



Pan Balance

Comparing Numbers


You can compare values on a balance scale.

- The workspace provides a pan balance that can be used to compare two or more numbers.
- Drag numbers onto each side of the balance to see how they compare. The x-block can be used to introduce a balanced equation.

Practice Using a Pan Balance to Compare Numbers

- 1 Click and drag numbers onto each side of the scale to make an equation. Drag 1 and 3 into the left pan and drag 3 and 5 into the right pan.


- The odometer shows the inequality statement.

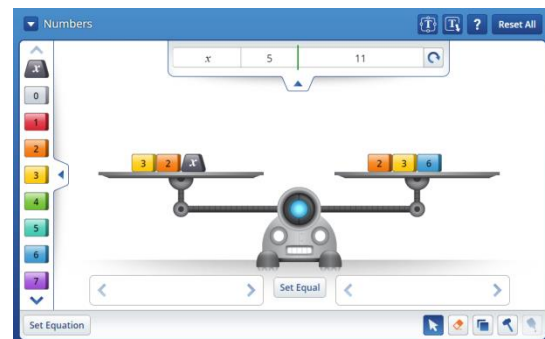
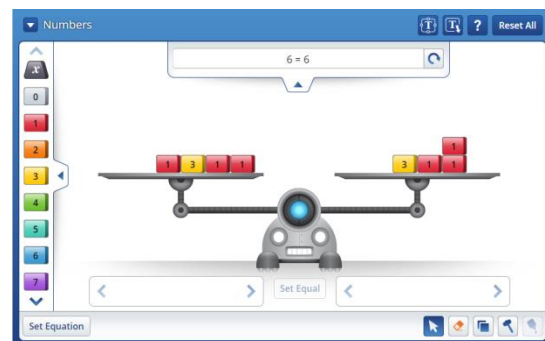
- 2 Use  to break apart the 5 in the right pan into 5 ones. Move cubes between pans to make the sides equal. Notice this turns the inequality into an equation.

- Use **Reset All** to clear the balance and start over.

- 3 Introduce a variable by using the x-block from the menu on the left.

- Drag x onto the left side of the balance and 6 as a value for x onto the other side. Use **Set Equal** to set the variable equal to that value.


- Now, drag equal or unequal values to both sides of the scale to demonstrate balanced and unbalanced equations. Click the  odometer to see the equation as a bar model.





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Comparing Symbols







You can compare shapes that have been randomly assigned different values. To get to the Symbols mode, click  to see the drop-down menu and select **Symbols**.

- The one-part workspace provides a balance that can be used to compare two or more shapes of unknown weight.
- Drag symbols/shapes onto each side of the balance to see how they compare.

Practice Comparing Numbers

- 1 Drag a heart onto one side of the balance and a square onto the other.
 - Compare the weights of each shape.
- 2 Drag more squares onto the pan balance until the sides are equivalent.
- 3 Next, find how many squares would be equivalent to one circle.

- 4 You can use the balance to order the weights of each shape from least to greatest.
- 5 Click  to type the values of the shapes as you find them. If you are correct, you will see a  next to the shape.

Guess Values				
	=	<input type="text"/>		x
	=	1		✓
	=	<input type="text"/>		x
	=	<input type="text"/>		x
	=	<input type="text"/>		x
	=	<input type="text"/>		x

- Anytime you want to compare symbols using different values, use  to clear the balance and start over.

