

Turning joining worded problems into bar models introduction

1 Joining stories can hide the whole, or hide a part

Place 6 insect cards in one part of the mat, then 5 more insect cards in the other part.

"Six insects, five more insects joined. Can you picture both amounts?"

Both amounts are parts — the starting group and the group that joined. The whole is how many there are now, so it gets the question mark.

"Six and five are both parts. What goes in the whole?"

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

"Six and five make eleven. Eleven insects now — that is the whole."

Now try a trickier version with plane cards. Place 12 plane cards in the whole row, then move 6 of them into one part — these are the planes that landed.

"Twelve is the whole. Six planes landed — what goes in the other part, the planes that were already there?"

Move the remaining cards into the other part to find the missing start.

"Six planes are in the other part. Six and six make twelve."

Try the trickiest version with guitar cards. Place 7 guitar cards as the starting part, and 16 guitar cards in the whole row.

"Seven is the starting part, sixteen is the whole — what goes in the missing part, how many more arrived?"

Work out how many cards are needed to fill the gap between the starting part and the whole.

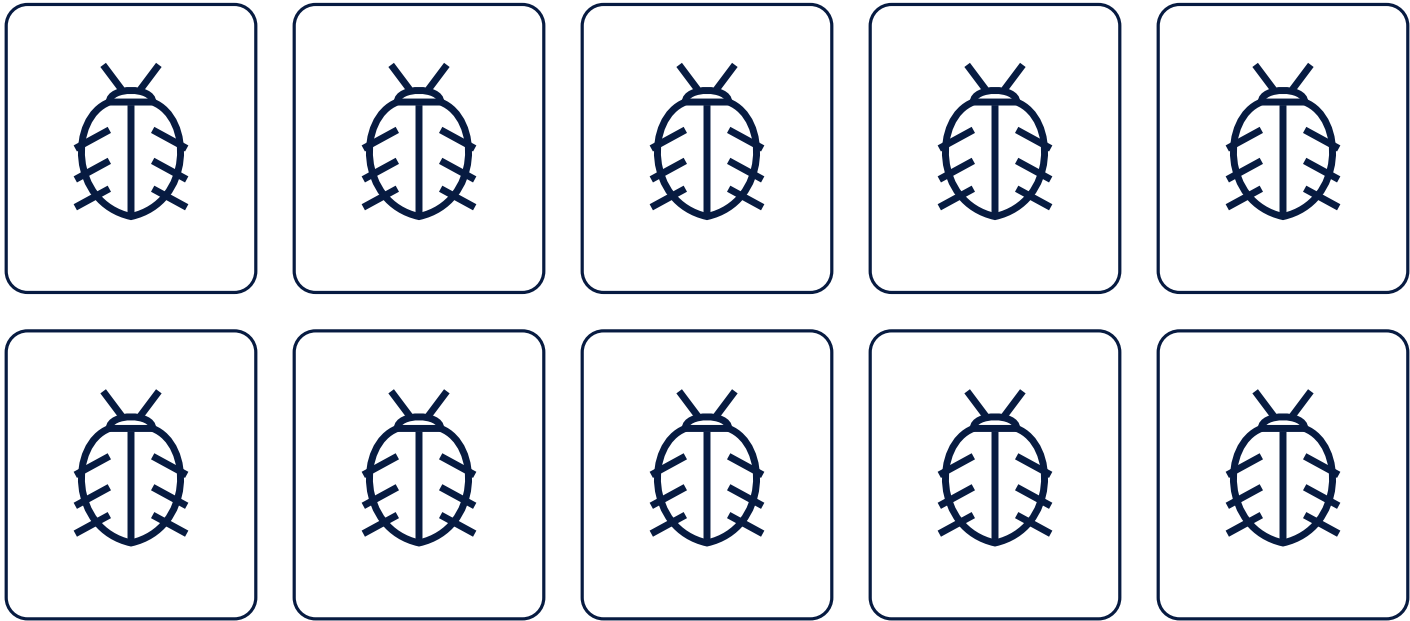
"Seven and nine make sixteen. Nine more guitars arrived."

Check your answer the same way every time: the whole must always be the biggest number, since it is the two parts joined together.

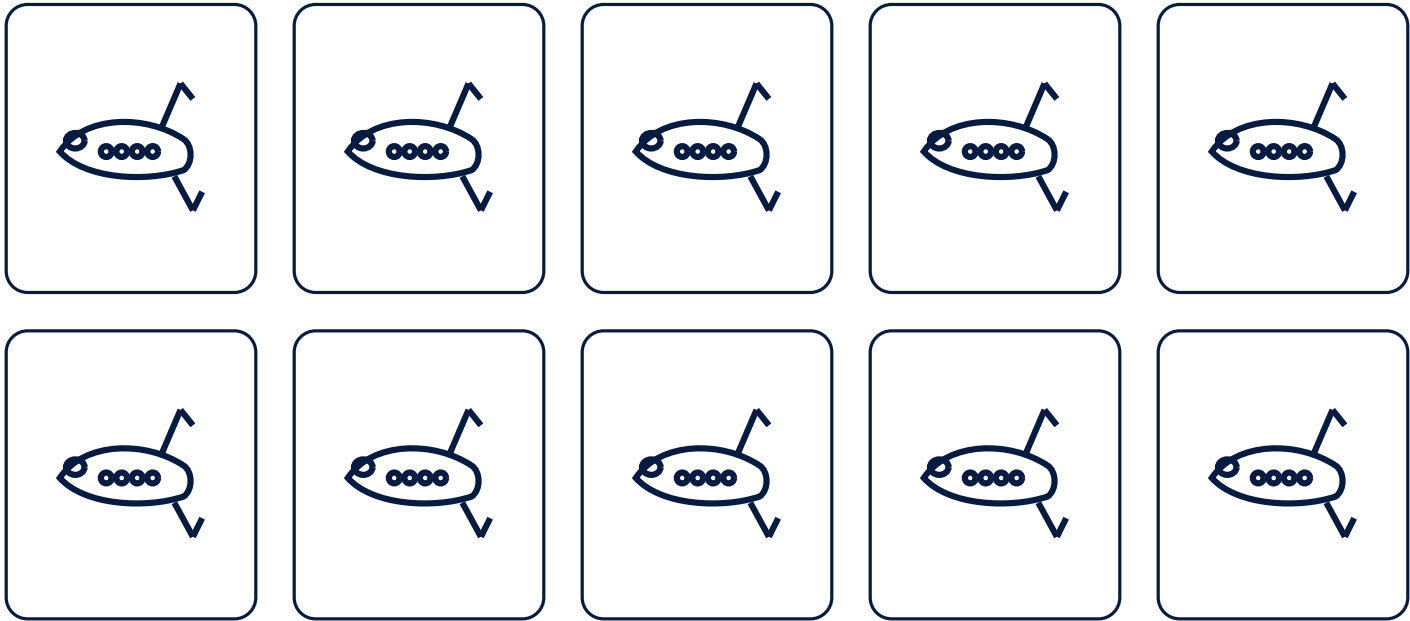
"I put sixteen in a part box and eight as the whole. But sixteen is bigger than eight — can a part be bigger than the whole? They are the wrong way round."

Bar model mat

Scenario cards — Insects



Scenario cards — Planes



Scenario cards — Guitars

