

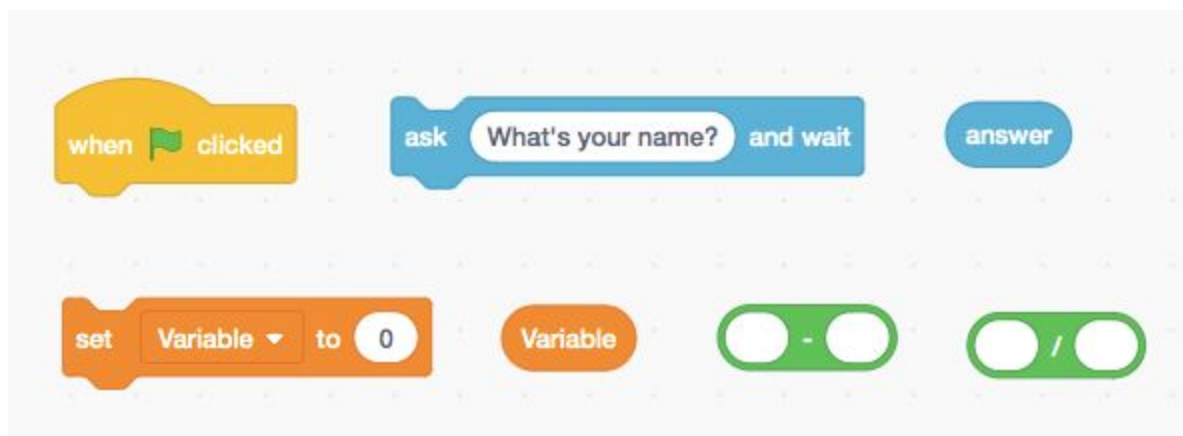


Two-Step Equation Solver

Project Goal: Students will be able to create a program that will solve for any two-step equation of the form $Ax+B=C$.

Standard: 8.2.4.2 Solve multi-step equations in one variable.

Blocks:

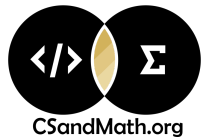


View the [Student Handout](#)

Watch the Step by Step Video [Teacher Guide](#)



@ashleyanntewes



Solution:

```
when green flag clicked
  set A to A
  set B to B
  set C to C
  set x to ?
  ask "What is the value of A? Cannot be zero." and wait
  set A to answer
  ask "What is the value of B?" and wait
  set B to answer
  ask "What is the value of C?" and wait
  set C to answer
  set x to (C - B) / A
```

The image shows a Scratch script on a grid background. It starts with a yellow 'when green flag clicked' block. This is followed by four orange 'set' blocks: 'set A to A', 'set B to B', 'set C to C', and 'set x to ?'. Then, there are three blue 'ask' blocks with 'and wait' at the end: 'What is the value of A? Cannot be zero.', 'What is the value of B?', and 'What is the value of C?'. Each 'ask' block is followed by an orange 'set' block where the variable is set to 'answer': 'set A to answer', 'set B to answer', and 'set C to answer'. Finally, there is an orange 'set' block for 'x' where the value is calculated as $(C - B) / A$ using a green math block.