

# *Algebra/Geometry Institute Summer 2006*

## *Number Sense: Building Word Problems*

*Faculty Name: Michael D. Shepherd*

*School: A.W. James Elementary School*

*Location: Drew, MS*

*Grade Level: 6th grade*

### *1 Teaching objective(s)*

Students will solve addition and subtraction word problems using manipulatives and strategies.





### *2 Instructional Activities*

**Warm-up Activity:** Review basic addition and subtraction facts using the whiteboard race game.

The teacher will divide the class into two equal teams drawing names at random from the secret jar.

The teams will line up on each side of the classroom.

The teacher will discuss with the class the items that will be used to during the game:

-  deck of basic fact flashcards (flashcards)
-  hour glass (minute size)
-  markers
-  Whiteboard.

The teacher will draw a flashcard, the first player on each team will race to the board pick up the markers and the teacher will show them the problem and set the timer. First student to solve the problem correctly (within one minute) wins a point. This procedure will continue for ten minutes or until a team gets ten points.

### *Activity 2: Story Problems Charades.*

The teacher will randomly give each student one of the four colored circles.

The students will find those that have the same colored circle to form four, four person teams.

The teacher will keep score unless there are an odd number of players.

The teams will be given manipulatives to solve their problem.

Using a power point presentation the teacher will demonstrate for the students, how to write word problems to solve equations.

The teams will use different problem solving strategies to develop their story problems. (Working backwards, building a model, etc...)

The teacher will give each team an addition or subtraction expression on a sentence strip.

The team will work together to develop two story problems. One solution will mirror the equation be the same on the strip and the other will be its companion.

Each team will present their problem to the class in the form of charades.

The team presenting will provide no more than three clues to the class about their problem.

The class will follow each clue to correctly solve the problem.

The team will allow the students to ask questions along the way. This will continue until the original problem is revealed...

The team with the most correct guesses will receive a 'no homework pass.'

The teacher will review the problems with the class and answer any questions. that the students might have.

### **3** *Materials and Resources*

Manipulatives

Scratch paper

Flashcards

Markers

Whiteboards

Color circles

Saxon, John. Algebra<sup>1/2</sup>: An Incremented Development. Saxon Publishers Inc., 2000.

### **4** *Assessment*

Teacher checklist/observation