

Turning removing worded problems into bar models activities

1 Result missing — picture the whole and what left

There are 12 cats in the shelter. 5 cats are adopted. Children build the whole and the part that left on the mat with cat cards, then find how many are left.

"Twelve is the whole, five is a part. Which part is missing?"

"Work it out. How many cats are left?"

2 Change missing — picture the whole and the result

There are 15 penguins on the ice. Some waddle into the water, leaving 8 penguins. Children build the whole and what is left on the mat with penguin cards, then find how many waddled in.

"Fifteen is the whole, eight is what is left. Which part is missing?"

"Work it out. How many waddled into the water?"

3 Start missing — picture the change and the result

Some insects were on the plant. 5 flew away, leaving 10 still there. Children build the part that left and the part left behind on the mat with insect cards, then find the starting whole.

"Five left, ten are still there. Which box is missing — a part, or the whole?"

"Work it out. How many insects were on the plant to start with?"

4 Non-example: the whole in the wrong place

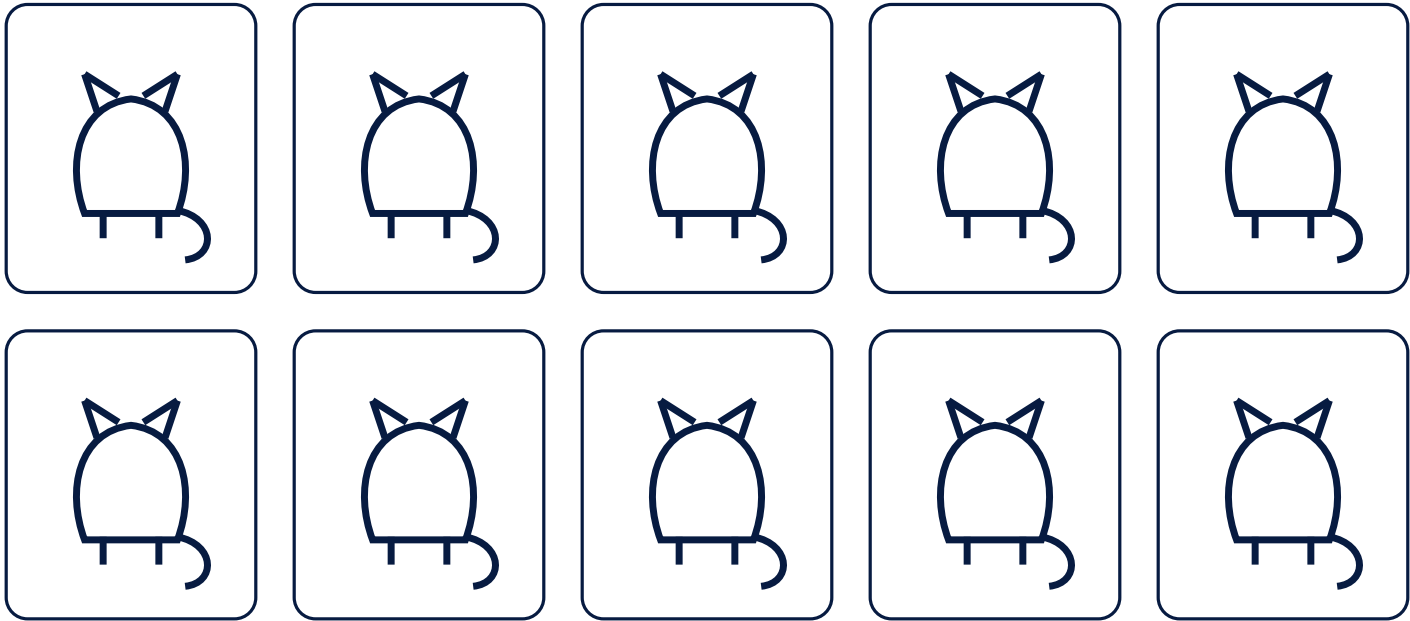
There were 14 planes at the airport. Some took off, leaving 6 planes. Someone has written 6 as the whole and 14 as a part.

"Fourteen is a part here, and six is the whole. Does that make sense?"

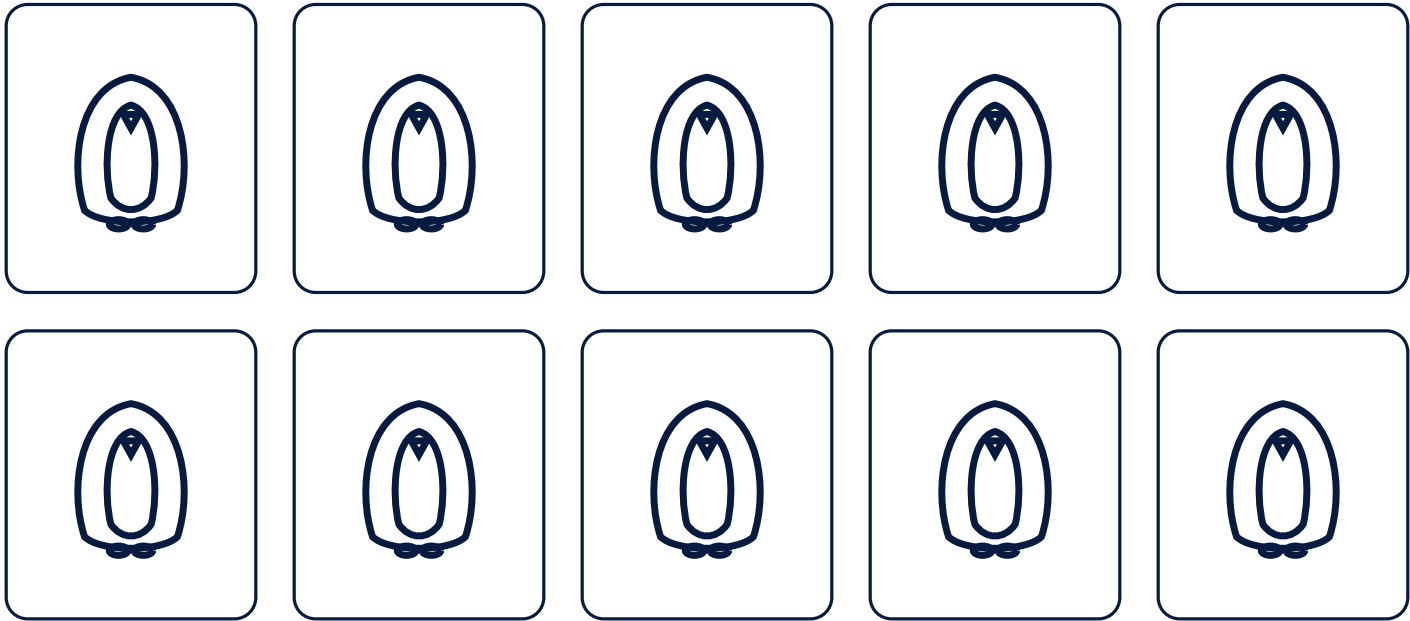
"Which number is really the whole? How do you know?"

Bar model mat

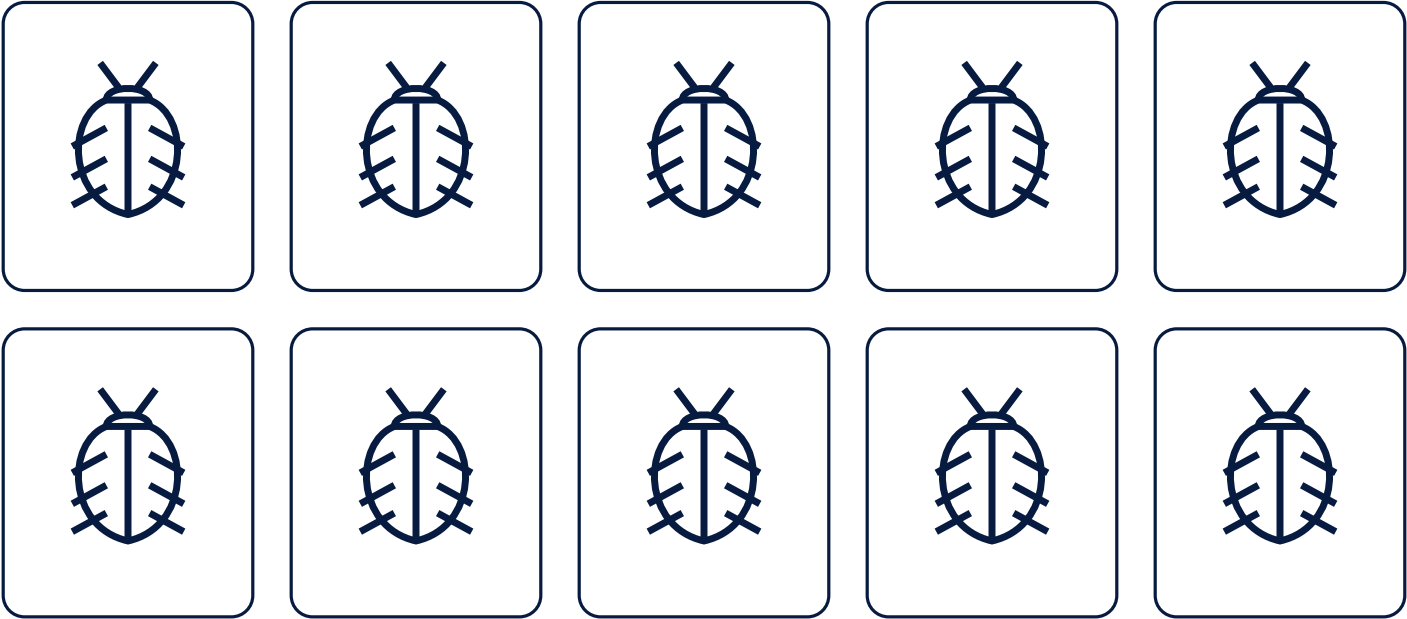
Scenario cards — Cats



Scenario cards — Penguins



Scenario cards — Insects



Scenario cards — Planes

