

# CURRICULUM, PEDAGOGY AND BEYOND



THE MATHEMATICAL  
ASSOCIATION OF VICTORIA

**MAV24**  
CONFERENCE

**Bring the Launch to Life:**

**Student Engagement  
through Problem Solving**

**Maree Croft and Liz Dewar**



# Warm up: Sprouts

Join 2 dots & **sprout** a new one

Maximum of **3 lines** per dot

Is it random or are there strategies?

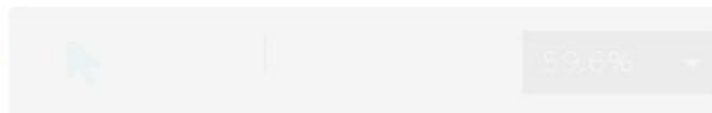
Is the game fair?

What effect does the number of dots have?

If you start with  $n$  dots, how many will there be at the end?

Lines **can't** cross

**Last player** to draw is the winner!



# Problem Solving lesson structure

- ▶ Warm-up game or activity (5 - 20 mins)
- ▶ Launch the problem (5 mins)
- ▶ Explore \*silent time (5 mins)  
\*continue working, either  
individually or collaboratively (30 mins)
- ▶ Summary (5 -15 mins)



# Anna's Patterns



# Reflection

What did you notice?

What did you wonder?

How might you modify this launch to suit your class?



# Party Drinks

There were a number of cans in the recycling container.

When I divide them by 3 there is a remainder of 1 and when I divide them by 4 there is a remainder of 1.

How many cans might I have?



# Reflection

What did you notice?

What did you wonder?

How might you modify this launch to suit your class?





# Launch

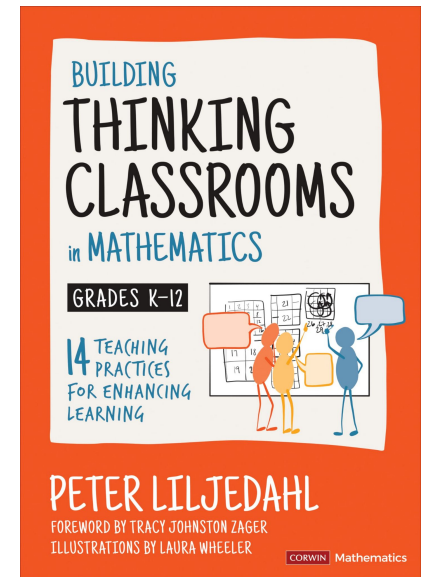
- ▶ Brief
- ▶ Narrative/story hook
- ▶ Pitch task
- ▶ Discuss any tricky terminology
- ▶ Clarify expectations
- ▶ No modelling of solutions
- ▶ Glimpse/snapshot of strategies

# Why is an engaging launch important?

**Peter Liljedahl, *Building Thinking Classrooms***

“If a lesson begins with a low-energy state of passively receiving knowledge in the form of a lecture or taking notes, it is much harder to then raise their energy level and get them to start thinking.”

“In every case where we were able to create a story, students’ uptake of the task was better- they had fewer questions, they were able to more quickly begin the task, and they were less likely to misunderstand what they were meant to do.”



Love Maths

# How can I engage **my** students?

- ▶ Use storytelling
- ▶ Connect to students' interests and school events
- ▶ Connect to community and world events (Olympics, football finals, Taylor Swift etc)
- ▶ Connect to teacher's life
- ▶ Use student or teacher names
- ▶ Have real life items (eg coins, smarties etc) available
- ▶ Consider the physical space



# Your turn to launch it...

For each task, work with a partner to come up with a brief launch story or narrative that would suit and engage your learners.

Be brave and ready to share





# Who ate the most cake?

Ms Tomkin ate  $\frac{1}{3}$  of a cake.

Mr Tess ate  $\frac{4}{10}$  of a cake.

Mrs Cram ate  $\frac{9}{20}$  of a cake.

Who ate the most cake?

Who ate the least cake?

Prove your answer using two strategies.



# Dreaming of the Taylor Swift Concert.





# Taylor Swift Outfits



How many different outfits could Taylor Swift make, if she had:

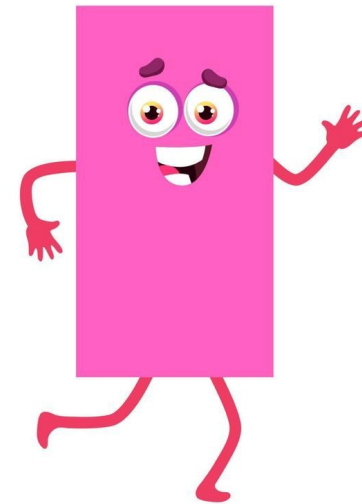
- ▶ 3 dresses; a gold, a white, a red
- ▶ 2 pairs of boots (brown, black)
- ▶ 2 hats (green, black)



Love Maths

# Shape shifters

The area of a shape is 24 square centimetres.  
What might the shape look like?





# Thanks!

---

- Questions?



mareejcroft@gmail.com

elizabeth.dewar@education.vic.gov.au



[www.lovemaths.me](http://www.lovemaths.me)