

# Turning joining worded problems into bar models activities

## 1 Whole missing — picture both parts

There are 6 insects on the leaf. 5 more insects land on it. Children build both amounts on the mat with insect cards, then find the whole.

*"Picture both amounts. Which box do they both go in — part or whole?"*

*"Add them together. How many insects are on the leaf now?"*

## 2 Start part missing — picture the whole and the change

Some planes were at the airport. 6 more planes landed, making 12 planes. Children build the whole and the known part on the mat with plane cards, then find the starting part.

*"Twelve is the whole. Six is a part — which part is missing?"*

*"Work it out. How many planes were there to start with?"*

## 3 Change part missing — picture the start and the end

There were 7 guitars in the shop. Some more guitars arrived, and now there are 16. Children build the starting amount and the whole on the mat with guitar cards, then find how many arrived.

*"Seven is the starting part, sixteen is the whole — which part is missing?"*

*"Work it out. How many guitars arrived?"*

## 4 Non-example: the whole in the wrong place

There were 6 bees in the hive. 4 more bees flew in, making 10 altogether. Someone has written 10 in a part box and 6 in the whole box.

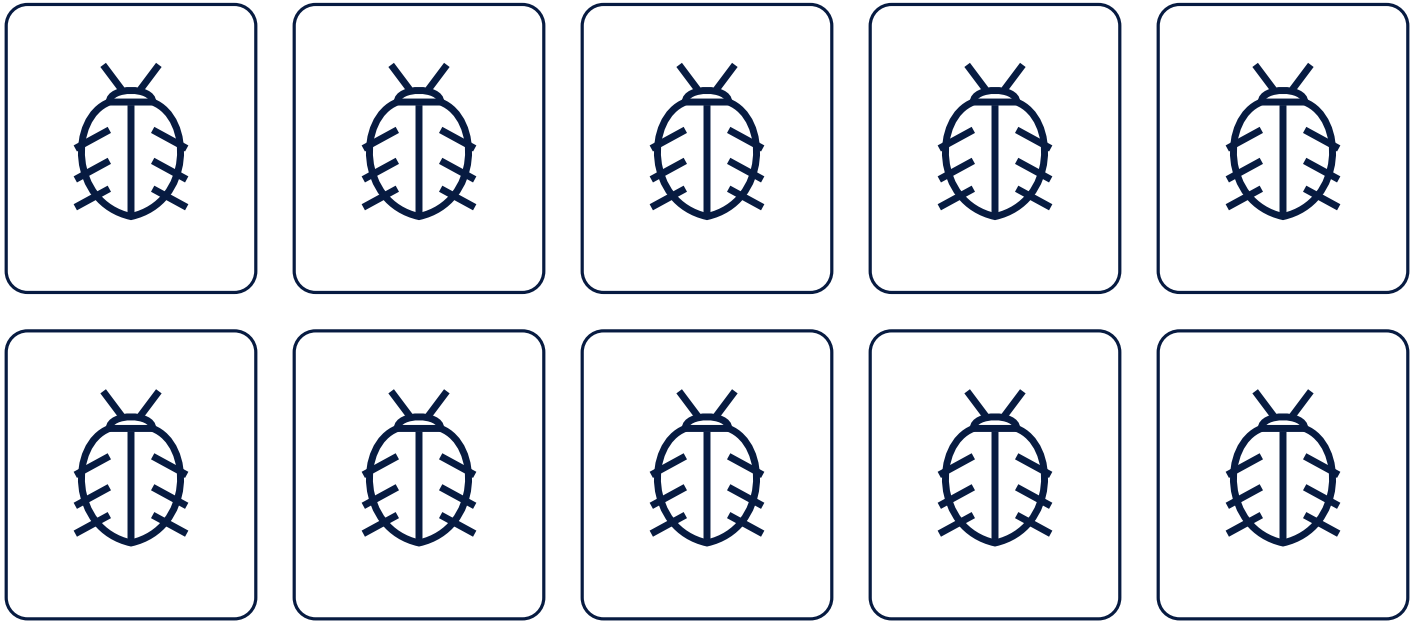
*"Ten is a part here, and six is the whole. Does that make sense?"*

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

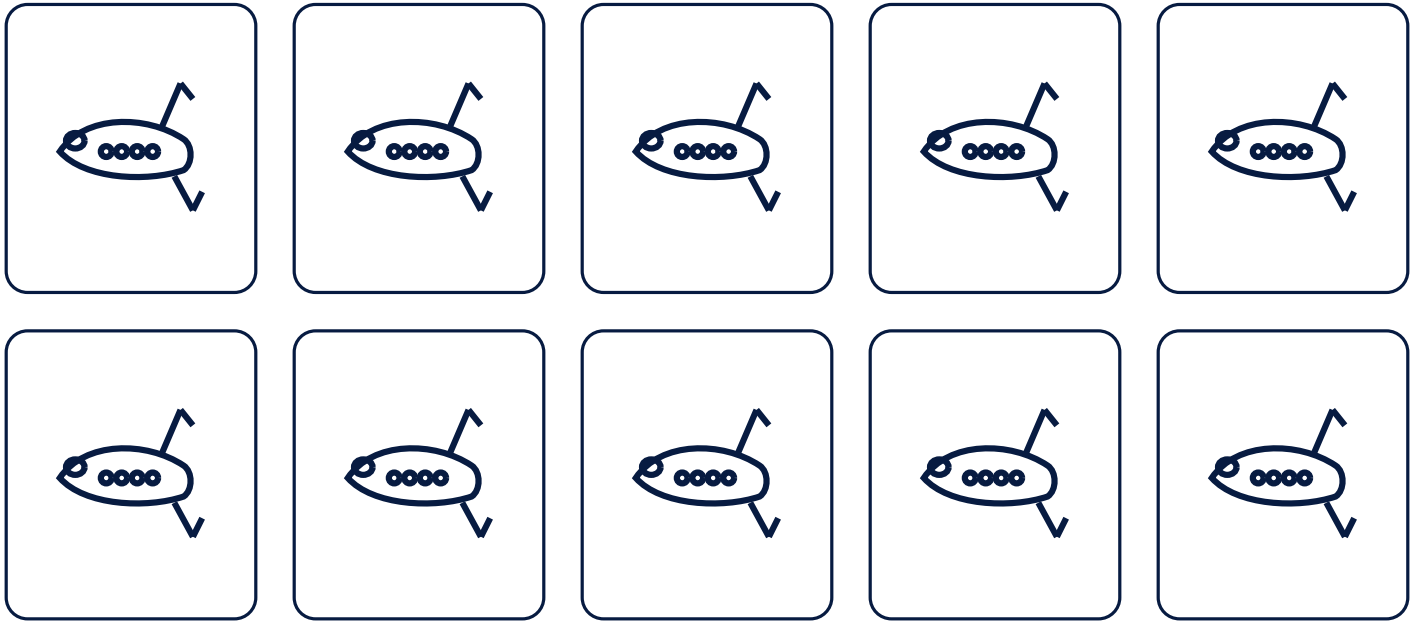
**Bar model mat**

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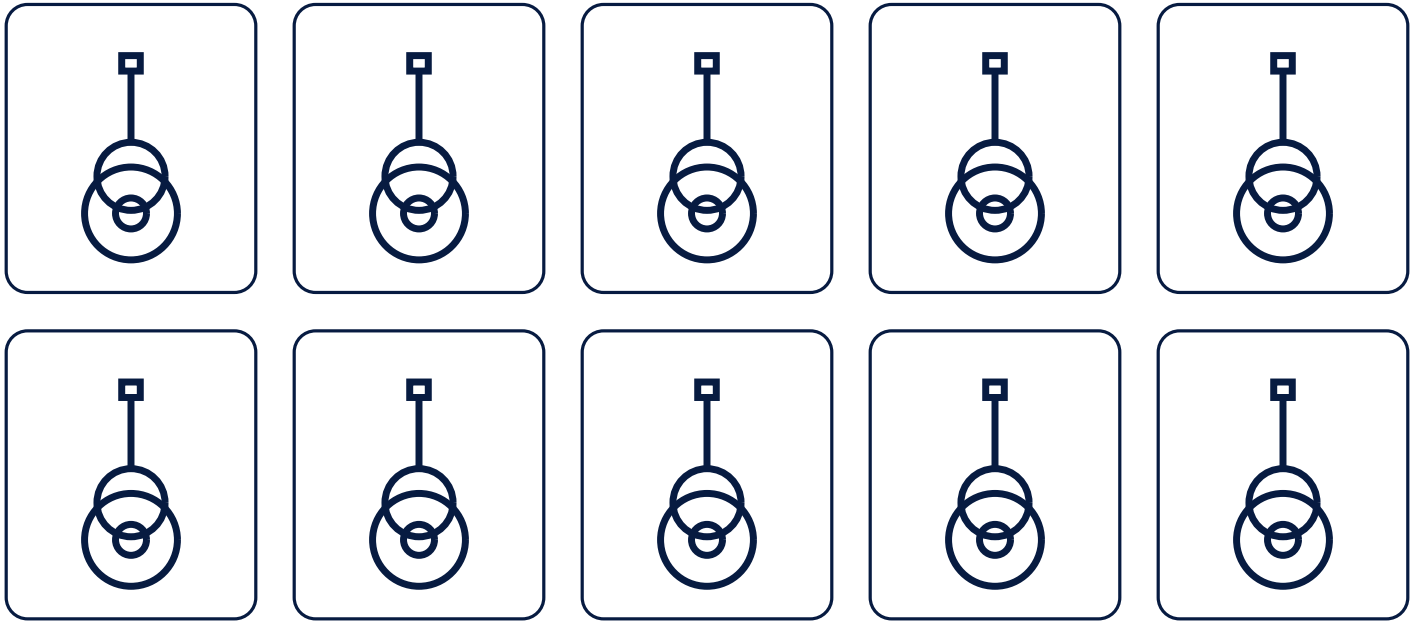
**Scenario cards — Insects**



Scenario cards — Planes



**Scenario cards — Guitars**



Scenario cards — Bees

