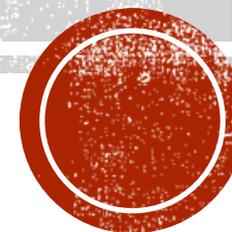


# **MATHEMATICAL PROBLEM SOLVING IN ALL STRANDS**



Marian Small

March 2017

# AGENDA

- What makes something a problem?
- What makes something a good problem?
- Lots of problems to play with
- How much problem solving?
- How do you assess problem solving?



# A PROBLEM

- is something that you've never seen before.
- It forces you to think about what you are going to do to solve it.
- The same question could be a problem for one set of kids, but not another.



# FOR EXAMPLE

- Which of these is a problem to YOU?
- I went to the store. I bought a notebook that costs \$6.99. I gave the clerk \$10. What is my change? OR
- The sum of two numbers is 10 more than their difference. What might the numbers be?



# FOR EXAMPLE

- Which of these is a problem to YOU?
  - How many minutes are there in 4.5 hours?
- OR
- About how many words do you say in a day?



# WHAT MAKES A GOOD PROBLEM?

- Not so much being complicated, but requires thinking



# **I AM LESS EXCITED WITH**

- I bought 3 shirts that each cost \$12.45.
- I bought 4 sweaters that each cost \$39.95.
- I bought 5 pairs of pants that cost \$9.95, \$12.95, \$22.95, \$17.95 and \$18.95.
- How much of the \$500 I had budgeted for clothes do I have left?



# THAN

- I bought 7 items that cost under \$20 and bought 5 items that cost more than \$20. I spent almost \$300.
- What are possible prices for the 12 items? Explain your thinking.



# THEY OFTEN LEAD TO “GENERALIZATIONS”

- So rather than:
- The sum of two numbers is 71.
- The difference is 35.
- What are they?



# I WOULD PREFER

- The sum of two numbers is twice the difference.
- What could the numbers be?



# STRATEGIES YOU MIGHT ENCOURAGE

- Drawing a picture



# TRADITIONAL “HEURISTICS”

- Act it out
- Look for a pattern
- Make a table
- Use a model
- Guess and test, etc.

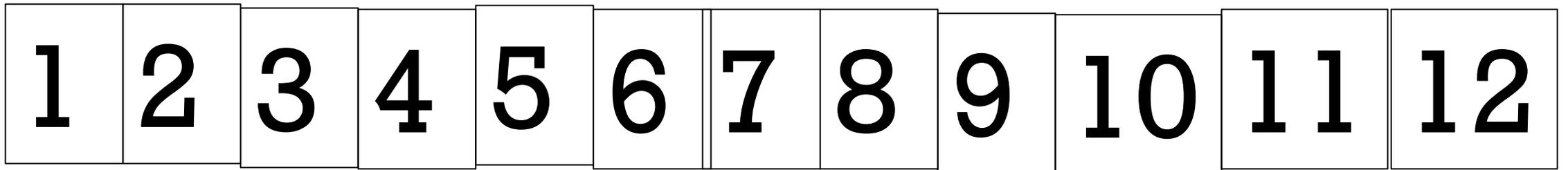


# EXAMPLES OF SOME NICE PROBLEMS



# NUMBER PATH

- You are on a number path made up of squares of numbers starting at 1 and continuing as far as you wish..



- You move **SOME** steps forward.
- Then you move **SOME** steps back.
- You repeat both moves
- You land at 9.
- How many steps each way?



# **FORKS AND SPOONS**

- Sara is holding forks and spoons.
- There are 2 more spoons than forks.
- Altogether there are not even 10 things in Sara's hand.
- How many of each might there have been?



# HUNDRED CHART SQUARES

- On a 100 chart, you cover 4 numbers in a square.
- The greatest number is 11 more than the smallest.
- Where might the square be?



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



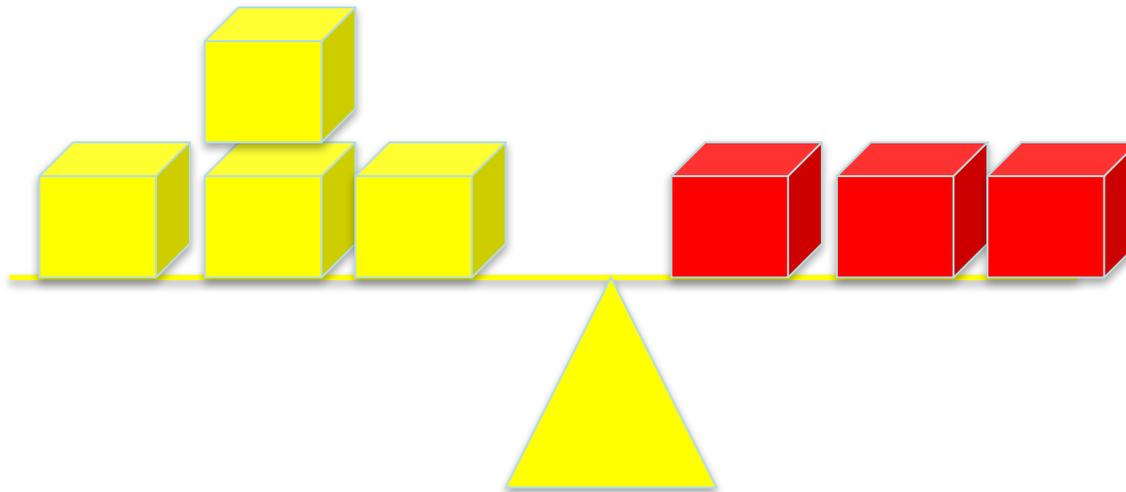
# THEN YOU MIGHT ASK

- What square has the sum of 50?



# A BALANCE

- How many might be in each yellow box?  
How many in each red?



# COUNTERS

- I had more than 20 counters.
- I split them up into 2 small piles and 2 large piles.
- The large piles had twice as many counters as the small ones.
- How many might have been in each pile?



# COINS

- I represented an amount of money with 8 coins.
- I represented the same amount with 22 coins.
- What coins might I have had each time?



# DIGITS

- I choose a two-digit number.
- I reverse the order of the digits.
- I subtract.
- The answer is 36.
- What could the number be?



# SQUARE TILES

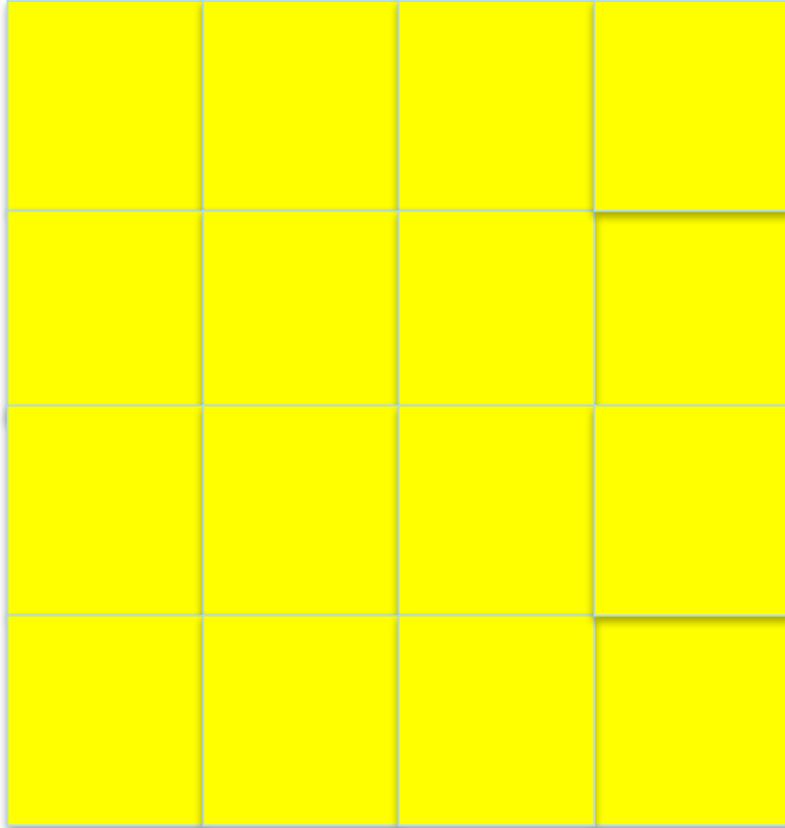
- Available at
- <http://oame.on.ca/CLIPS/swfPlayer.html?swfURL=tools/ColourTiles1.swf>
- Site is called Mathies
- Learning tools
- Colour Tiles



# SQUARE TILES

- You build a rectangle with square tiles.
- You cut it in half (based on area).
- Could the new perimeter be half of the old one?
- Could the new perimeter be  $\frac{3}{4}$  of the old one?

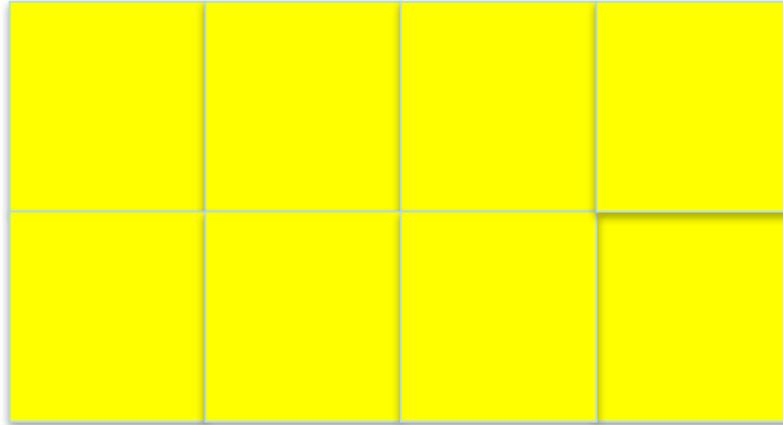




Area = 16 squares

Perimeter = 16 side lengths





Area = 8 squares

Perimeter = 12 side lengths



# PATTERN BLOCKS

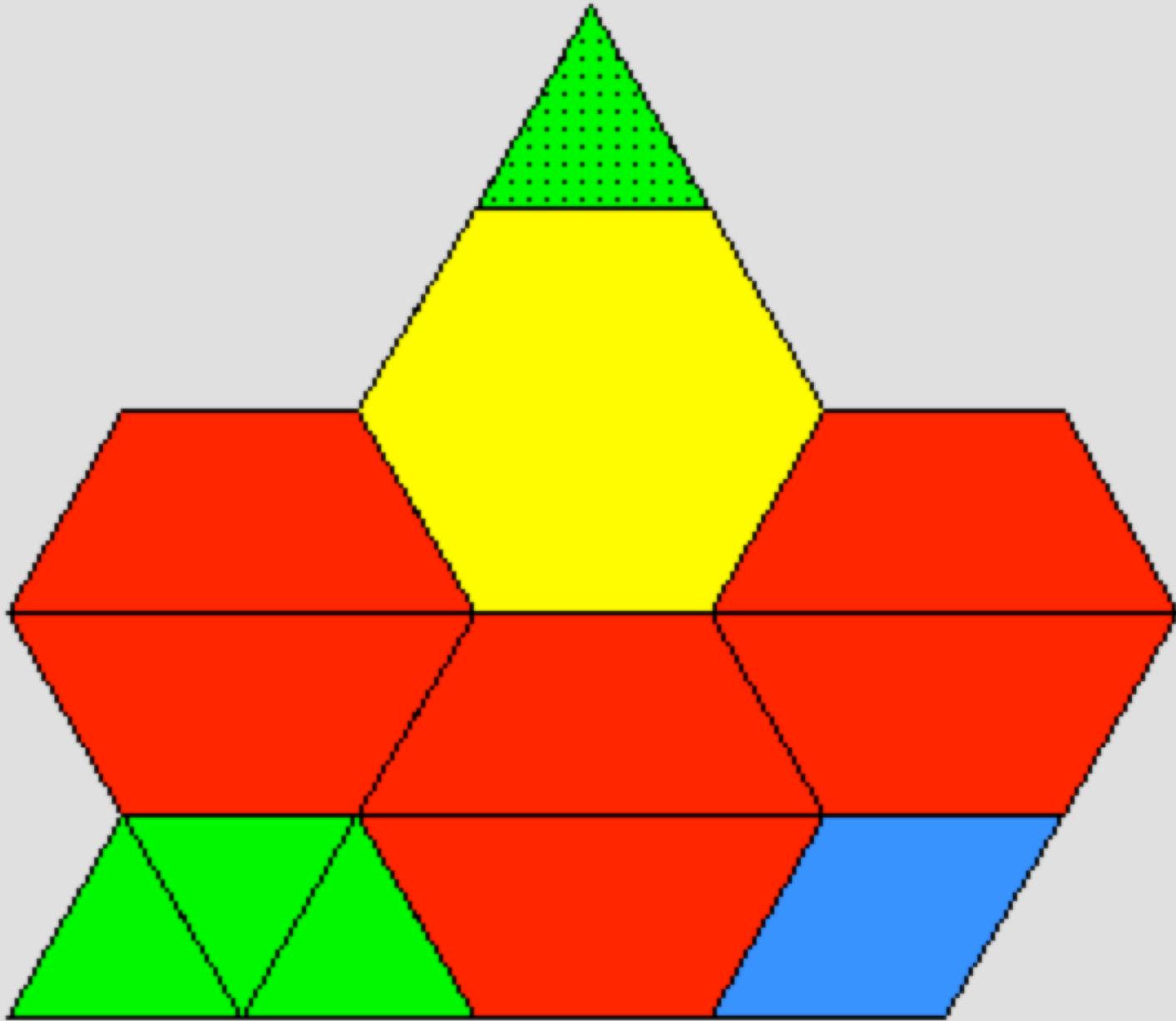
- Available at
- <http://oame.on.ca/CLIPS/swfPlayer.html?swfURL=tools/ubPatternBlocksToolCreator.swf>
- Mathies/learning tools/pattern blocks



# PATTERN BLOCKS

- Use pattern blocks. Build a design where:
- There is 3 times as much red area as yellow area and
- Twice as much green area as blue area.
- Tell what fraction of the area is each colour.



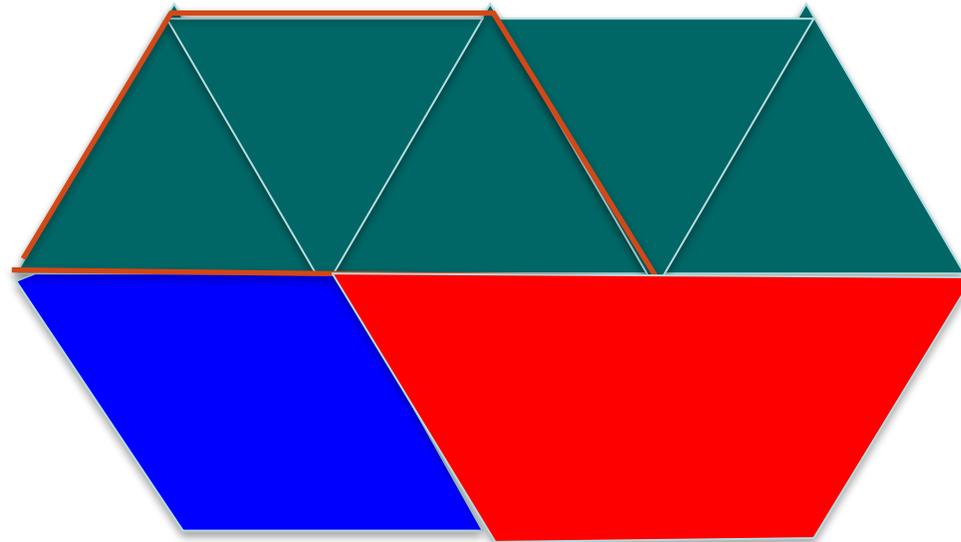


# MORE DESIGNS

- Make a pattern block design that is  $\frac{1}{2}$  green and  $\frac{1}{5}$  blue in area.



**MAYBE**



# MCNUGGETS

- You can add as many copies of the numbers 6, 9 and 20 as you wish.
- What are all the numbers you can get?
- What are all the numbers you cannot get?



# CANNOT GET

- 1, 2, 3, 4, 5, 7, 8, 10, 11, 13, 14, 16, 17, 19, 22, 23, 25, 28, 31, 34, 37, 43



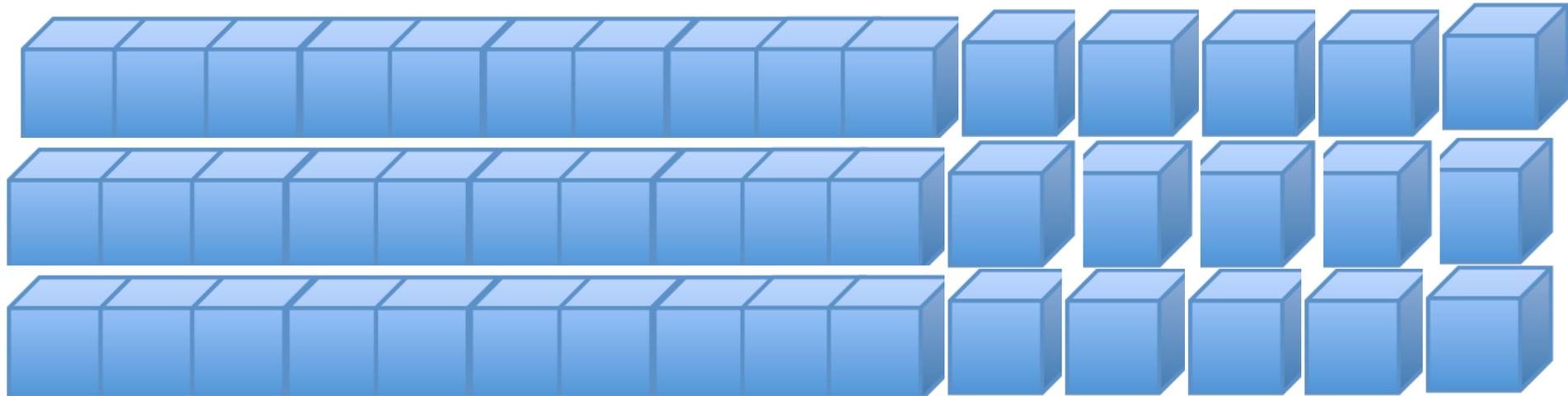
# BASE TEN BLOCKS

- [http://www.abcya.com/base\\_ten.htm](http://www.abcya.com/base_ten.htm)



# MULTIPLICATION

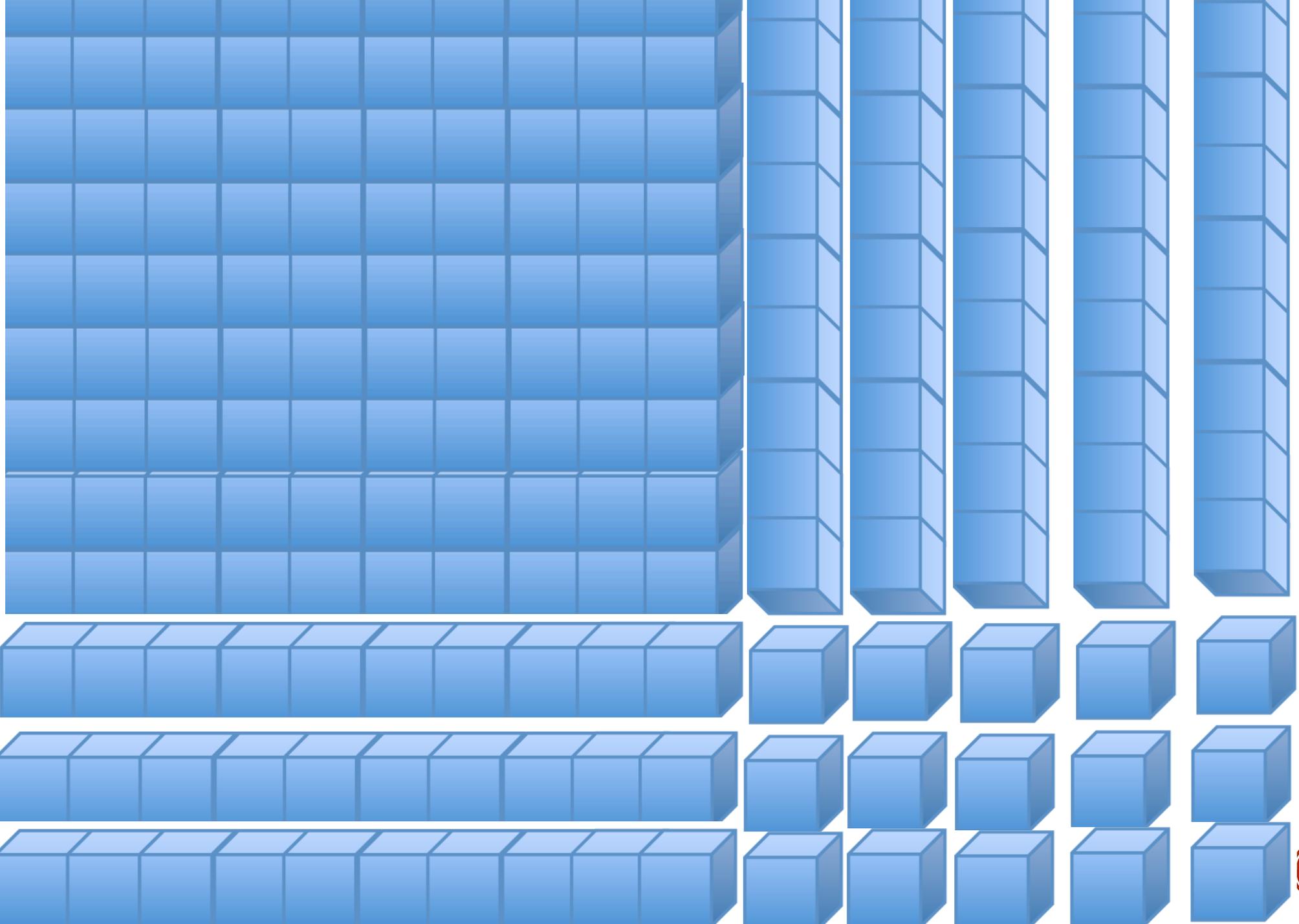
- These 18 blocks show  $3 \times 15$ .



# PROBLEM 1

- What other multiplications can you show with 18 blocks?
- With 24 blocks?





# BASE TEN BLOCKS

- You multiply two 2-digit numbers using base ten blocks.
- It takes you 36 blocks to show the multiplication.
- What might you have been multiplying?



# MEANS AND MEDIANS

- The mean of a set of 10 pieces of data is double the median.
- What could the data be?



# INTERESTING STYLE

- Two truths and a lie



# WHICH IS THE LIE?

## Two Truths and a Lie

- ? Which of these is the lie? How do you know?
- A. The number 68 can be represented with 32 base ten blocks.
  - B. The number 148 can be represented with 43 base ten blocks.
  - C. The number 502 can be represented with 142 base ten blocks.



# OR

- You can add 3 numbers in a row and get the number 74.
- You can add 4 numbers in a row and get the number 74.
- You can add 5 numbers in a row and get the number 75.



# OR

- 1. There is a fraction equivalent to  $5/11$  where the denominator is between 80 and 100.
- 2. There is a fraction equivalent to  $5/11$  where the numerator and denominator are 64 apart.
- 3. There is a fraction equivalent to  $5/11$  where the numerator is even.



# CREATING PROBLEMS

- Use variations of one you like.
- For example, how could you vary this one we did?



# HOW COULD YOU VARY:

- The sum of two numbers is twice the difference.
- What could the numbers be?



# HOW COULD YOU VARY:

- I had more than 20 counters.
- I split them up into 2 small piles and 2 large piles.
- The large piles had twice as many counters as the small ones.
- How many might have been in each pile?



# HOW COULD YOU VARY

- Use pattern blocks. Build a design where:
- There is 3 times as much red area as yellow area and
- Twice as much green area as blue area.
- Tell what fraction of the area is each colour.



# YOU TRY

- Choose one of these topics.
- Start with a non-problem and turn it into a problem.
- **ADDITION AND SUBTRACTION**
- **FRACTIONS**
- **MEASUREMENT**



# HOW MUCH PROBLEM SOLVING

- frequent



# ASSESSMENT

- If you are thinking “assessment of learning”, you might want to assign levels to the work students do.



# EARLIER OUR PROBLEM WAS

- 4 piles- 2 of same size and 2 of double that size– what numbers are possible.



# DOWNLOAD

- [www.onetwoinfinity.ca](http://www.onetwoinfinity.ca)
- Recent presentations
- WinnipegMarch

