

IXL Winter Adventures



8TH GRADE MATH

Keep up the studying this season with IXL Winter Adventures! Set out on a journey through math with 20 days of skills and activities, each with its own fun theme.

Tip: To quickly find each skill, type the three-character skill ID into the search bar at the top left of the page on IXL!

Day 1	Be the change	Percent of change: word problems (YHP) <hr/> Constant rate of change (ZPF)
Day 2	The root of the problem	Identify rational and irrational square roots (UGE) <hr/> Estimate positive square roots (XWJ)
Day 3	A clear diagnosis	Use the Real-Time Diagnostic for 20 minutes.
Day 4	Ordering in	Put rational numbers in order (QP5) <hr/> Activity: List the ingredients for a “recipe of me”. Are you $\frac{1}{5}$ sweetness? $\frac{1}{3}$ smarts? Make sure your recipe adds up to 1 whole you!
Day 5	(ice) ³	Cube roots of positive and negative perfect cubes (J7K) <hr/> Volume of cubes, prisms, and pyramids (JUB)
Day 6	Decision time	Pick two skills off your Recommendations wall to practice!



Day 7	Identity crisis	Identify complementary, supplementary, vertical, adjacent, and congruent angles (HGV) <hr/> Identify equivalent equations (J48)
Day 8	Mad scientist	Convert between standard and scientific notation (H8A) <hr/> Compare numbers written in scientific notation (RHT)
Day 9	Turning over a new leaf	Practice two "Try something new" recommendations off your wall!
Day 10	A slippery slope	Find the slope of a graph (D7M) <hr/> Graph a line using slope (FSV)
Day 11	Factors and figures	Factors of linear expressions (EGA) <hr/> Similar and congruent figures (U85)
Day 12	Travel the world	Pick a challenge from your award board and try to earn it!
Day 13	Scatterbrained	Create scatter plots (AVL) <hr/> Outliers in scatter plots (RP8)

Day 14	Do not pass go	Probability of simple events (5ZY) <hr/> Activity: Create your own board game, then play it with a friend or family member. Think about probabilities to make it a fair game!
Day 15	Open to interpretation	Interpret points on the graph of a linear function (9E8) <hr/> Interpret line graphs (TGQ)
Day 16	You put the fun in function	Identify functions: graphs (AEB) <hr/> Evaluate a linear function (LNV)
Day 17	Sum math jokes aren't funny	Triangle Angle-Sum Theorem (6Q6) <hr/> Add and subtract linear expressions (QCY)
Day 18	Go for gold	Practice two recommendations off your wall. For an extra challenge, master two "Go for gold" skills!
Day 19	Circular reasoning	Area and circumference of circles (CHV) <hr/> Use Venn diagrams to solve problems (BZF)
Day 20	In and out	Simple interest (YAT) <hr/> Compound events: find the number of outcomes (P5R)