

Turning removing worded problems into bar models introduction

1 Removing stories can hide the result, or hide a part

Place 8 cat cards in the whole row, then move 6 of them into one part — these are the cats that left.

"Eight to start, six left. Can you picture both amounts?"

Eight is the whole we started with. Six is the part that left. The part still there is missing — it gets the question mark.

"Eight is the whole, six is a part. What goes in the missing part?"

Move the remaining cards into the other part to find what is left.

"Two cats are left. Eight take away six is two."

Now try a trickier version with penguin cards. Place 16 penguin cards in the whole row, then move 7 of them into one part — these are the penguins still there.

"Sixteen is the whole, seven is what is left. What goes in the missing change, how many moved?"

Move the remaining cards to find the missing change.

"Nine penguins moved. Seven and nine make sixteen."

Try the trickiest version with insect cards. Place 6 insect cards in one part and 9 in the other, but leave the whole row empty.

"Six left, nine are still there. What goes in the missing whole?"

Gather all the cards together into the whole row to find the total.

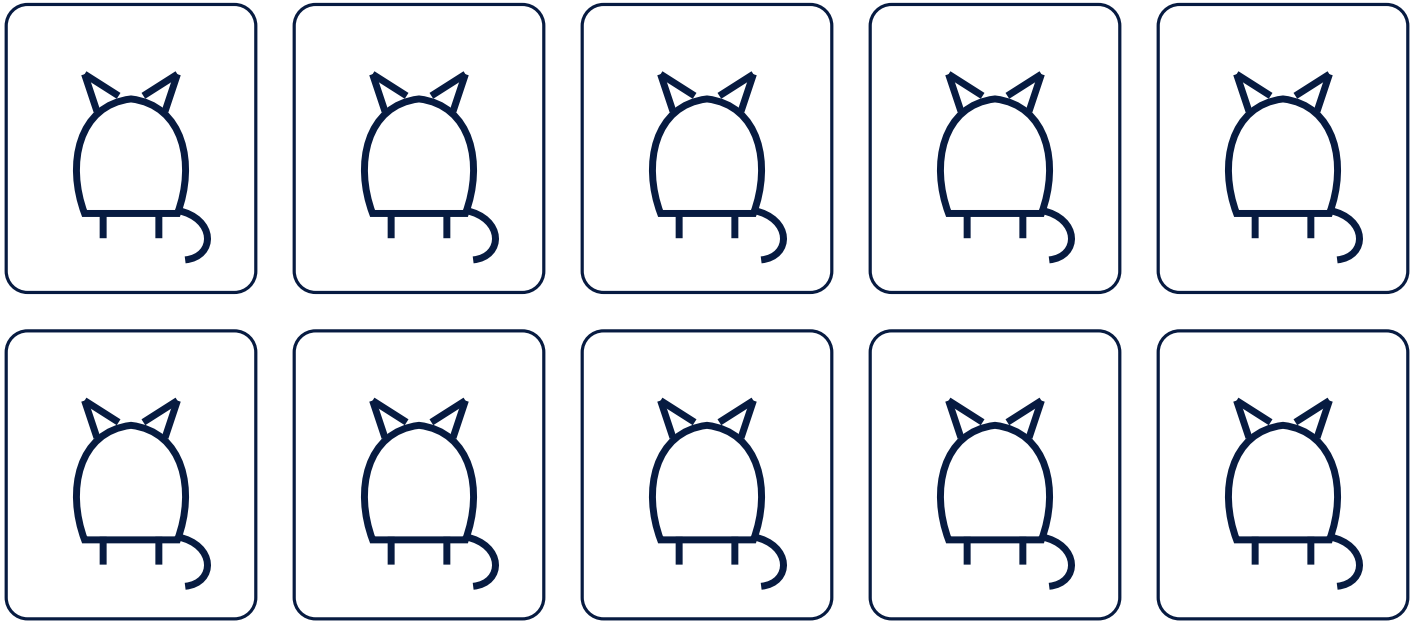
"Six and nine make fifteen. Fifteen is the whole."

Check your answer the same way every time: the whole must always be the biggest number, since the parts sit inside it.

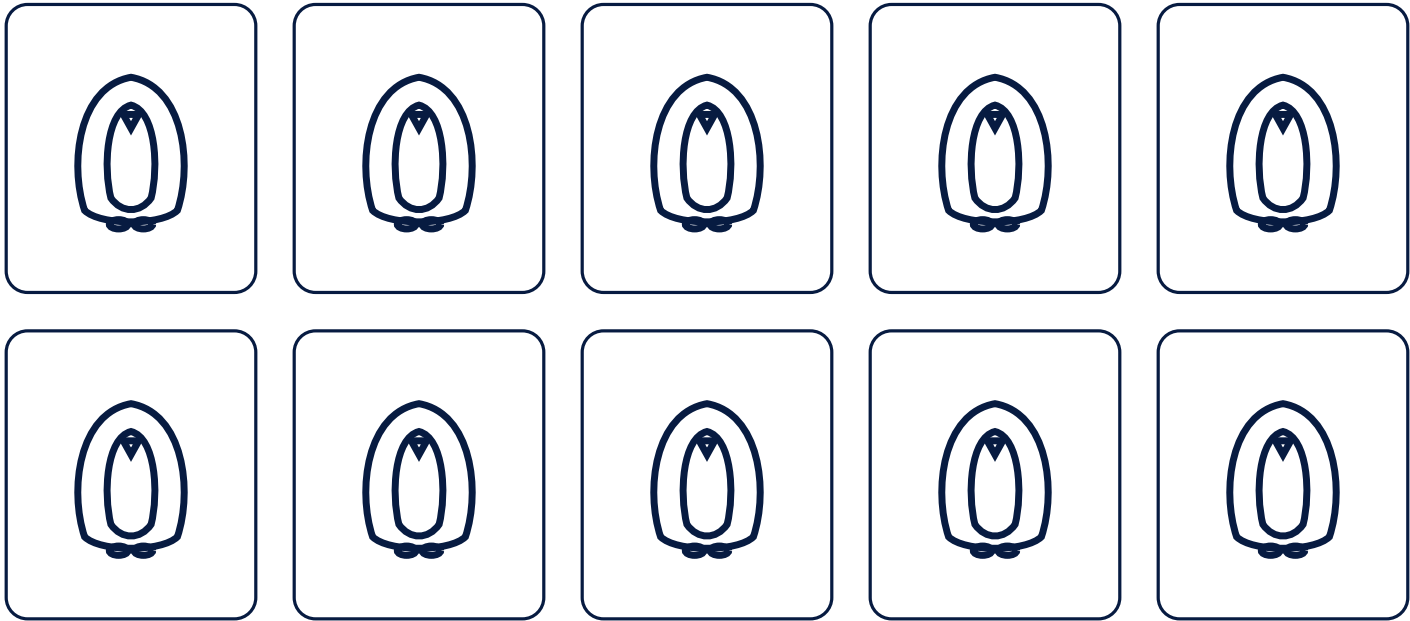
"I wrote nine as the whole, but nine is already one of the parts. Can the whole be the same as a part, when something was removed? That tells us it is wrong."

Bar model mat

Scenario cards — Cats



Scenario cards — Penguins



Scenario cards — Insects

