular section, please contact either instructor via e-mail and we will try to help as much as we can.

Good Luck and Have a Great Summer,

Josh Hersko

Math Instructor

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**Basic Addition**

*Show your work and write neatly.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1. | 11 | 2. | 44 | 3. | 59 | 4. | 34 |
|  | + 41 |  | + 18 |  | + 7 |  | + 40 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5. | 36 | 6. | 27 | 7. | 54 | 8. | 41 |
|  | + 52 |  | + 57 |  | + 12 |  | + 9 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 9. | 314 | 10. | 266 | 11. | 290 | 12. | 163 |
|  | + 553 |  | + 227 |  | + 154 |  | + 763 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 13. | 214 | 14. | 122 | 15. | 268 | 16. | 169 |
|  | + 356 |  | + 281 |  | + 547 |  | + 800 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 17. | 3501 | 18. | 5845 | 19. | 2178 | 20. | 1623 |
|  | + 1555 |  | + 4063 |  | + 4344 |  | + 5845 |

**Basic Subtraction**

*Show your work and write neatly.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1. | 30 | 2. | 47 | 3. | 63 | 4. | 91 |
|  | - 14 |  | - 13 |  | - 51 |  | - 5 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5. | 88 | 6. | 61 | 7. | 27 | 8. | 57 |
|  | - 10 |  | - 31 |  | - 11 |  | - 21 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 9. | 998 | 10. | 303 | 11. | 942 | 12. | 841 |
|  | - 234 |  | - 185 |  | - 888 |  | - 706 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 13. | 915 | 14. | 577 | 15. | 659 | 16. | 960 |
|  | - 876 |  | - 359 |  | - 374 |  | - 681 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 17. | 8701 | 18. | 5656 | 19. | 4223 | 20. | 4998 |
|  | - 6911 |  | - 4867 |  | - 2856 |  | - 1776 |

**Basic Multiplication**

*Show your work and write neatly.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1. | 14 | 2. | 32 | 3. | 26 | 4. | 15 |
|  | x 7 |  | x 2 |  | x 3 |  | x 4 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5. | 373 | 6. | 167 | 7. | 192 | 8. | 314 |
|  | x 2 |  | x 6 |  | x 2 |  | x 2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 9. | 241 | 10. | 394 | 11. | 610 | 12. 203 |
|  | x 61 |  | x 32 |  | x 82 | x 98 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 13. 454 | 14. | 252 | 15. | 651 | 16. 729 |
| x 44 |  | x 63 |  | x 92 | x 46 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 17. 813 | 18. 193 | 19. | 736 | 20. 532 |
| x 9 | x 4 |  | x 4 | x 7 |

**Basic Division**

*Show your work and write neatly.*

1. 2 28 2. 5 40 3. 9 36 4. 2 48

5. 6 241 6. 3 48 7. 21 360 8. 5 300

9. 20 240 10. 20 40 11. 10 40 12. 50 500

13. 3 30 14. 3 42 15. 6 720 16. 8 96

17. 30 270 18. 4 368 19. 3 366 20. 4 560

**Rules for Adding & Subtracting Integers**

***Rule #1: When adding numbers with the same sign, add just the numbers, and then keep the sign.***

***Rule #2: When adding numbers with different signs, subtract the numbers, and take the sign of the larger number.***

***Rule #3: When subtracting integers it is helpful to use a number line.***

***Step 1: On the number line, find the first integer. This is where you will start.***

***Step 2: When adding move right; when subtracting move left. Step 3: The number where you stop is the answer.***

***Step #4: Subtracting a negative number means adding a negative. i.e. 5 - -4 = 5 + 4***

Í**Subtract/Negative Add/Positive**Î

**Practicing Adding & Subtracting Integers**

1. +3 + +1 =

2. -3 + -4 =

3. -3 - +5 =

4. -2 + +7 =

5. -3 + -1 =

6. +2 - +7 =

7. +27 + -13 =

8. +8 - -15 =

9. -8 + -9 =

10. -19 + +25 =

11. +7 - +17 =

12. - 4+ -11 =

13. -7 - -3 =

14. -4 + +3 =

15. -8 + +7 =

16. +5 - -9 =

17. -7 - +5 =

18. -13 - +7 =

19. -5 + -13 =

20. +12 - +7 =

21. +18 + -12 =

22. +13 - -8 =

23. -11 + -10 =

24. -19 + +2 =

**Multiplying Integers**

***Rule #1: When multiplying numbers with the same sign, the answer will be positive.***

***Rule #2: When multiplying numbers with different signs, the answer will be negative.***

1. (2)(-5) =

2. (-4)(8) =

3. (-4)(-1) =

4. (-6)(-3) =

5. (-2)(-3) =

6. (-3)(-3) =

7. (5)(-1) =

8. (2)(-5) =

9. (-2)(-2) =

10. (6)(-3) =

11. (3)(8) =

12. (-4)(-8) =

13. (-6)(-7) =

14. (4)(-5) =

15. (-6)(6) =

16. (-7)(0) =

**Dividing Integers**

***Rule #1: When dividing numbers with the same sign, the answer will be positive.***

***Rule #2: When dividing numbers with different signs, the answer will be negative.***

1. 25 ÷ (-5) =

2. (-450) ÷ 9 =

3. (-16) ÷ (-4) =

4. (-66) ÷ (-3) =

5. (-32) ÷ (-8) =

6. (36) ÷ (-9) =

7. 5 ÷ (-1) =

8. (25) ÷ (-5) =

9. (-2) ÷ (-2) =

10. (6) ÷ (-3) =

11. (-42) ÷ (6) =

12. (-81) ÷ (-9) =

13. (96) ÷ (-8) =

14. (-49) ÷ (7) =

15. (-48) ÷ (-8) =

16. (-99) ÷ (0) =

**Improper Fractions & Mixed Numbers**

***Rule #1: When changing a mixed number into an improper fraction, multiply the denominator (bottom number) and the whole number. Add that product to the numerator (top number). Place that sum above the original denominator.***

**Example:**

5 3 = 5 × 4 + 3 = 23

4 4 4

1. 5 1 =

2

2. 6 2 =

3

3. 8 4 =

5

4. 3 2 =

9

5. 1 9 =

6. 11 7 =

10 11

**Improper Fractions & Mixed Numbers (cont’d)**

***Rule #2: When changing an improper fraction into a mixed number, find how many times the denominator can fit into the numerator. That number will be the whole number. The remainder will be the numerator which will go above the original denominator.***

**Example:**

24 4

= 5 24

5

24 = 4 4

5 × 4 = 20

24 − 20 = 4

5 5

14

1. =

5

35

2. =

6

48

3. =

7

107

4. =

10

67

5. =

6

96

6. =

12

**Simplifying Fractions**

***Rule #1: A fraction is in simplest form the numerator and denominator cannot be dividing by the same number (except for 1).***

***Rule #2: To simplify a fraction, find the largest number both the numerator and denominator can be dividing by.***

**Example:**

12 = 12 ÷12 = 1

36 36 ÷12 3

24

1. =

36

35

2. =

45

11

3. =

121

42

4. =

63

32

5. =

48

12

6. =

18

25

7. =

100

60

8. =

96

**Adding & Subtracting Like Fractions**

***Rule #1: When denominators are the same, simply add or subtract the numerators. Your answer will go above the original denominator.***

***Rule #2: Make sure you simplify your answer.***

1. 5 − 2 =

7 7

2. 4 + 5 =

9 9

3. 4 + 2 =

9 9

4. 4 − 1 =

9 9

5. 4 + 5 =

7 7

6. 5 − 1 =

8 8

7. 9 − 5 =

8. 6 − 3 =

10 10 7 7

9. 3 + 7 =

10. 5 + 7 =

11 11 8 8

11. 3 + 7 =

12. 14 − 10 =

10 10

17 17

**Rules of Adding & Subtracting Fractions with Unlike**

**Denominators**

***Rule #1: Find the Least Common Denominator. Rule #2: Rewrite each fraction using the LCD.***

***Rule #3: Add or Subtract then write the answer in Simplest Form.***

**Example 1:** 3 + 3

**Step 1: The LCD of 5 and 10 is 10.**

5 10

**Step 2: Rewrite each fraction with the new denominator.**

3 = 6

5 10

3 = 3

10 10

6 + 3 = 9

10 10 10

**Example 2:** 5 − 1

6 9

**Step 1: The LCD of 6 and 9 is 18.**

**Step 2: Rewrite each fraction with the new denominator.**

5 = 15

and 1 − 2

6 18

9 18

15 − 2

= 13

18 18 18

**Practicing Adding & Subtracting Unlike Fractions**

1. 5

+ 3 =

2. 1 + 8 =

12 8 2 9

3. 2 + 1 =

4. 7

+ 3 =

5 3 10 4

5. 2 + 2 =

6. 3 − 7 =

3 9 8 10

7. 5

− 7 =

8. 2 − 1 =

12 9 9 2

9. 3 − 2 =

4 7

10. 4 − 1 =

9 5

**Rules for Multiplying Fractions**

***Method #1:Multiply the numerators and then the denominators. Simplify your answer.***

**Example:** 4 × 3 = 12 = 12 ÷ 4 = 3

7 8 56 56 ÷ 4 16

***Method #2:Cross Cancel your fractions then multiply.***

**Example:**

**Rules for Dividing Fractions**

***Step #1: Flip the second fraction to make its reciprocal.***

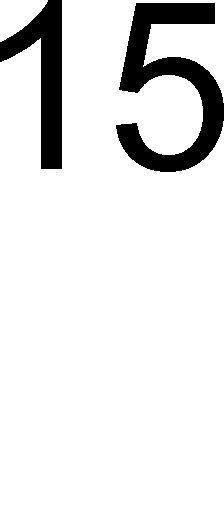
***Step #2: Now multiply using one of the methods listed above.***

4 8 4 15 60 20 20 ÷ 20 1

**Example:**

÷ = × = = 1 = 1 = 1

5 15 5 8 40 40 40 ÷ 20 2





**Practicing Multiplying & Dividing Fractions**

1. 2 × 3 =

8 7

2. 7 × 5 =

10 6

3. 3 × 5 =

5 9

4. 2 × 3 =

9 11

5. 5 × 3 =

6 11

6. 7 × 3 =

9 7

7. 6 ÷ 3 =

11 11

8. 3 ÷ 9 =

10 15

9. 3 ÷ 9 =

5 10

10.

3 ÷ 8 =

7 12

11.

2 ÷ 3 =

9 5

12.

7 ÷ 3 =

12 4

**Adding & Subtracting Decimals**

*Show your work and write neatly.*

***Rule #1: Line up the decimals and add or subtract.***

***Rule #2: For your answer, bring the decimal directly downward.***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1. | 8.5 | 2. | 5.91 | 3. | 9.7 | 4. | 6.38 |
|  | + 1.51 |  | - 1.68 |  | + 1.57 |  | - 1.89 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5. | 4.93 | 6. | 2.31 | 7. | 6.92 | 8. | 3.89 |
|  | + 0.94 |  | - 1.9 |  | + 0.43 |  | - 0.56 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 9. | 5.34 | 10. 0.57 | 11. 8.19 | 12. 5.13 |
|  | + 0.54 | + 0.94 | - 0.22 | + 0.55 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 13. 5.23 | 14. 4.69 | 15. 9.75 | 16. 7.66 |  |
| - 1.34 | + 1.7 | - 1.03 | + 1.4 | . |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 17. 3.24 | 18. 5.46 | 19. | 8.45 | 20. | 1.41 |
| + 0.99 | - 0.64 |  | + 1.5 |  | - 1.03 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 21. 1.41 | 22. 2.62 | 23. 2.58 | 24. | 5.12 |
| - 1.03 | + 0.68 | - 1.86 |  | + 1.08 |

**Rules for Multiplying & Dividing Decimals**

**When multiplying decimals, just multiply as with any other double- digit multiplication.**

**Then count how many decimal places are in the numbers in the problem. That number will be how many decimal places in the answer.**

**Example: c = (3.9)(8.2)**

**3.9** Å**One decimal place. X 8.2** Å**One decimal place.**

**78**

**+3120**

**3198** Å**Move two decimal places.**

**C = 31.98**

**To divide by a decimal you must make the divisor a whole number. This means you must also move the decimal in the number being**

**divided. You will write the decimal in the answer directly above the location of the decimal in the number being divided.**

**Example: y = 42 ÷ (0.8)**

0.8 42 . **Move the decimal in the divisor so that it is a**

**whole number.**

.

8. 420. **You must also move the decimal in the**

**number being divided.**

52.5

8. 420.0 **y = 52.5**

**Practicing Multiplying & Dividing Decimals**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1. | 1.77 | 2. | 2.23 | 3. | 8.03 | 4. | 0.07 |
|  | x 0.48 |  | x 0.34 |  | x 0.18 |  | x 0.55 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5. | 2.84 | 6. | 7.14 | 7. | 0.22 | 8. | 9.82 |
|  | x 0.28 |  | x 0.09 |  | x 0.52 |  | x 1.84 |

9. 0.03 6.87 10. 1.42 2.13 11. 0.92 9.2

12. 0.12 1.38 13. 0.05 2.21 14. 0.9 1.08

**Rules for Solving Equations**

***Rule #1: To solve an equation, find the value of the variable. Rule #2: For addition equations use subtraction to solve.***

***And for subtraction equations use addition to solve.***

***Rule #3: For multiplication equations use division to solve.***

***And for division equations use multiplication to solve.***

***Rule #4: Anything you do to one side of an equation, you must do to the other.***

**Example 1: x + 4 = 12 Subtract 4 from both sides. x = 8**

**Example 2: x – 9 = 10 Add 9 to both sides. x = 19**

**Example 3: 4x = 36 Divide both sides by 4. x = 9**

**Example 4:**

*x*

**= 8 Multiply both sides by 5.**

5

**x = 40**

**Practicing Solving Equations**

1. g + 13 = 5

2. m + 28 = 13

3. b – 32 = 15

4. y – 78 = 23

5. h + 5 = -10

6. q + (-3) = 5

7. g – (-3) = -11

8. a + (-2) = -2

9. 3a = 27

10. 9p = 72

11.

*d*

= 7

6

12.

*a* = 4

15

13. -12 = -72d

14.

*g* = −9

−3

**Rules for Solving Inequalities**

|  |  |  |
| --- | --- | --- |
| **Symbol** | **Meaning** | **Example** |
| **>** | **Is greater than** | 7 > 4 |
| **<** | **Is less than** | 4 < 7 |
| ≥ | **Is greater than or equal to** | *x* ≥ 3 |
| ≤ | **Is less than or equal to** | −2 ≤ *x* |

**Solving inequalities is very similar to solving equations. Most of the rules still apply, i.e. Everything you do to one side of an inequality you must to do the other.**

**MOST IMPORTANT DIFFERENCE: When dividing or multiplying by a negative number, the inequality sign will switch directions.**

**Graphing Inequalities**

**To graph a number on the number line, we draw a dot at the point that represents the number.**

**If the answer is < or > the dot will be open.**

**If the answer is ≤ or ≥ the dot will be filled in.**

**Depending on the inequality sign, you will either shade the numbers that are greater than or less than the selected number.**

**Example: x ≥ 4**

**Example: m ≤ 5**

**Solving Inequalities by Adding or Subtracting**

**Solve each inequality. Check your solution and graph your answer on the number line provided.**

1. h + 1 < y

2. c + 3 > -4

3. 22 ≤ m – 9

4. p + (-8) ≤ -12

5. -13 < k – (-16)

**Solving Inequalities by Multiplying or Dividing**

1. 9x > 18

2. 10d ≤ -80

3. 24 ≥ *g*

−2

4. *f* < −12

−5

5. -100 ≥ -10d

**Solving Multi-Step Equations & Inequalities**

1. 6p + 22 = 10

2. *r* – 4 = 2

3

3. 5d – 9 = -24

4. *v* + 1 = 0

−6

5. *x* + 3 = −6

5

6. 2*m* − 4 = 6

5

7. 2x + 12 < -12

8. 3(d + 2) > 6