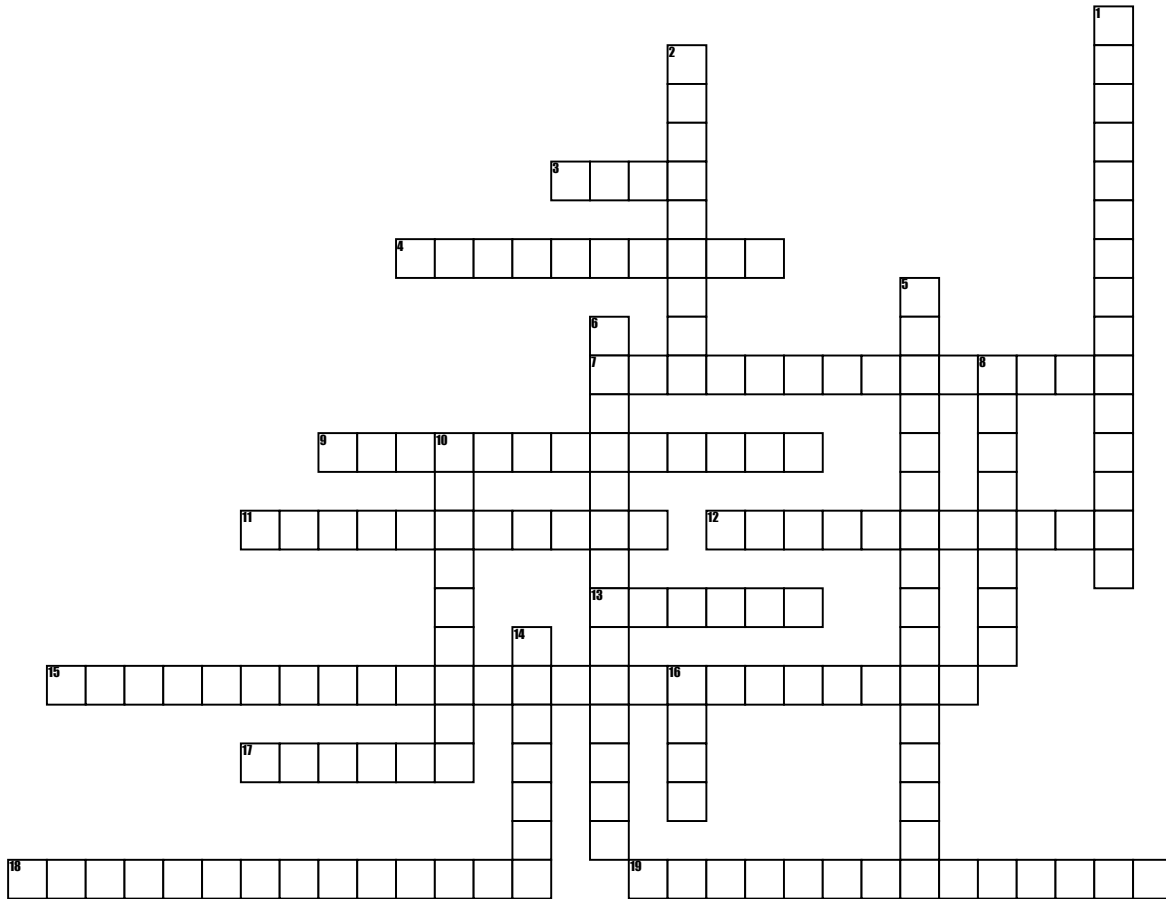


# INTEGERS



**Across**

- 3.** nothing (0)
- 4.** sign of larger absolute value
- 7.** Distance from zero
- 9.** distance from zero
- 11.** x and y value that represents a position on the coordinate plane
- 12.** take away (4-2)
- 13.** (123456) this is what its called

**15.** rule to follow when adding two numbers of the same sign

- 17.** point where two number lines intersect at zero (0,0)
- 18.** any value less than zero
- 19.** any value greater than zero

**Down**

- 1.** region formed by the intersecting of two number lines
- 2.** the same distance from zero on the number line as the original integer, but on the opposite side of zero

- 5.** keep from the first number; change + to - and change the sign of the second number then use adding rule
- 6.** Rule to follow when adding two numbers of the same sign
- 8.** To add ( 6+2)
- 10.** process to solve problems
- 14.** whole numbers and their opposites
- 16.** a symbol(+ or -)