

Maths in Real Problems

AC9M1N05 use mathematical modelling to solve practical problems involving additive situations, including simple money transactions; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem

Learning Intention: model everyday and money problems, then solve them with diagrams and strategies.

✓ Read the story ✓ Show it ✓ Choose a strategy ✓ Check the answer

1. Understand

What is happening?

What do we know?

What must we find?

2. Model It

Draw a picture

Use counters or coins

Write a number sentence

3. Money Sense

5c, 10c, 20c coins

Add coins to pay

Work out change

Watch For

Jumping to an answer before modelling

Missing information hidden in the words

Confusing coin values

Remember

A model shows the maths in a story.

Diagrams make thinking clear.

Coins have different values.

Let's Talk

- What is the problem really asking?
- Which model fits this story?
- How much do you need to pay?

Materials & Models

- ✓ Play money & coins
- ✓ Counters
- ✓ Story problem cards
- ✓ Blank number sentences

Let's Try Together Turn each story into a number sentence.

$$4 + 5 = 9$$

$$10 - 3 = 7$$

$$6 + \underline{\quad} = 11$$

$$13 - \underline{\quad} = 8$$

$$7 + 9 = \underline{\quad}$$