Directions:

1) Set cards upside down in a rectangular grid.
2) Take turns flipping 2 cards over. If the cards are a match, keep them. If they are not a match, flip the cards back over.
3) The game is over when all of the cards are gone. The player with the most matches wins the game!

rate of change	constant of variation	proportion	percent	percent of change
how one quantity changes in relation to another quantity 	also called the constant of proportionality $y = kx$	$\frac{1}{2} = \frac{2}{x}$ equation that shows that two ratios are equal	out of 100 %	the percent extent to which something gains or loses value
direct variation	**percent of increase**	**percent of decrease**	**percent error**	**sales tax**
$k = \frac{y}{x}$ relationship between two variables	the percent extent to which something gains value %	the percent extent to which something loses value %	how inaccurate an error is	tax added to the price of an item $

		unit rate	constant rate	indirect measurement
		a comparison of two quantities in which one of the terms has a value of 1 $\frac{150 \text{ words}}{3 \text{ minutes}} \cdot \frac{50 \text{ words}}{1 \text{ minute}}$	miles / time non-varying rate	using proportions to find measurements when direct measurements are not possible
slope	**nonproportional**	**proportion**		
steepness of a line	$\frac{5}{1} = \frac{3}{2}$	$\frac{5}{1} = \frac{10}{2}$		

discount	gratuities	commission	markups	markdowns
reduction in price Big Sale!	Bill + 18% Tips	a fee paid for services	example: A retailer used a markup rate of 40% on the computer game.	a lowering of price to increase sales
simple interest	**annual interest rate**	**principal**		
$I = PRT$ $	$I = PRT$ %	the amount you borrow or invest		