## MATH 4 Class

## Warning: The interactivity in this PDF file is enabled by Javascript. For full funcitonality you have to use the Javascript capable PDF browser. Currently only Adobe Reader is <br> QUADRA ivailable,

## MATCHING GAME

The goal of the puzzle is to make correct pairs of questions and answers with a minimal amount of incorrect attempts.

## Pierre-Simon Laplace, French mathematician and astronomer.

Match following equations with their solution sets.

## Equations:

1 3 5

2 46

Solutions:
A
C
E
B
D
F

## MATH 4 Class

## MATH 4 Class

