Equation War

Using cards or TI-73, generate enough random numbers to fill the boxes in an equation. Solve your equation. (Don't be alarmed if a solution is not whole number.) The player whose solution has the greatest value earns a point or keeps the cards.

1. $\square + x = \square$

2. $w - \square = \square$

3. $\square v = \square$

4. $\square = \square y$

5. $\square m + \square = \square$

6. $\square = \square t - \square$

7. $\square = f / \square - \square$

8. $\square + d / \square = \square$