

# Let's take some Maths300 lessons:

- Garden Beds
- Algebra Walk



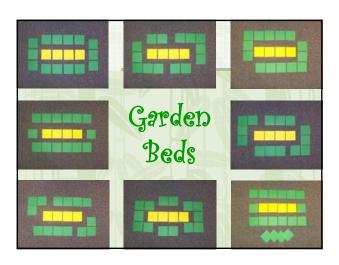
- Newspaper Shapes
- ...and a few others.

### **Visualisation**

# Questioning

- Looking
- Searching
- Seeing
- Making sense
- Understanding

## Learning



# **Garden Beds**

• Surround a flower bed of one square with tiles like this:



How many tiles?



Now build a border around a flower bed of two squares. How many tiles?

# **Garden Beds**

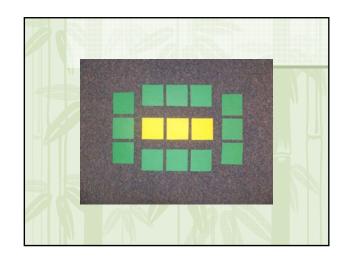
 Now try building borders around flower beds of 3, 4, 5 squares. Each time record the number of tiles you need in a table like this

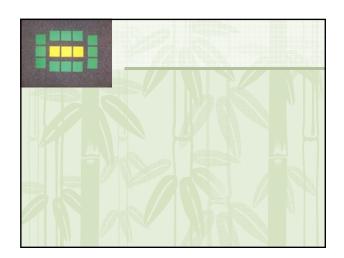
Size of bed Number of tiles

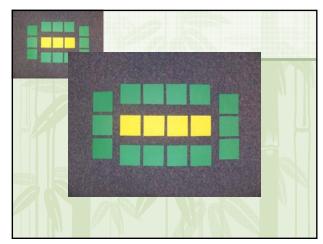
1 2

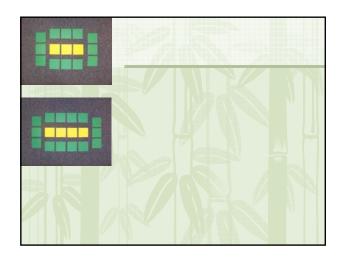
Your challenge is to predict the number of tiles which would be needed for any size flower bed. Eg. What if the garden bed was 100 tiles long? Expressing generality

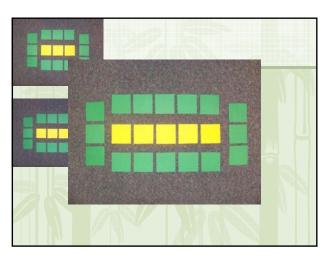
Visualising generality

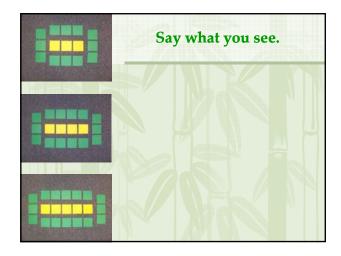


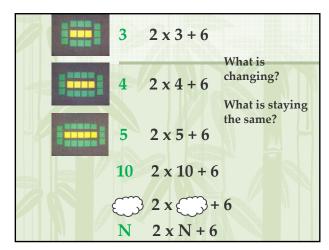




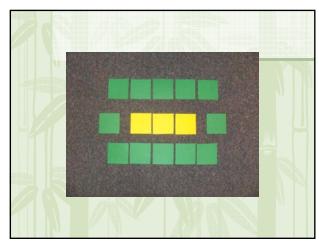


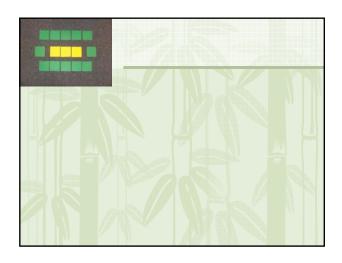


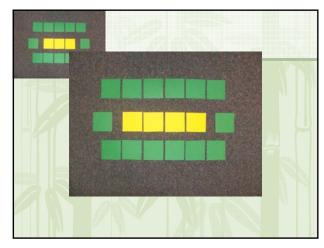


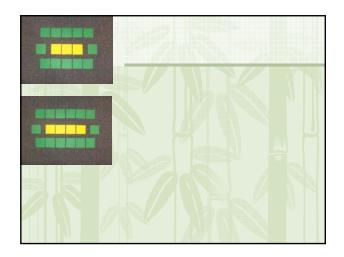


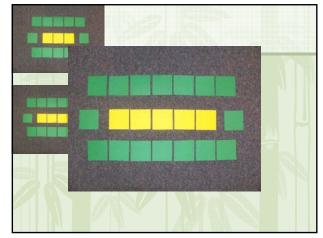


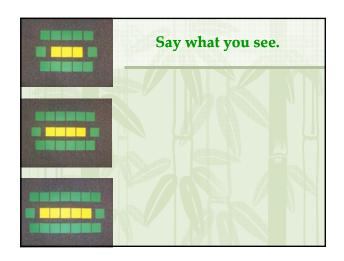


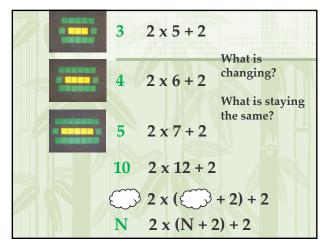


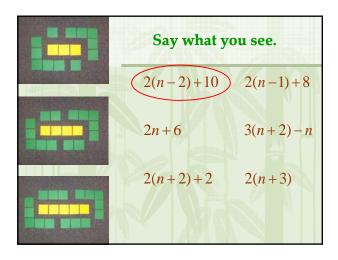


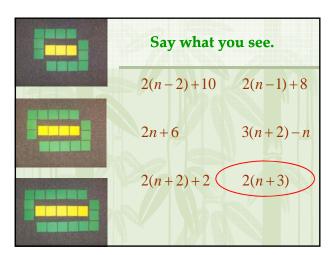


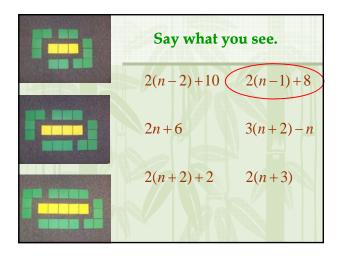


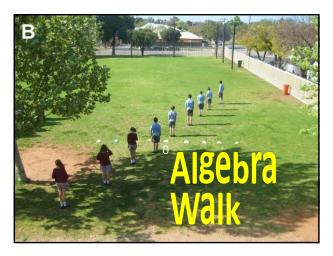


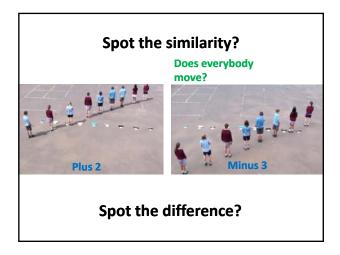


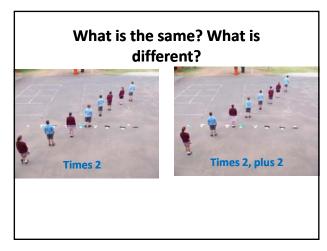


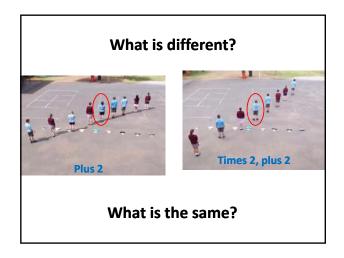


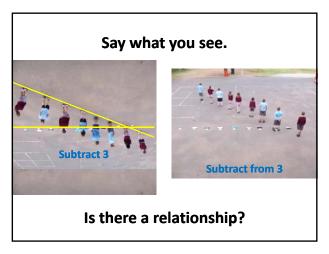












# Say what you see.





# Say what you see.





Improving Learning in Mathematics: Challenges and Strategies

 $\underline{\textbf{Malcolm Swan}} - \textbf{5 Lesson Genres to develop mathematical thinking:}$ 

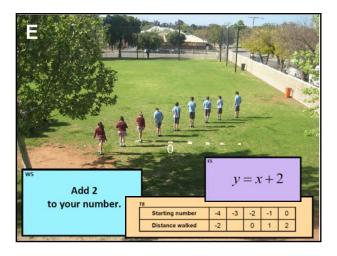
- Classifying mathematical objects
- Interpreting multiple representations
- Evaluating mathematical statements
- Creating problems
- Analysing reasoning and solutions

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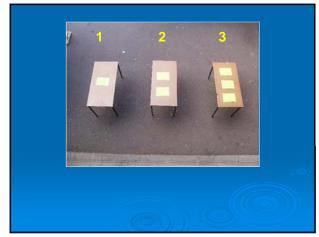
W1	Subtract your number from 2	Multiply your number by 2, then subtract 3
W3	Multiply your number by 3, then add 1.	Subtract 3 from your number.
ws	Add 2 to your number.	Multiply your number by -1, then subtract 2.
W7	Multiply your number by 2, then subtract 1.	W8

					_
Tt Starting number	-2 -1	0	1	2	
Distance walked		-1	1	3	
12			_		7
Starting number	-2 -1		1	2	1
Distance walked	4 0	4	_	12	
п					
Starting number	-3 -2	-	0	1	1
Distance walked	1 0	-1	-2	-3	
74		1			7
Starting number	0 1	_	3	4	1
Distance walked	-1	1		5	
		_	_		7
Starting number	-1 0	_	2	3	1
Distance walked	3 2	1	0		
76		_			7
Starting number	-1 0		2	3	1
Distance walked	-4 -3	-2	-1	0	
12					7
Starting number	4 -3		-1	0	1
Distance walked	-11	-5		1	1
14		_			┑
Starting number	-4 -3	_	-1	0	1
Distance walked	-2	0	1	2	1

y = x - 3	y = 3x + 1
y = -2 - x	y = 4x + 4
y = x + 2	y = 2 - x
er	E8







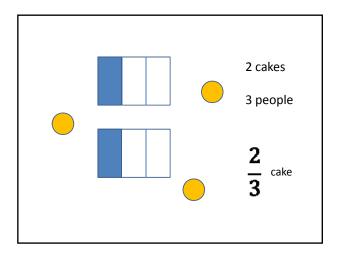
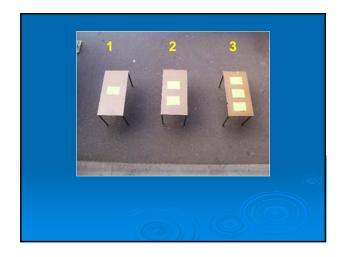
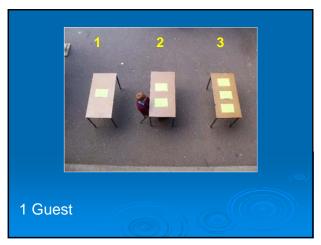
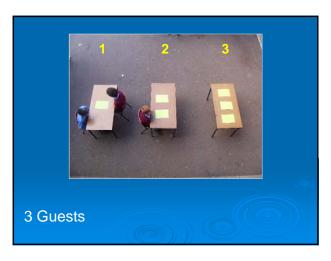


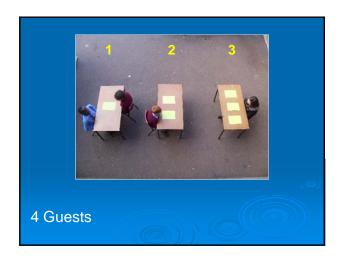
	Table 1	Table 2	Table 3
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			



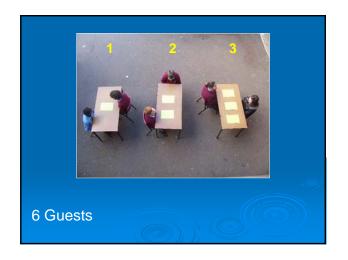


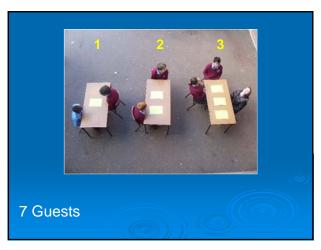


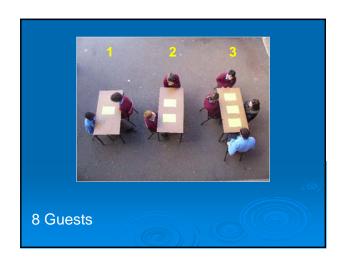


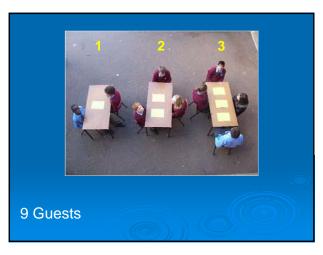






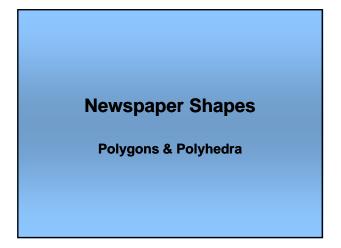


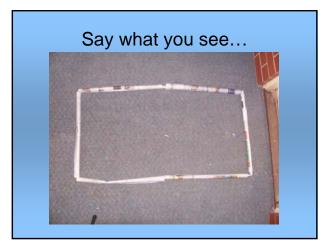


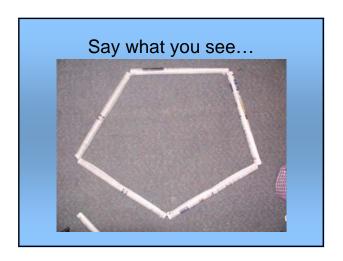


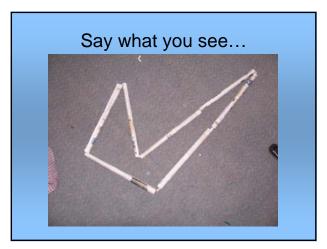


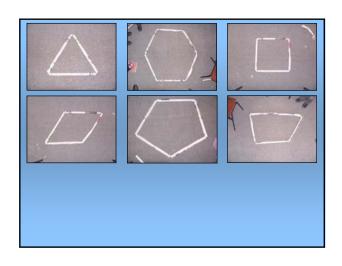
# Questions Which Help Mathematicians Learn More How much cake does each person get? Is there a pattern? Who gets the most? How can it be shown? Who gets the least? What is the difference between each table? How do the shares compare to distributing all 6 cakes evenly amongst 10? Is this the fairest way of seating 10 people? Are there other ways of cutting the cakes? Could the best table have been predicted before the guests started arriving? How?

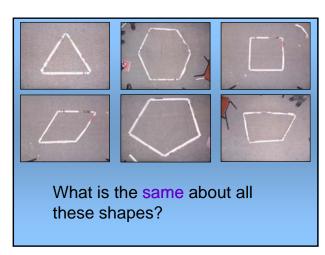


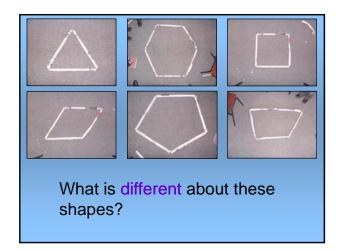


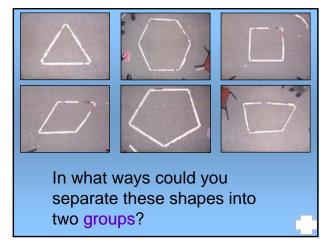


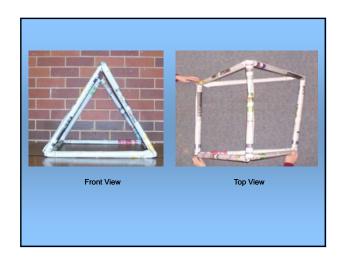


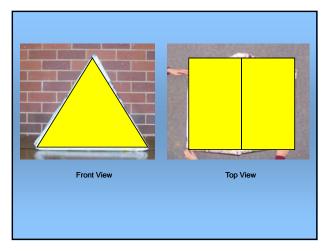


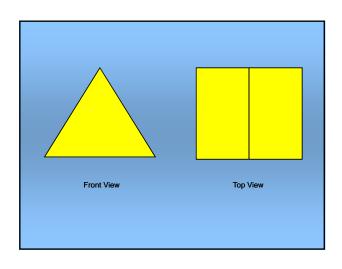


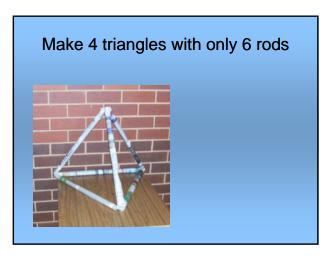


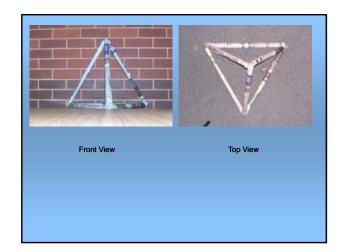


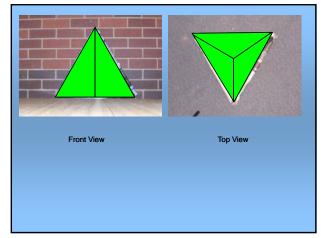


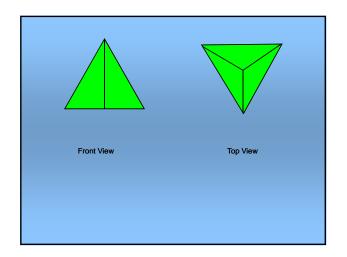


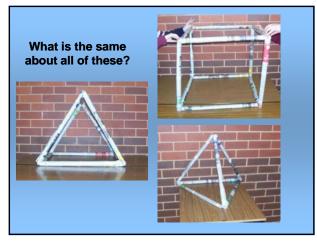


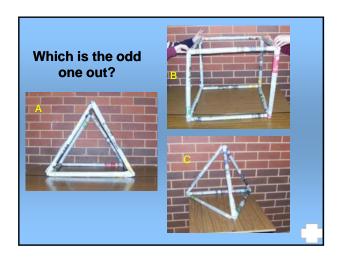


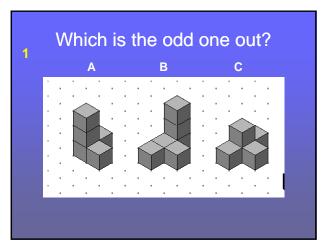


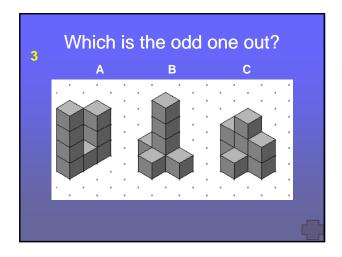


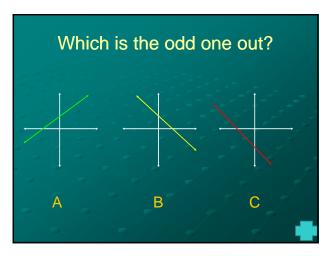


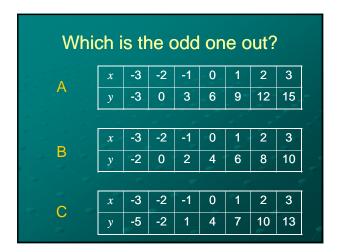


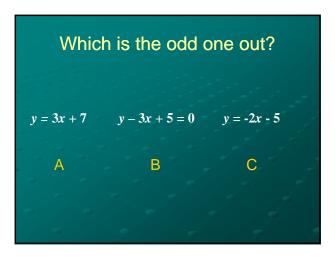


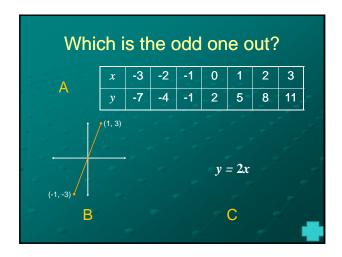


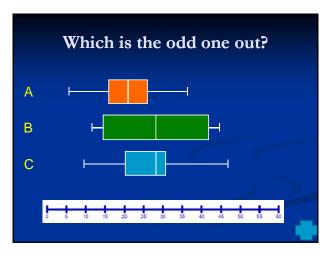












### **Visualisation**

# **Questioning**

- Recapturing the moment
- Slowing down time (and thinking)
- Engaging learners
- Creating opportunities to make connections

Learning

