



**Open Digital Pedagogy  
Assignment**

**Our cards were:**

SOLVE LINEAR AND FRACTIONAL EQUATIONS  
Mathematics learning outcome

FINDING AND ADDING IMAGES TO A BLOG POST  
Open digital pedagogy tool/technique

BLACKJACK  
Game

**Using the above, our group developed an assignment that asks students to:**

"LCD" Blackjack. Instructor will provide the students with 4 including the number.  
the LCD number and the fractional equation template. Students  
will be put into pairs. Have the students take a picture of a  
subway advertisement. They will be asked to count four different  
items from the ad. This will be the denominators of the fraction.  
that are factors of the LCD.

**Learning outcome(s):**

Students will be able to have a better understanding  
of the LCD and see that it can be useful in solving  
fractional equations since they tend to multiply  
the denominators instead also they will look at  
the fractional equations in a friendly way.

$$\begin{array}{r}
 10 \\
 \underline{10} \\
 20 \\
 \underline{10} \\
 \textcircled{30}
 \end{array}$$

$$\begin{array}{r}
 15 \\
 15 \\
 \textcircled{30} \\
 \underline{15} \\
 45 \\
 \underline{15} \\
 60 \\
 \underline{\text{End.}}
 \end{array}$$

Beginning  $\xrightarrow{\hspace{10em}}$  End.  
 5 choose another cart  
~~10 choose another cart~~  $\xrightarrow{\hspace{10em}}$  15  
~~15~~ 30  
~~2~~ 17  $\rightarrow$  choose another cart 45  
~~13~~ 30  $\rightarrow$  choose another cart 60  
~~12~~ - - - and so on until.

the beginner ~~reach~~

$$\frac{x}{x} + \frac{3}{3} - \frac{2x}{1} = \frac{7}{60}$$