



U1 Resource Guide

1 MATERIALS, CARD SIZES, MANIPULATIVES & PRINT INSTRUCTIONS

Merit Education Group™ — Algebra 1 Curriculum Unit 1: Variables and Expressions

2 HOW TO USE THIS GUIDE

This document lists every physical material needed for each lesson in Unit 1. Materials are organized by lesson and include: • **Printables** — card decks, game sheets, templates (with recommended paper size and color) • **Manipulatives** — physical items students handle • **Classroom supplies** — whiteboards, markers, timers, etc. • **Prep time** — estimated teacher preparation time **Quick-reference:** Lessons requiring **no special materials** (beyond worksheet + pen) are marked ✓ Minimal. Lessons needing card decks or cutouts are marked 📇 Cards needed.

3 MASTER PRINT TEMPLATE REFERENCE

Template	Size	Paper	Quantity	Used In
Game Card — Standard	3.5×2 in (9 per sheet)	Cardstock, white	1 set per 4-6 teams	All games
Game Card — Large	5×3.5 in (4 per sheet)	Cardstock, white	1 set per class	Code Match, Term Sort
Station Card	Half-letter (5.5×8.5 in)	Cardstock, colored	1 set per class	Circuit
Grid Sheet	Letter (8.5×11 in)	Copy paper	1 per 2 students	Grid Lock
Score Tracker	Letter (8.5×11 in)	Copy paper	1 per class	All games

Card deck contents: 8-12 pairs of expression $\leftrightarrow$ value. Includes nested grouping & exponents.

L5 – Evaluating Expressions (One Variable)

Game: Speed Lane **Prep Time:** 15 min Lane signs needed

Item	Specs	Qty	Notes
 Student Worksheet	Letter, copy paper	1 per student	
 Spanish Worksheet	Letter, copy paper	As needed	
 Lane signs	Half-letter, colored cardstock	2 (Lane A, Lane B)	Tape to front of room
 Speed Lane problem cards	3.5×2 in, cardstock	20 problem cards	Two stacks of 10
 Scorekeeper	Letter, copy paper	1 per class	
 Timer	—	1	
 Whiteboards	—	2 (one per lane)	

L6 – Evaluating Expressions (Multiple Variables)

Game: Circuit **Prep Time:** 25 min 🗺 Station cards needed

Item	Specs	Qty	Notes
 Student Worksheet	Letter, copy paper	1 per student	
 Spanish Worksheet	Letter, copy paper	As needed	
 Circuit station cards	Half-letter, colored cardstock	6-8 stations	Different color per station
 Circuit answer sheets	Letter, copy paper	1 per student	Record station answers
 Scorekeeper	Letter, copy paper	1 per class	
 Timer	—	1	
 Clipboards	—	1 per student	For moving between stations

Station setup: Place 6-8 cards around room, each with multi-variable evaluation problems. Students rotate every 2-3 minutes.

L7 – Evaluating with Real-World Formulas

Game: Target Practice | **Prep Time:** 10 min | ✓ Minimal

Relay format: Student 1 solves #1, runs back, tags Student 2 who solves #2. First team to finish all wins.

L15 – Translating Real-World Scenarios

Game: Clutch | **Prep Time:** 10 min | ✓ Minimal

Item	Specs	Qty	Notes
 Student Worksheet	Letter, copy paper	1 per student	
 Spanish Worksheet	Letter, copy paper	As needed	
 Scorekeeper	Letter, copy paper	1 per class	
 Whiteboards	—	1 per team	
 Timer	—	1	

Clutch format: High-stakes final round — questions worth 2×, 3×, 5× points. Teams wager their accumulated points.

L16 — Financial Literacy: Budgeting & Algebraic Reasoning

Game: Countdown **Prep Time:** 10 min ✓ Minimal

Item	Specs	Qty	Notes
 Student Worksheet	Letter, copy paper	1 per student	
 Spanish Worksheet	Letter, copy paper	As needed	
 Scorekeeper	Letter, copy paper	1 per class	
 Calculators	—	1 per student	Budget calculations
 Whiteboards	—	1 per team	
 Timer (countdown)	—	1	Essential — game is timed

Countdown format: Timer counts down from 60/45/30 seconds. Teams solve against the clock.

Quiz 1 (Day 7) & Quiz 2 (Day 17)

Item	Specs	Qty
 Quiz printout	Letter, copy paper	1 per student
 Pencil	—	1 per student
 Timer	—	1 (15 min working time)

L17 — End-of-Unit Test (Day 20)

Item	Specs	Qty	Notes
 Review Worksheet	Letter, copy paper	1 per student	
 Performance Task sheet	Letter, copy paper	1 per student	Open-ended modeling task
 Whiteboards	—	1 per team	Review games
 Scorekeeper	Letter, copy paper	1 per class	
 Timer	—	1	

5

CLASSROOM CONSUMABLES (WHOLE UNIT)

These are used across multiple lessons and should be stocked before starting Unit 1.

Item	Estimated Qty	Used In
Whiteboard markers (dry erase)	1 set per team	Every lesson
Index cards (3×5 in)	50	Exit tickets (L1-L17)
Scrap paper	1 ream	Blitz, practice problems
Tape/glue sticks	1 per 2 teams	Chain Link (L11)
Colored chips/game markers	2 colors × 30 each	Grid Lock (L13)
Pencils	1 per student	All lessons
Clipboards	1 per student (optional)	Circuit (L6)

6

CARDSTOCK PRINTING GUIDE

Card Type	Pieces Per Sheet	Sheets Needed	Lesson
Game cards (3.5×2 in)	9 per sheet	2-3 per deck	L1, L2, L4, L5, L9, L10
Large game cards (5×3.5 in)	4 per sheet	1-2 per deck	L4, L8
Station cards (half-letter)	2 per sheet	4-6 sheets	L6
Lane signs (half-letter)	2 per sheet	1 sheet	L5
Grid boards (letter)	1 per sheet	15-20 sheets	L13
Relay cards (half-letter)	2 per sheet	3 per team	L14
Category headers	9 per sheet	1 sheet	L8

Total cardstock needed: Approximately 40-50 sheets of white + 10 sheets of colored cardstock for the full unit.

7

QUICK-REFERENCE: LESSON MATERIAL NEEDS

Lesson	Game	Cardstock?	Manipulatives?	Special Items
L1	Translation Match	● 2-3 sheets	—	—
L2	Expression Race	● 1-2 sheets	—	—
L3	GEMDAS Challenge	✓ None	Whiteboards	—
L4	Code Match	● 2-3 sheets	—	—
L5	Speed Lane	● 1-2 sheets	—	Lane signs
L6	Circuit	● 4-6 sheets	Clipboards	Station setup
L7	Target Practice	● 1 sheet	Calculators (optional)	—
L8	Term Sort	● 2-3 sheets	—	Category headers
L9	Code Match	● 2-3 sheets	—	—
L10	Distribution Dash	● 1-2 sheets	—	—
L11	Chain Link	✓ Copy paper only	Tape/glue	Colored paper strips
L12	Blitz	✓ None	Scrap paper	Paper toss
L13	Grid Lock	● 15-20 sheets	Game tokens	—
L14	Relay	● 3-4 sheets	—	—
L15	Clutch	✓ None	Whiteboards	—
L16	Countdown	✓ None	Calculators	Countdown timer
Quiz 1	—	✓ None	—	—
Quiz 2	—	✓ None	—	—
L17	Test	✓ None	Whiteboards	—

Legend: ✓ None = no printing/cutting needed | ● = cardstock recommended

© Merit Education Group™ — For licensed school use only Last updated: July 25, 2026