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#### Acknowledgements

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# Daily Math Puzzlers

### **Contents and Introduction**

#### **Power Pack Contents**

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#### What If Kids Actually Liked Solving Math Problems????

Problem solving is one of the most important, yet most neglected, areas of math instruction. Many math skills are relatively easy to teach, but teaching kids how to think through a problem in a logical manner is most definitely NOT easy! Yet why should we teach math at all if our students can't apply their knowledge to everyday life?

What if you could significantly improve your students' problem-solving abilities in just 15 minutes a day? A mere 15 minutes per day adds up to 45 hours of instruction on problem solving! Even 10 minutes a day would result in 30 hours of problem-solving instruction. What if you found a method that involved very little preparation yet provided a clear and sequential approach to problem-solving? And what if your students began to look forward to those 10 to 15 minutes of math instruction? What if they actually enjoyed the problems and asked you for MORE???

No need to wonder . . . Daily Math Puzzlers is that program! These math problems were field-tested by dozens of teachers all over the world, and their kids were actually asking for more! The program helped students develop confidence in their problem-solving abilities. As a teacher, you'll enjoy the step-by-step instructions for reviewing calculator skills, teaching problem-solving steps and strategies, and providing a variety of challenging and engaging math problems.

# Puzzler Program Overview

### Introduction Continued

#### **Meeting NCTM Standards**

When using Daily Math Puzzlers, you can feel confident you are meeting the National Council of Teachers of Mathematics (NCTM) standards for math instruction. In addition to addressing all of the content strands, this program targets the process standards such as problem solving, reasoning and proof, communication, and connections. One easy program meets all the standards!



#### **Time Requirements**

The Daily Math Puzzler program is designed to take 10 to 15 minutes per day. It's not necessary to adhere to the timeline below; some teachers may spread the introductory lessons out over 2 or 3 weeks, while others may skip them altogether. Not ready to start a daily problem-solving program? Check out the Alternative Strategies section on page 45 and you'll find

> many other uses for the Daily Math Puzzler worksheets. You can have students complete the activity pages in one lesson, use them for cooperative learning, or even send them home for homework.

#### Suggested Timeline

Week 1: Introduction to Calculator Skills Weeks 2 & 3: Introduction to Problem Solving Week 4: Start Daily Math Puzzler Program

#### **Daily Math Puzzler Power Pack Levels**

The Daily Math Puzzler program is leveled according to word problem difficulty rather than for specific grade levels. The entire series consists of materials suitable for students in 2nd grade through 7th grade, but the program has also been used with older students who have special needs. Across the levels, you'll find a wide variety of calculator lessons, enrichment games, problem-solving lessons, and student activity pages. For more information on how to utilize the various Daily Math Puzzler Power Pack levels, just turn the page and read on!

# Daily Math Puzzler Program

### **Program Levels**

The Daily Math Puzzler program is available in four different levels, A to D. Using a system of letters instead of grade levels gives you great flexibility when implementing the program. Each student activity page is coded with a letter and a number, so you always know which worksheet set you are currently using. Each Power Pack also comes with different calculator lessons, quizzes, enrichment games, and a unique problem-solving introduction. You can mix and match the lessons and activities to meet the needs of your students.

Puzzler Pack	Grade Levels
Level A	2, 3 and 4
Level B	3, 4 and 5
Level C	4, 5, and 6
Level D	5, 6 and 7

#### How can you use the different levels to your advantage?

- 1. **Gradual Implementation** When you first introduce the program, start with the lowest level that's appropriate for your grade level. For example, a 5th grade teacher may want to start with Level B for the first few weeks to ensure that students are successful as they learn the basics. Then move them up to Level C and later to Level D.
- 2. **Differentiation** Even though the Daily Math Puzzler program was designed for whole class instruction, it can be used in small groups or stations to differentiate instruction. One method is to pair students with a buddy performing at the same instructional level and use the cooperative learning strategies described on page 48. Within one class



you might have several students on Level B, a few on Level C, and the majority on Level D. If your math class is structured around small group instruction and stations, you have even more options for using different levels. Have students complete the worksheets while at a station, and use small group instruction time to work with each level. See <u>Math</u> <u>Stations for Middle Grades</u> at <u>www.lauracandler.com</u> for more information on math stations.





# Galculator Introduction

### Rationale

#### Is Calculator Instruction Needed?

If your students will be allowed to use calculators with the Daily Math Puzzler program, it's worth taking time to instruct them in how to use this tool properly. Don't assume that your students already know how to use a calculator! At the very least, give the Calculator Quiz to make sure. You may be surprised at the results!

By this age your students should be familiar with the calculator, so the lessons in Level D are not as explicit as those in the other books. If your students are having trouble using their calculators, you may want to start with the lessons in **Daily Math Puzzlers Level C** and then use these pages as a review later in the school year.



#### Notes:

- There are so many different versions of calculators that it would be impossible to address them all. The lessons do not explain how to use a calculator to solve fraction problems and other advanced problems since those directions are specific to certain calculators. Be sure to address these concepts as you review how to use a calculator.
- Many calculators come with teacher guides that contain an illustration of the calculator. Just do an online search for the specific calculator your class is using and you'll be amazed at the resources you'll find!
- Make a transparency of the calculator you are using or use an overhead projector version. Most calculator teacher guides come with an illustration that you can use to make this transparency. Better yet, check to see if your set of calculators comes with a teaching poster.
- Make a transparency of each page that you plan to use for student instruction. These visuals will help kids focus on your instruction.

# Galculator Introduction

### Lesson 1

#### **Introduce the Basic Calculator Functions**

- Start by distributing the calculators and displaying your overhead calculator or transparency. Point out the various number and function keys you'll be using in the lesson. Be sure to include features such as fraction functions, exponents, percents, and any other keys that students will need to complete the practice pages and guizzes.
- Place Calculator Confusion Tricky Situations (page 11) on the overhead projector and cover the answers. Ask your students to try to solve the problems at the top of the page. Suggest that they experiment with different keys or refer to the instructions that came with the calculator. Have them write their answers on individual dry erase boards or paper. Walk around and observe them as they try to solve the problems. Tell them not to worry if they get confused—they can just write a "?" for the ones they can't figure out. Stop the activity if your students get too frustrated and tell them that this activity is designed to show how tricky the calculator can be! Reassure them that these problems will soon seem easy.
- Reveal the answers at the bottom of the page and discuss the issues that are raised by each situation. <u>Remind students that they need to</u> work each problem at least 2 times to check for accuracy!
- Make a note of difficult areas and problems that confuse students.
  Provide a few more practice problems as needed.

#### **Calculator Quiz**

Administer the **Calculator Quiz (page 12)** at the end of Lesson 1 or the next day. Use the Answer Key (page 13) to score the results. You may want to grade this one quite strictly if you plan to retest those who have difficulty. I generally count off points for missing commas, decimal points, dollar signs, etc. You will be surprised at the number of students who need a retest! Note: A blank Calculator Quiz template (page 14) has been provided so that you can create your own calculator test to meet your students' needs.

# Galculator Introduction

### Lesson 2

#### Feedback, Reteaching, and Enrichment\*

Divide the class into two groups based on mastery level. Provide further instruction as described below:

• Enrichment - Students who scored 90% or higher can be given one of the Enrichment activities described on page 19. Students who scored below 90% correct need additional instruction from you.



• **Reteaching** - Place a transparency of the **Calculator Quiz** on the overhead projector and have students rework each problem as you review the proper techniques. Then display a transparency of the **Calculator Practice Problems (page 15)** and have the students do them one at a time. Ask your students to display their answers on dry erase boards or paper so you can check for understanding. Provide additional practice problems as needed. Or you can assign this worksheet as independent practice and then score it and review the answers later.

#### Administer Retest

Administer the **Calculator Retest (page 17)** to give students an opportunity to improve their original test scores. Even if some kids still have a little trouble, you can proceed with the problem-solving lessons and they will generally improve their calculator skills naturally over time.

\* **Mastery Learning Model** - The calculator lessons are based on the Mastery Learning model. Teach a lesson or unit quickly, then test your students to see who has mastered the content. Next divide the class into two groups and provide differentiated activities for each group. Give the students who have mastered the material an enrichment activity. While they are working independently or with a math buddy, gather the other students together in a small group and reteach the content using a different method of instruction. When you retest this group, you'll see significant improvement in their knowledge and understanding. For more information on Mastery Learning, visit <u>www.lauracandler.com</u>.



Name \_\_\_\_\_





1) 7,298+ 3,904	11) Write $\frac{5}{8}$ as a decimal
2) 64.5 x 39.2	12) $\frac{2}{5} \times 5\frac{1}{4}$
3) 6)48.36	13) $\frac{3}{7} \div \frac{2}{3}$
4) \$92.85 – \$48.15	14) $4\frac{2}{7} \times 5\frac{1}{2}$
5) \$75.28 + \$11.52	$(15)  \frac{2}{3} + \frac{6}{8}$
6) 8 <sup>2</sup> – (5 x 3)	16) 9 - $3\frac{7}{8}$
7) $4^3 \div (4 + 4)$	17) Write $\frac{7}{20}$ as a percent
8) 0.9 x 10 <sup>4</sup>	18) 15 <sup>)</sup> 85
9) Simplify $\frac{28}{84}$	19) 45% of 80
10) Simplify <u>36</u> 8	20) -35 + 18

#### Answers: Calculator Quiz



1) 7,298+ 3,904 <b>3,394</b>	11) Write $\frac{5}{8}$ as a decimal <b>0.63</b>
2) 64.5 x 39.2 <b>2,528.4</b>	12) $\frac{2}{5} \times 5\frac{1}{4}$ $2\frac{1}{10}$
3) 6) <del>48.36</del> <b>8.06</b>	13) $\frac{3}{7} \div \frac{2}{3}$ $\frac{9}{14}$
4) \$92.85 – \$48.15 <b>\$44.70</b>	14) $4\frac{2}{7} \times 5\frac{1}{2}$ $23\frac{4}{7}$
5) \$75.28 + \$11.52 <b>\$86.80</b>	(5) $\frac{2}{3} + \frac{6}{8}$ $1\frac{5}{12}$
6) 8 <sup>2</sup> – (5 x 3) <b>49</b>	16) 9 - $3\frac{7}{8}$ 5 $\frac{1}{8}$
7) $4^3 \div (4 + 4)$ 8	17) Write $\frac{7}{20}$ as a percent <b>35%</b>
8) 0.9 x 10 <sup>4</sup> 9,000	18) 15 <sup>)</sup> 85 <b>5.67</b>
9) Simplify $\frac{28}{84}$ $\frac{1}{3}$	19) 45% of 80 <b>36</b>
10) Simplify $\frac{36}{8}$ $4\frac{1}{2}$	20) -35 + 18 <b>-17</b>



#### Galculator Quiz

1)	11)
2)	12)
3)	13)
4)	14)
5)	15)
6)	16)
7)	17)
8)	18)
9)	19)
10)	20)

#### **Calculator Practice Problems**



Solve. Simplify all fractions and round decimals to the nearest hundredth.

\_\_\_\_\_

1) 4,673 + 2,986	11) Write $\frac{7}{8}$ as a decimal
2) 48.5 x 29.8	12) $\frac{2}{3} \times 3\frac{1}{5}$
3) 8)48.64	13) $\frac{3}{4} \div \frac{6}{8}$
4) \$69.65 – \$29.15	14) $2\frac{5}{7} \times 3\frac{1}{2}$
5) \$38.28 + \$21.62	(5) $\frac{2}{3} + \frac{4}{9}$
6) $7^2 - (6 \times 3)$	16) 7 - $4\frac{3}{8}$
7) $5^3 + (32 \div 8)$	17) Write $\frac{3}{20}$ as a percent
8) 0.4 x 10 <sup>5</sup>	18) 18 <sup>)</sup> 95
9) Simplify <u>48</u> 96	19) 65% of 40
10) Simplify $\frac{45}{7}$	20) -25 + 18

Г



#### **Galculator Practice Answers**

1) 4,673 + 2,986 <b>37,659</b>	11) Write $\frac{7}{8}$ as a decimal <b>0.88</b>
2) 48.5 x 29.8 <b>1,445.3</b>	12) $\frac{2}{3} \times 3\frac{1}{5}$ $2\frac{2}{15}$
3) 8 <sup>)</sup> 48.64 <b>6.08</b>	13) $\frac{3}{4} \div \frac{6}{8}$ 1
4) \$69.65 <b>–</b> \$29.15 <b>\$40.50</b>	14) $2\frac{5}{7} \times 3\frac{1}{2}$ $9\frac{1}{2}$
5) \$38.28 + \$21.62 <b>\$59.90</b>	15) $\frac{2}{3} + \frac{4}{9}$ 1 $\frac{1}{9}$
6) $7^2 - (6 \times 3)$	16) 7 - $4\frac{3}{8}$ 2 $\frac{5}{8}$
7) $5^3 + (32 \div 8)$ 129	17) Write $\frac{3}{20}$ as a percent <b>15%</b>
8) 0.4 x 10 <sup>5</sup> <b>40,000</b>	18) 18)95 <b>5.28</b>
9) Simplify $\frac{48}{96}$ $\frac{1}{2}$	19) 65% of 40 <b>26</b>
10) Simplify $\frac{45}{7}$ $6\frac{3}{7}$	20) -25 + 18 <b>-7</b>

Name \_\_\_\_\_



#### **Galculator Retest**

1) 5,291+ 8,069	11) Write $\frac{2}{7}$ as a decimal
2) 9.5 x 40.4	12) $\frac{3}{4} \times 2\frac{1}{3}$
3) 5)45.25	13) $\frac{3}{8} \div \frac{1}{2}$
4) \$62.83 – \$45.23	14) $2\frac{2}{9} \times 3\frac{3}{5}$
5) \$59.28 + \$27.42	(15) $\frac{4}{5} + \frac{3}{8}$
6) $9^2 - (7 \times 3)$	16) 6 - $2\frac{1}{3}$
7) $2^5 + (8 \div 2)$	17) Write $\frac{4}{25}$ as a percent
8) 0.6 x 10 <sup>5</sup>	18) 15 <sup>)</sup> 93
9) Simplify $\frac{18}{72}$	19) 72% of 50
10) Simplify <u>44</u> 6	20) -43 + 38



#### **Answers: Galculator Retest**

1) 5,291+ 8,069 <b>13,360</b>	11) Write $\frac{2}{7}$ as a decimal <b>0.29</b>
2) 9.5 x 40.4 <b>383.8</b>	12) $\frac{3}{4} \times 2\frac{1}{3}$ $1\frac{3}{4}$
3) 5)45.25 <b>9.05</b>	13) $\frac{3}{8} \div \frac{1}{2}$ $\frac{3}{4}$
4) \$62.83 – \$45.23 <b>\$17.60</b>	14) $2\frac{2}{9} \times 3\frac{3}{5}$ 8
5) \$59.28 + \$27.42 <b>\$86.70</b>	15) $\frac{4}{5} + \frac{3}{8}$ $1\frac{7}{40}$
6) $9^2 - (7 \times 3)$	16) 6 - $2\frac{1}{3}$ 3 $\frac{2}{3}$
7) $2^5 + (8 \div 2)$ 36	17) Write $\frac{4}{25}$ as a percent <b>16%</b>
8) 0.6 x 10 <sup>5</sup> <b>60,000</b>	18) 15)93 <b>6.2</b>
9) Simplify $\frac{18}{72}$ $\frac{1}{4}$	19) 72% of 50 <mark>36</mark>
10) Simplify $\frac{44}{6}$ 7 $\frac{1}{3}$	20) -43 + 38 <b>-5</b>

# Galculator Extensions

### **Enrichment Activities**

#### **Benefits of Using Enrichment Activities:**

• Students who have attained mastery of basic calculator skills can extend their understanding through higher level thinking and reasoning. It also keeps them from getting bored and disruptive!



- Providing enrichment activities motivates students to do their best on the first test so that they may participate in the activity.
- Dividing the class this way reduces the number of students in your "reteaching" group, allowing you more individual contact with them.

#### **Enrichment Ideas:**

- 1. <u>Fraction Add 'em Calculator Game</u> Prior to the lesson, duplicate the game materials (pages 21 23). Make sure you have enough decks of cards, or duplicate three pages of the number card pattern for each pair. Before introducing the game, make sure that your students know how to add fractions on a calculator and that they can compare fractions with different denominators.
- 2. <u>Independent Enrichment Assignments</u> Use your textbook or the Internet to locate a quiet independent activity for students to do.
- 3. <u>Computer Software</u> Permit students to practice skills by using software or by going to a favorite math website.
- 4. <u>Math Stations</u> Set up math activities in "stations" or centers. See <u>Math</u> <u>Stations for Middle Grades</u> (<u>www.lauracandler.com</u>) for more ideas!

#### **Classroom Management**

When you allow students to work independently on Enrichment Activities, you need to establish ground rules. See the Golden Rules mini poster on the next page for ideas. Assign each person a Math Buddy or partner so they have someone they can ask for help if they need it. To avoid chaos and confusion, avoid activities that require more than 2 or 3 students to work together. If they are going to play a game, make sure they have full directions or have been introduced to the game previously so they can work without assistance. Have a back-up independent seatwork plan in the event the game doesn't work out!





### Fraction Add 'em Galculator Game

#### **Materials Needed:**

- 2 Fraction Add 'em Game Boards
- 1 Deck of Playing Cards or Number Cards
- 2 Calculators
- Plastic Chips or Game Tokens
- 2 Dry Erase Boards and Markers or Pencil and Paper

**Objective:** Players will create two fractions and add them. The player whose sum is closer to 1 (without being greater than 1) wins the round and scores a point.

#### **Directions**:

- 1. Remove the jokers and face cards from the deck. Aces are equal to 1. Shuffle the cards and place them face down between the two players. To begin, each person draws 5 cards from the deck.
- 2. Place 4 of the cards on the Game Board in the numerator and denominator boxes. Discard the fifth card by placing it in a discard pile. Use your calculator to add the fractions and find the sum. Reduce it to lowest terms and record it on your Dry Erase Board or paper. (Note: You may not move your cards after you pick up your calculator.)
- 3. Players check each other's work and then compare sums. The player whose sum is closer to 1 without going over wins the round and takes a game token.
- 4. If a player's sum is greater than 1, he or she automatically loses the round and the other player scores the point.
- 5. Continue the game by drawing 5 more cards and repeating steps 2 through 4. The player with the most game tokens at the end wins.



# Fraction Add 'em Gards





## **Teaching Strategies**

When introducing your students to problem solving, you'll find it helpful to begin by focusing on a different strategy each day. There are probably a dozen strategies you could teach, but to keep things simple we'll focus on just 6 different methods. Each one has a blackline master with a few problems that can be solved using that strategy. Make a transparency of each blackline master and let your students work the problems on individual dry erase boards or scrap paper.

#### Day 1 - Introduction

Display or ask the first question shown on the blackline master: "What are some ways that we use math in our everyday lives?" Ask students to think about their own responses, and then give them 3 minutes to work with a partner and list their ideas. Then ask volunteers to share their ideas and create a class list on chart paper. Examples include time, money, measurement, etc.

Next discuss the related question, "Why is it important to be able to solve math word problems?" Students usually mention reasons like being on time, being able to figure out how much change you'll receive, knowing how much food to buy for a party, and so on.

Explain that even though many students find word problems to be tricky, they can be fun if you think of them as puzzles or brainteasers. Tell them that you are going to share 6 different methods commonly used to tackle word problems. Display a transparency or chart showing the Problem Solving Strategies and briefly mention each method. (Hint: You might want to duplicate this page for your students or create a poster of the strategies since it's difficult to show them on the overhead when you are using the projector to work out math problems!) <section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header>

What are some ways we use math in our everyday lives?

Why is it important to be able to solve math

word problems?

P<sub>age</sub> 30

## **Teaching Strategies**

Finally, tell them that you are going to share four basic steps for solving almost any word problem. Display a poster or transparency of the steps (Read, Think, Solve, and Check). Read the steps and briefly explain the strategies for each step. Tell them that tomorrow they will learn to use those steps to solve some math puzzles.

#### Day 2 - Identify Relevant Information

The next day, begin by reviewing the Strategies and the Steps. Give the students a copy of the steps or have students draw the 4 arrows and write the 4 key words on paper or in a journal. Display a transparency of the "Let's Try It" page and explain how that problem was solved using the steps. In this problem, two strategies are used - Identify Relevant Information and Write an Algebraic Equation.

Now your students are ready to tackle their first problems! Display a transparency of the Identify Relevant Information problem page. Gover the bottom problem so they can focus on the top one. Read the problem aloud and model the 4 steps as you begin to solve it. For example, highlight clue words and underline the question. Then ask them if there's anything in the problem that is NOT needed to solve the problem. (Ex: cost of sending a photo by email). After they cross out irrelevant information, they will still need to use another strategy to solve it, such as writing an equation. Repeat this procedure for the second problem, discussing the relevant and irrelevant information. For the second problem, they may want to make an itemized list of the trip expenses. Problem Solving Steps Read • What farts se given? • What is the question? • What is the ques



Practice Problem Answers: #1 - 73 cents #2 - \$625

# Teaching Strategies

#### Day 3 - Write an Algebraic Equation

Writing a number sentence or algebraic equation isn't really a problem-solving strategy at all. It's just a way to record mathematically how you solved the problem. However, you'll want to introduce or review this topic early because students at this level should probably be writing number sentences or algebraic equations for most of the problems they solve in math. This might also be a good time to introduce the Problem Solving Strategies checklist as a way of recording the different methods that are used to solve each problem

Middle grade students should be able to write simple number sentences with little difficulty, but writing algebraic equations that include parentheses can be tricky. Writing an equation for a multi-step problem is challenging because of those pesky "Order of Operation" rules. Before you begin, you may want to review the PEMDAS acronym (Parentheses, Exponents, Multiplication or Division, and Addition or Subtraction) which outlines the correct order of operations.

Remind students that even for multi-step problems, algebraic equations should be written in a single horizontal line using parentheses to show which steps to complete first. For a two-step problem, you might have them start by writing two

two-step problem, you might have them start by writing two separate numbers sentences and then combining them into one sentence which can be solved using the PEMDAS rules. For example, in Problem #1, they could write 32 + 15 = x and  $47 \div 2 = x$ . Finally, they can combine those to read (32 + 15)  $\div 2 = x$ . Providing multiple opportunities to practice will help students develop this skill.

Practice Problem Answers:

#1  $(\$32 + \$15) \div 2 = x, x = \$23.50$ #2 x + 2x = 12, x = 4 baskets #3  $(328 - 178) \div 3 = x, x = 50$  pages a day





Daily Math Puzzlers

Р<sub>аве</sub> 36

## Teaching Strategies

#### Day 4 - Draw an Illustration

Sometimes older students think drawing a picture is too elementary and they just want to write equations. However, many geometry problems are difficult to solve without some type of picture or visual representation. When you introduce this strategy, let your students know that you are not looking for artistic illustrations—you are looking for simple ways to picture the important elements of the problem. Walk around and observe students as they work. Encourage students to share their ideas with the class in your follow-up discussions.

Problem #1 - 16 yards #2 - 1 minute 30 second

#### Day 5 - Make an Organized List or Char

Sometimes the best strategy is to create an organized list or make a chart of the important facts and numbers. For combinations problems like the pizza problem, teach your students to make an organized list like the one below. Remind them that they can use letters or symbols to represent the elements of the problem. Also, in some problems such as this one, you only have to figure out the combinations for one part of the problem and then double your answer.

Problem #1 Plain Crust, One Topping: P, H, B, S Plain Crust, Two Toppings: PH, PB, PS, HB, HS, BS Plain Crust, Three Toppings: PHB, PHS, HBS 13 combinations for plain + 13 for cheese crust = 26 possible combinations

#### Problem #2

Create a chart like this one to solve the problem. Answer = Thursday

Day	Mon	Tues	Wed	Thurs
Height of Plant	4.5	7	9.5	12

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Draw an

# Teaching Strategies

#### Day 6 - Guess and Check

One way to solve Guess and Check problems is to start randomly making guesses. For example, since the first problem is not difficult, you could draw two boxes to represent the two playing cards. Erase and write in different numbers, figuring their product and their sum. Keep trying different guesses to see if they work.



(Hint: Remember that  $P_{age}$ the product is five more than the sum of the numbers.)

However, students should notice that this method is not very efficient because you lose track of which numbers you have tried. Hopefully they will suggest making a chart to solve the next problem. They might start out guessing 2 quarters and see that it's too low. The next guess might be too high. However, eventually they will find the solution.

Problem #1 - 3 and 4 #2 - 6 quarters (see chart)

#### Day 7 - Work Backward

Problems that can be solved using the Work Backward strategy are solved in reverse. You are given information about the end result and are asked to figure out what happened at the beginning. Remind students to not only reverse the steps, but to use inverse operations to "undo" the mathematical procedures. For example, subtraction will "undo" addition, and multiplication will "undo" division.

Problem #1 - 3 songs #2 - 3:00 p.m.



Coin Problem Guesses					
Q	Р Q x 2	D P - 1	Value		
2	4	3	84¢		
7	14	13	\$3.19		
6	12	11	\$2.72		





# Problem Solving Strategies

### Common Nethods

#### **Identify Relevant Information**

Sometimes a problem contains more facts than you need to solve it. Underline or highlight any relevant facts, and cross out information that is not needed.

#### Write an Algebraic Equation

Sometimes it's easy to decide which operation to use. So just write an algebraic equation and solve it. Example: 14 + 25 = a or 5x + 2 = 17

#### **Draw an Illustration**

Make an illustration, sketch, or map to help you visualize the problem. Include number and word labels in your drawing.

#### Make an Organized List or Chart

Create a chart or list of important information to help you organize it in a meaningful way. Then look for patterns in the information.

#### **Guess and Check**

Start by guessing a reasonable answer, then try out your idea to see if it works. If not, adjust your numbers and try again.

#### Work Backward

When you know how a problem ends, you can reverse the order of the steps and the use the inverse operations. When find the solution, check it by working forward.

# Problem Solving Steps







# Let's Try It!





On Monday, Suzanne downloaded 14 songs from Amazon.com. On Tuesday she downloaded half as many as she did on Monday. Each song was 99¢. How many songs did she download in all?

I'll use two strategies. I'll start by Identifying Relevant Information. Then I'll write an algebraic equation and solve it.

I'll highlight <u>14 songs on</u> <u>Monday</u> and <u>half as many on</u> <u>Tuesday</u>. I'll cross out the cost of the songs because I don't need that information. Now I'll write my equation and solve it:

 $14 + (14 \div 2) = x \quad x = 21$ 

I'll check my solution by rereading the problem to see if my solution makes sense. I'll also check my computation with a calculator. It's correct!

### **Problem Solving Strategies**



Name \_\_\_\_\_

For each problem, think about the strategies you used and mark the chart accordingly.

Activity Page #	Problem Number	ldentify Relevant Info	Write Algebraic Equation	Draw an Illustration	Make a List or Chart	Guess and Check	Work Backward		

### Daily Math Puzzlers

1) Tamara's cell phone plan costs  $25\phi$  a minute for the first minute and  $12\phi$  for each minute after that. Sending a photo costs 20¢. How much will it cost Tamara to call someone and talk for 5 minutes?

2) Joe's family was planning a 2-night and 3-day 500-mile road trip to the mountains. They planned to leave on the morning of April 15th. In planning their budget, the family allowed \$50 per day for meals and \$125 per night for the potel. They also allowed \$75 for gas and \$150 for entertainment. What was their total budget for the trip?



**Identify** 

Relevant





### Daily Math Puzzlers

 Robert earned \$32 mowing lawns and \$15 raking leaves. He combined his earnings and put half in savings. How much did he save?



Write an

Algebraic

**Equation** 



2) Crystal went to U-pick Strawberry Farm and picked baskets of strawberries for two hours. During the second hour she picked twice as many baskets full as the first hour. If she picked 12 baskets in all how many baskets of strawberries did she pick the first hour?



3) Brandon is trying to finish his novel in the next 3 days. The book is 328 pages long and he has only read 178 pages. How many pages will he need to read each day in order to finish the book?


Sondra is trying to figure out much fence material to buy for her rectangular garden. The garden is 18 feet long, and its width is 1/3 of its length. How many <u>yards</u> of fencing should she buy?



Draw an

Illustration



2) Ramon needs to cut an 8-foot board into 2-foot sections for shelves. If it takes him 30 seconds to make each cut, how long will it take him to make all of the necessary cuts?



 Pizza Piper serves pizzas with either a plain crust or a cheese-stuffed crust. They have four meat toppings: pepperoni, ham, bacon, and sausage. Customers may order a pizza with one, two, or three toppings. How many combinations of a meat-topped pizza are possible?



Make an

Organized

**List or Chart** 





2) Jessica planted a bean seed on Friday and measured the young plant each day the following week. On Monday it was 4.5 cm tall, and each day after that it grew 2.5 cm. On what day was it 12 cm tall?

 Becky drew two different numbered cards from a regular deck of playing cards. The product of the numbers was 5 more than the sum of the numbers. What were the two numbers?



Guess &

Check



2) Thomas had three types of coins in his pocket, and their total value was \$2.72. He had twice as many pennies as quarters and one less dime than the number of pennies. How many quarters did he have?

. ON

1) On Sunday, Beverly received a gift certificate and began to download some songs for her MP3 player. Each day after that, she downloaded twice as many as the day before. She ran out of money on Wednesday when she downloaded her 24th song. How many did she download on Sunday?



Work

Backward





2) Gavin and two friends went rock climbing one afternoon. It took 25 minutes to set up their gear, and they took turns climbing. Each one climbed for 45 minutes, and they left the climbing area at 5:40 p.m. What time did they arrive?



## Teaching Suggestions

After several weeks of introductory activities, you are finally ready to get started with your Daily Math Puzzler Program! The following strategies are to be regarded as suggestions only. Feel free to modify the program to suit your own needs.

#### **Problem-Solving Worksheets**

This Power Pack includes 20 problem-solving worksheets that are coded according to level and page number. The code appears in the lower left corner of the activity page. Level D denotes the level of all problems in this packet, which are on a 5th through 7th grade level. The number refers to the numerical sequence of the worksheets, but they can be used in any order. For example, D 3 refers to Level D, worksheet #3. If you purchase more than one level, it will be helpful to know the worksheet level in the event they become mixed together.

Should you use the activity pages in order? Not necessarily. You're the best judge of what page to use each week. Review the problems to make sure your students are ready for them. The problems should be somewhat challenging, but they shouldn't be completely frustrating. To be successful, your students should have had some previous experience with those mathematical concepts. For example, if a worksheet contains problems that require students to calculate elapsed time, they will be lost, even after you explain the answer. In general, as the page number increases, the problems become progressively more difficult. However, the difficulty also depends on when you introduce concepts like fractions and measurement. If you don't use the activity pages in order, you'll want to use the Tracking Chart on page 89 to keep track of when and how you use them.

#### **Student Progress Charts**

Several charts are included to help you track student progress. You'll find these forms in the supplementary material at the end of the book.

## Program Sequence

#### Daily Math Puzzler Program Snapshot

- 1. Distribute weekly activity page on Monday.
- 2. Students solve Problem #1 independently.
- 3. Teacher checks problem #1 (optional).
- 4. Whole class instruction on Problem #1.
- 5. Individuals correct problem #1 independently.
- 6. Repeat with a new problem on Tuesday, Wednesday, and Thursday.
- 7. Collect papers on Friday for final review and/or grading.

#### **Strategies and Suggestions**

- 1. Introduce Weekly Activity Page On Monday, give each student a copy of the worksheet and explain that they will work on one problem each day. You will discuss each day's problem the next day, after you have had a chance to review their work. Following this sequence, in a normal 5-day week, the final problem will be discussed on Friday.
- 2. Independent Work After being given the activity page, students should try to solve the first problem without help. They should NOT take the worksheet home to get extra help because it's too easy for them to let someone else do all the work. Also, tell them not to work ahead and do all the problems they need to focus their thoughts and energies on the <u>first problem</u> only. They should show all work and write the solution on the answer line.
- 3. **Quick Check** If you want to review their work on a daily basis, there are two options you may want to consider:
  - A. Collect their worksheets before they leave each day. Check over their answers and explanations before they return to class. If anyone has the correct answer and a logical explanation or illustration to show their work, circle the ✓+. If they don't have the right answer or don't show their work, don't circle anything.



## **More Strategies**

B. <u>Or</u> wait until students arrive in the classroom the next morning. Either collect the papers or walk around the room to do a quick check before you start the lesson. Circle the ✓+ if the problem is completely correct.



- 4. **Mini Lesson and Discussion** After students have tried the problem on their own, ask them to put their pencils down while you teach a minilesson on one method of solving the problem. Demonstrate by drawing pictures, acting it out, using guess and check, etc. Involve them in the lesson, but don't let them blindly copy the answer from the overhead projector. Ask students if they can think of other ways to solve the problem. Use the Math Money coupons to reward students for creatively thinking of other methods for solving the problem. (Note: You may want to excuse those who earned a ✓+ from this portion of the lesson. However, they can be valuable contributors to the lesson if they have other strategies to share.)
- 5. Students Revise Answers Now, turn off the overhead projector and have students use one of the methods to correct their work and write the answer. They need to do more than put a new answer on the line they also need to show work that reflects the correct answer. Circle a ✓ for anyone who successfully solves the problem. As they finish this problem, they may begin working on the next one. You can use this time to circulate through the room and begin reviewing their work.
- 6. **Repeat and Review Work** Repeat these steps for each problem, completing one per day. Collect the papers on Friday for a final review and/or grading. Any grade should be based on effort and participation as well as correctness of answers. If students aren't able to correct some of their answers, circle the ✓- to show that they made an attempt but never successfully reworked the problem.

## Alternative Strategies

**Homework** - Send one worksheet home each week for homework, then collect them to review and discuss at school.

**Problem of the Week Challenges** - Why not include one Daily Math Puzzler problem on your weekly newsletter? Students can work with their parents to solve the problem and submit their answers by a certain due date. Offer Math Money to students who get the problem correct!

**Problem Solving Focus Days** - Devote one day a week to solving all four problems. Use a cooperative learning strategy and spend one class period a week on problem solving rather than 15 minutes a day.

**Paper Saver Option** - To save paper, make a transparency or display the problems on an interactive whiteboard. Have students work the problems on dry erase boards or their own paper. Then choose a student to work the problem in front of the class on the overhead projector or whiteboard.

Written Explanations Does your state require students to write out explanations when they solve word problems? If so, you will want to add that component to your problem-solving routine. You can use the Solve and Write blackline master on page 87 and duplicate it on the back of each worksheet. Or just have students write explanations on lined paper and staple their papers to the back of the activity page.

<u>Modifications</u> - If you are working with students with special needs, you may want present just one problem per day to students rather than overwhelming them with four on a page. If so, cut out and paste one problem on the single page template found on the next page and then duplicate it for students. This template provides more work space as well as a Checkpoint system for checking off each step of the problem-solving process. After students become comfortable with the system, you can use the regular worksheets with four problems per page and just use the Checkpoint slips on page 47 to reinforce the steps.



## **Problem Solving Checkpoint**

- □ I read the problem twice.
- □ I underlined key words.
- □ My work shows my thinking.
- □ I checked my answer.



□ I wrote a complete answer.

## **Problem Solving Checkpoint**

- □ I read the problem twice
- I underlined key words.
- □ My work shows my thinking.
- □ I checked my answer.
- □ I wrote a complete answer.

## **Problem Solving Checkpoint**

- □ I read the problem twice.
- □ I underlined key words.
- □ My work shows my thinking.
- □ I checked my answer.
- □ I wrote a complete answer.



## **Cooperative Learning**

Stretch mathematical thinking by involving students in Cooperative Learning problem-solving tasks.

<u>Math Buddies</u> - Divide your class into Math Buddies and duplicate one worksheet per pair. Have them work the problems together and take turns recording their answers on the page. Form new Math Buddies each week. (This option is just for practice and does not lend itself to grading.)

<u>Math Talk</u> - Frequently when students work together in teams, one person does all the work and the others simply copy the answer. However, Math Talk offers a perfect remedy for this problem! It's designed to encourage discussion and discourage copying. To get started:

- Make a transparency of the Math Talk directions (page 49). Put a sturdy plastic cup in the center of each team, and give each person one copy of the same Daily Math Puzzler worksheet. They will complete this worksheet in one class period rather than over an entire week.
- At first, you'll need to model the Math Talk activity for students and guide them through it in a step-by-step manner. After that, they will want to progress through the worksheet at their own pace.
- Remind students that they may only talk when their pencils are in the cup. When they have their pencils in their hands, they must work on the problem on their own without talking! This step ensures individual accountability and discourages cheating.
- Since students have to explain every problem in their own words, this assignment <u>does</u> lend itself to individual grading or evaluation.

**Show 'N Tell** - For a new twist on teamwork, cut out the 4 problems to make a set of problem "cards." Give each team one set of word problem cards, and put a transparency of the Show 'N Tell directions (page 48) on the overhead projector. Everyone will need an individual dry erase board or chalkboard for this activity. Lead students through the process in a step-by-step manner until they are comfortable with this activity.

# Math Talk



### Directions

- 1. Team members have identical worksheets.
- 2. Each person places his or her pencil in the cup.
- 3. Person #1 is the first Leader. The Leader reads the first problem <u>only</u> and everyone discusses strategies for finding a solution. Do not actually solve the problem at this time, and don't reveal the answer!
- 4. The Leader asks, "Is everyone ready to start working on the problem?"
- 5. If the answer is "No," continue the discussion.
- 6. When ready, everyone picks up their pencils.
- 7. *Without talking*, everyone solves the first problem and writes their answer on the line. Everyone must show how the problem was solved.
- 8. Pencils are placed back in the cup.
- 9. Person #2 becomes the new Leader. Continue rotating Leaders for each question.



# Show 'N Tell



### Directions

- 1. One set of problem cards is needed per team. Stack the problem cards face down in the middle of the team.
- 2. Person #1 is the first Leader. The Leader reads the first problem aloud and places the card in the middle of the team where everyone can see it. (It's okay for team members to pick up the card and read it again.)
- 3. Everyone tries to solve the problem on their own. They work out their solutions on individual chalkboards or dry erase boards. If they can't finish the problem, they should try their best and do as much as they can.
- 4. When everyone has solved the problem or tried their best to solve it, they place their dry erase boards face down in front of them.
- 5. The Leader says "Show 'N Tell!" and everyone flips their boards over to show their work. They take turns explaining how they solved the problem.
- 6. The team agrees on one correct answer. The Leader writes the team answer on the card. (Drawings and explanations are not needed on the team answer card).



 A new person becomes the Leader for each round. Steps 2 - 6 are followed for each problem card.



## **Teacher Tips\***

**Highlighters** - I wanted to share what I have my kids do when they are doing these kind of problems. They read the problem twice. The second time they use two color highlighters. They highlight key info with one color and the question with another. They love using highlighters and they are much more focused on the problem. ~ Sharyn Powell

**Spiral Notebooks** - I have the students cut out the problems and paste them into a spiral notebook, one problem per page. This way they have space for working out the problem as well as a written explanation if required. ~ Suzann Falgione

<u>Sentence Answers</u> - When my kids answer word problems, after the computation they then answer the question in a simple sentence, such as "Ronald had 247 more cards than Brad." This way, they can "self-check" if their answer makes sense. They are not just looking at the numbers in the problem and choosing an operation. Putting the answer into words also helps the kids with language issues (ESL or ESE.) ~ Linda Schuman

**Problem-Solving Builetin Board** - Something I've done before was to have a bulletin board area with the Problem of the Week posted. When students have completed their answers (pictures, words, symbols), they post them face down. At the end of the week, or the Thursday night before, I "reveal" all the submitted answers. The kids are excited to compare and see what everyone else posted. We then discussed the correct answer and some of the ways it was solved. I've also seen something similar done as a whole school. The problem was posted, answers submitted to a sealed box, then posted at the end of the week. The display remained up for a week after for parents, community members, and other staff and students to view. ~ Rose Carre

\* Teacher Tips submitted by field testers and teachers who are using the Daily Math Puzzler program. Feel free to send <u>your</u> teacher tips to Laura at <u>lauracandler@att.net</u>.

#### Dear Parents,

Math problem solving is challenging for most students, but it's also extremely important. Knowing how to add, subtract, multiply and divide is meaningless if you can't solve problems in everyday life. That's why I'm excited to introduce Daily Math Puzzlers, a new weekly math program that will take just a few minutes a day but will help your child build a solid foundation in math.

Here's how the program works. Every Monday I will give my students a worksheet containing four math word problems. One problem will be completed each day, Monday through Thursday. Each day before they do another problem, we will discuss the problem from the previous day. We've been learning a variety of problem-solving steps and strategies, and now it's time to apply what we've learned.



Daily Math Puzzler Guidelines:

- Students solve one problem per day, and they must show their work with numbers, pictures, symbols, or words.
- Students should attempt to work each problem on their own first without receiving outside help. Each day we will discuss the previous day's problem as a class, and your child can make corrections at this time.
- Your child may use a calculator if he or she knows how to solve the problem but is not comfortable with the computation needed for the solution.
- The Daily Math Puzzler activity sheet will be graded on effort and participation as well as work quality. Students might not have all the problems correct at first, but they can still do well if they ask questions, share ideas, and correct their answers in class.

Even though I'm requesting that you do not assist your child at home with this assignment, I wanted you to be aware of this program and how I will evaluate your child's performance. If you have any questions, please feel free to contact me and I'll explain the program in more detail. Thanks for your support!

Sincerely,

nath.		
naily 10	2	-C
201	638	23
AU CO	Daily Math Puzzie Ty to colve each problem de your of words or symbols. We will discuss the 1. Pablo has 16 cocks in his drawer. There are 6 klad cocks and the rest are white. How many poins of each color does he have?	Bane  Boury our work using numbers, pictures, problems tegether and correct them in class. C.Mirs, Dagas bought 2 pumpline. The larger one weight traite as much as the smallerone. If the small one weight 7 pounds, how much do they weigh together?
	Answern Black White Z_ Z_ Z+ 3. Bill and his friends bought a pitca. They out it into 8 slikes. If they each atte 2 slikes, what <u>friaction</u> of the pitca did each person eat?	Answern
20 Activity Pages		
for Daily	Алемеп	Answeri

Name



1. Tommy's cell phone plan costs \$0.18 per minute to talk and 5¢ to send each text message. If he has \$6.95 in his account and sends 35 text messages, how many minutes can he talk?	2. Xavier works 20 hours a week at the library and is paid \$7.35 per hour. If he takes 2 weeks of unpaid vacation and works the remaining weeks, how much money will he make in a year?
Answer:	Answer:
3. Susan's class conducted a survey of the one hundred fifty students in 6th grade. They learned that 70% of the students bought school hunch. How many students don't buy school lunch?	4. Reginald created a mosaic from 6" square tiles. If the completed mosaic was 2 feet by 3 feet, how many square tiles did he use?
Answer:	Answer:

Name





Name





Name



1. Tony, Martin, and Alfredo play together on a basketball team. During practice one day, they each shot 20 free throws. Tony made 14 out of the 20, Alfredo made 3/4 of his shots, and Martin made 60% of his shots. Who should the coach choose to shoot free throws during the game? Explain.	2. The 375 sixth graders at Sandy Hills Middle School are taking a field trip to the space center. Each bus holds 52 students and costs \$815 for the day. How much money does the school need to collect for transportation?
Answer: $\checkmark \checkmark \checkmark_+$	Answer:
3. While playing a game with 6-sided dice. Angelica rolls two different numbers and adds them. How many different suns are possible?	4. Samuel asked his friends to guess his age. He said that if you divide his age by the only even prime number and add 4, the result is the least common multiple of three and five. How old is Samuel?
Answer:	Answer:
-4 $-4$ $+$	✓- ✓ ✓+



Name

Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.

2. Who earned the highest average on the assign-1. Justin received three \$50 i-Tunes<sup>™</sup> gift cards for ments shown below? What was that student's his birthday. He wants to purchase 115 songs at average if all grades are weighted equally? \$0.99 per song and 4 movies at \$14.99 per movie. Will he have enough money on his gift cards? Explain or show your work. Home Home Test 2 Test 1 Name work work Cody 95 78 85 99 Ariel 100 87 83 92 78 79 Omar 76 95 0 95 92 Jillian 100 **Answer:** Average: ✓\_ √+ ✓\_ 4. Judi promised to increase the amount of time 3. Austin feeds the fish in a pet store. Each month she spends practicing her violin. She decided to he uses two 50-g packages in each of the 7 large start out with 10 minutes on Monday, and each aquariums. At this rate, how many packages of fish day she planned to double the amount of time she food will Austin use in a year? practiced the day before. Was her plan reasonable? At this rate, how many hours will she be practicing on Sunday? Answer: Answer: ✓\_ √+ √-√+



CO.



Name





Name





Name





Name



Try to solve each problem *on your own*. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.

2. Lucy bought 8 books from <u>www.books4us.com</u>. 1. Mrs. Simpson's class created this line plot from Each book weighed 12 ounces and cost \$4.95. data collected about books they read over Shipping fees were \$0.95 per pound. What was vacation. How many books were read in all by the the total cost of her order including shipping? class? What is the mean of the data? **Books Read** XXXX XXXX X X V Answer: Total \_\_\_\_\_ Mean √+ ✓\_ ✓\_ √+ 3. Ian built the shape below from 1" cube. 4. Charles signed up for a text messaging plan that spray-painted the outside of the entire structure. allows him to send or receive 500 messages for What was the total area of all painted surfaces? \$6.00. Each message after that costs 10¢. Last month he sent 384 messages. He also received half as many messages as he sent. How much did he pay in all for messaging? Answer: Answer: √+ ✓\_ √+ D-10

Name





Name





Name



1. Lisa can buy a CD in a local store for \$13.70 plus 6% sales tax. She can buy it online for \$10.95. She doesn't have to pay sales tax, but she does have to pay \$4.95 shipping. Which store, local or online, has the better buy? What is the difference in cost between her two options?	2. Greg bought some goldfish and needs to fill his aquarium which is 30 cm wide, 60 cm long, and 32 cm tall. How many liters of water will he need to fill the aquarium 3/4 of the way to the top?
Better Buy: Difference:	Answer:
3. Mark, Ray, and Sharon spent an hour collecting cans for recycling. Sharon collected the most, but she gave half her cans to the boys who shared them equally. Mark then gave one can to Ray. After these exchanges, they each had a dozen cans. How many cans did Ray collect on his own?	4. In a recent school fundraiser, 5th graders raised \$2,400 which was 1/3 of the total collected by the school. The 7th graders collected only half as much as the 5th graders, and the 6th graders collected the rest. What percent of the money was raised by the 6th graders?
Answer:	Answer:
√- √ √+	✓- ✓ ✓+

Name





Name





Name





Name





Name




Name



Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.



Name



Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.



## Answer Key



Activity Page	Problem #1	Problem #2 Problem #3		Problem #4	
D-1	28 min	\$7,350 45 students		24 tiles	
D-2	Snack City	1/2	5 cans	Median is 4 pts higher than Mean	
D-3	2 out of 3	30 yards	12:40 p.m.	24 days	
D-4	Alfredo	\$6,520	9 different sums	22 years old	
D-5	No	N- Ariel Av- 90.5	168 packages	No - 10 hr 40 min	
D-6	25%	8 times	216 tiles	Fl-3½ S-1 <sup>1</sup> / <sub>3</sub>	
D-7	20 combinations	12 yards	0.5 or 1/2 \b	\$5.06	
D-8	Carla	10 miles	33 pages	1 in 308 chances	
D-9	57 ft <sup>2</sup>	1:45 p.m.	12 posts	10 cupcakes	
D-10	84 & 4	\$45.30	26 in²	\$13.60	
D-11	36 in <sup>2</sup>	23-27	\$8.75	1,062 ft²	
D-12	15 minutes	Yes	No	Square Pizza	
D-13	Local; \$1.38	43.2 liters	5 cans	50%	
D-14	\$14.20	4 bags (65 m²)	28%	Brandy	
D-15	Yes; 120 shirts sold	Median (94 > 91)	3 bags (a = 64 ft <sup>2</sup> )	30 students	
D-16	32 jellybeans	6 miles	Salad and Cake	1200 pieces	
D-17	2.5 gallons	No	6 ft x 12 ft	50%	
D-18	12 gallons	2 & 9 or 3 & 5	12 cubes	1.5 ft or 18"	
D-19	4 min	6%	44%	6 sq ft	
D-20	360 sec = 6 min	Fl: 2 c. W: 1½ c.	No	95	



#### program. Each review page contains problems that are similar to problems on the corresponding activity pages. For example, Review Page D1-D4 contains four problems, one

Assessment and Grading

You can use the review pages as you've been using the regular activity pages, or you may want to use them assessment. If so, you can have students complete the review page in one session rather than spreading it out

over a week. Any grading system should give credit to students who try to solve each problem and who show their work, even if their answers are not completely correct. An easy way to grade the worksheet is to circle the check minus, check, and check plus for each problem and then assign the points shown above. This system will result in 100 points for four check pluses, 88 points for four checks, and 76 points for four check minuses. You may also want to use the grading rubric shown on page 88.

Activity Page	Problem #1	n #1 Problem #2 Problem #3		Problem #4
D1 - D4	104 students	4 cans	2:30 p.m.	\$4,625
D5 - D8	216 packages	FL: 3 c S: 1½ c	\$1.52	5 miles
D9 - D12	2:15 p.m.	\$35.40	\$5.40	No; avg = 90
D13 - D16	Local; 97¢	4 bags	median	\$72
D17 - D20	7 quarts	16 gallons	5%	Fl: 1⅓ c. M: 1 c.

## Daily Math Puzzler Review Using the Review Pages

#### **Overview**

© 2008 Laura Candler - Daily Math Puzzlers Level D ~ Teaching Resources at www.lauracandler.com

While using the Daily Math Puzzler program, you may feel

review pages, one for every four activity pages in the

problem for each of the activity pages D1-D4.

#### Scoring $\checkmark$ = 19 points

= 22 points ✓+ = 25 points







Name



Solve each problem and write the answer on the line. Show your work using numbers, pictures, words, and/or symbols. Simplify all fractions!



Name

™ Review D13-D16

Solve each problem and write the answer on the line. Show your work using numbers, pictures, words, and/or symbols. Simplify all fractions!





Adiv	sces S			
	Class Activity Page Record      Image: Convert        Worksheet Number      Dete      Image: Convert        Image: Name      1      2      3      4        I.      1      2      3      4      1        2.      1      1      1      1      1      1        3.      1      1      1      1      1      1      1			
Blackline Masters & Record-Keeping	4.    Image: Constraint of the second secon			
	18.			

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# Daily Math Puzzler Program

## Additional Resources

This section includes several additional resources you may find useful. Use these templates and record-keeping charts to customize the program and track student progress. Read on for a brief overview of each item and suggestions for how to use it with your class. For easy access, keep copies of the record-keeping charts in a 3-ring notebook.



#### 1. Math Problem Template (Page 86)

Copies Needed: One per class

<u>Purpose</u>: To customize the Daily Math Puzzler worksheets <u>Suggestions</u>: If you downloaded this blank template form when you purchased your Power Pack, you can type create new word problems and type them directly onto the page. If you don't have a digital copy of the blank template, just write or type your problems into each block. You can use this page to make a set of review problems on a particular topic such as fractions or measurement. You can also modify the existing word problems to make them easier or more challenging.

#### 2. Solve and Write (Page 87)

<u>Copies Needed</u>: One per student <u>Purpose</u>: To provide a place for written explanations <u>Suggestions</u>: You can duplicate this on the back of your Daily Math Puzzler worksheet to give your students a place to write their explanations in sentence form.

#### 3. Daily Math Puzzler Rubric (Page 88)



<u>Copies Needed</u>: One half page per student <u>Purpose</u>: To assess work quality and effort <u>Suggestions</u>: You can use this rubric "as is" or create your own based on the overall concept. There are many rubric-creation sites available such as Rubistar (<u>http://rubistar.4teachers.org</u>) that you can use for this purpose. If you don't want to use the grading scale at the bottom of the page, just remove it before copying.

# Daily Math Puzzler Program

## Additional Resources

#### 4. Activity Page Tracking Sheet (Page 89)

<u>Copies Needed</u>: One per class <u>Purpose</u>: To keep track of which problemsolving activity pages have been used <u>Suggestions</u>: Record the date you use each page and make notes about any difficulties your students experienced. You'll be able to tell at a glance which pages are still available for use.



#### 5. Student Activity Page Record (Page 90)

Copies Needed: One per student

<u>Purpose</u>: To record individual progress throughout the program <u>Suggestions</u>: Record the Activity Page letter and number in the first column. Then record a  $\checkmark$ -,  $\checkmark$  or  $\checkmark$ + for each problem on the worksheet. Use the comments section to notate any difficulties experienced by the student or improvements made over time. At the end of the year, you can place the Student Activity Page Record in the student's portfolio or include it with other assessment documentation.

#### 6. Class Activity Page Record (Page 91)

<u>Copies Needed</u>: One per class for each Activity Page <u>Purpose</u>: To identify trends in student performance <u>Suggestions</u>: Before duplicating the Class Activity Page, list your students' names in the first column. Then duplicate one copy of the recording sheet for each Activity Page. Each day record a  $\checkmark$ -,  $\checkmark$ , or  $\checkmark$ + for each student in the column under that day's problem number. At the end of the week, you'll be able to see at a glance which problems were difficult and which ones were easy for your students, allowing you to provide additional instruction on some topics as needed. You may even want to supplement with another Daily Math Puzzler book such as Level B or Level C.





Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.



Daily Math Puzzler template available at Teaching Resources (www.lauracandler.com)



#### Solve and Write

Use the space below to write an explanation of how you solved each Daily Math Puzzler problem. Be sure to use complete sentences and explain your answer clearly!

1. Answer:	2. Answer:
Explanation	Explanation
✓- ✓ ✓+	✓- ✓ ✓+
3. Answer:Explanation	4. Answer: Explanation
 √- ✓ ✓+	✓- ✓ ✓+

#### Daily Math Puzzler Rubric

Name\_\_\_\_\_

Criteria	4	3	2	1	0	Totals
Facts & Questions	Correctly identified the question and/or the important facts in all problems	Correctly identified the question and/or the important facts in most problems	Correctly identified the question and/or the important facts in some problems	Correctly identified the question and/or the important facts in one problem	Did not identify the question and/or the important facts in any of the problems	
Strategies	Used a variety of effective strategies and showed work for all problems	Used a variety of strategies and showed work for most problems	Had difficulty applying effective strategies and/or did not show work	Was unable to apply strategies without assistance and/or did not show work	Was unable to apply strategies and/or did not show work for any problems	
Solutions	Solved all problems correctly and labeled answers	Solved most problems correctly and labeled answers	Many solutions were incorrect (may have been due to careless errors)	Solved at least one problem correctly	Was unable to solve any problems correctly	
Effort	Showed effort and persistence in solving all problems	Showed effort and persistence in solving most problems	Put forth reasonable effort in solving some problems	Demonstrated very little effort or persistence in solving problems	Did not put forth any effort to follow directions or solve problems	
<b>Overall Score:</b>	4-5 = F 6 - 7 =	= D 8 - 10 = C	11 - <b>13 =</b> B	14 - 16 = A	Total Points	
Daily M	ath Puzzlei	r Rubric		Name		
Criteria	4		2	1	U	Totals
Facts & Questions	Correctly identified the question and/or the important facts in all problems	Correctly identified the question and/or the important facts in most problems	Correctly identified the question and/or the important facts in some problems	Correctly identified the question and/or the important facts in one problem	Did not identify the question and/or the important facts in any of the problems	
Strategies	Used a variety of effective strategies and showed work for all problems	Used a variety of strategies and showed work for most problems	Had difficulty applying effective strategies and/or did not show work	Was unable to apply strategies without assistance and/or did not show work	Was unable to apply strategies and/or did not show work for any problems	
Solutions	Solved all problems correctly and labeled answers	Solved most problems correctly and labeled answers	Many solutions were incorrect (may have been due to careless errors)	Solved at least one problem correctly	Was unable to solve any problems correctly	
		I				
Effort	Showed effort and persistence in solving all problems	Showed effort and persistence in solving most problems	Put forth reasonable effort in solving some problems	Demonstrated very little effort or persistence in solving problems	Did not put forth any effort to follow directions or solve problems	

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## Activity Page Tracking Chart



Activity Page	Date of Use	Notes	
D-1			
D-2			
D-3			
D-4			
D-5			
D-6			
D-7			
D-8			
D-9			
D-10			
D-11			
D-12			
D-13			
D-14			
D-15			
D-16			
D-17			
D-18			
D-19			
D-20			

## Student Activity Page Record



## **Glass Activity Page Record**

Worksheet Number \_\_\_\_\_ Date \_\_\_\_\_



	Word Problems				
Name	1	2	3	4	Comments
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.		0			
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					
21.					
22.					
23.					
24.					

## More Teaching Resources from Laura Candler

#### Daily Math Puzzler Program (Levels A - D)

I just implemented Laura's Math Puzzlers, and after two weeks I can already see changes in my class. They are picking up good habits like underlining key words, and writing complete answers already! Each day when we take out the sheet, they know what to do and enjoy doing it. I think part of the fun comes from the program's title "Math Puzzlers". Somehow, they seem to think puzzles are way more fun than math word problems. I also have to say that the breadth of topics and strategies covered in just one weekly sheet is impressive. It is a great way to keep math topics fresh, and have kids apply them to real situations. Each problem could be solved using different strategies, so it has been great for my kids to see all the different ways they could have approached the problem.

~ Dawn, Minnesota





#### Math Stations for Middle Grades

I just downloaded your Math Stations for Middle Grades, and it is EXACTLY what I was looking for! This is my second year teaching math, after eleven years as a communications teacher. I don't feel I made math fun or interesting for my students last year, which means they didn't learn the things I wanted them to learn about setting goals for themselves and enjoying the challenge for its own sake. Now I finally know how to do that, and I will be able to not only use your activities but build from them and tailor them to my own students' specific needs. Your math stations provide exactly that element of fun practice and social sharing that I hoped to add this year. I can't wait to get started! ~ Shari Miller, Texas

#### **Classroom Goal Setting**

WOW! Thank you so MUCH! I just downloaded your Goal Setting Power Pack and I LOVE it! I was most pleasantly surprised because I teach a combination class of grades 6-7-8, and wasn't sure if your pack would be "old" enough for my students! No need to worry....it's perfect! Thank you for a wonderful, quality product! ~ Nancy Berner, Pennsylvania



#### Visit <u>www.lauracandler.com</u> to learn more!

Teaching Resources Website Classroot 4 conort www.lauracandler.com Free Resources for Teachers! Blackline masters and activity sheets Lesson plans and teaching strategies problem solving Cooperative learning methods Assessment Classroom management and motivation Literacy and Literature Circle strategies Mathematics instructional resources **Bi-weekly Newsletters** Daily mat Receive the Classroom Economy and Problem Solving Assessment Power Pack for FREE when you sign up for weekh Laura Candler's binewsletters at .lauracandler.com!

### Workshop Information

- Invite Laura to your school or district to energize your teachers with powerful strategies!
- Workshops available:
  - \* The Dynamic Duo:
    - Putting the Punch in Math Instruction
  - \* <u>Innovative Approaches to</u> <u>Literacy Instruction</u>
- Teachers walk away with specific strategies to implement in their classrooms the next day.
- Contact Laura for more information: <a href="mailto:lauracandler@att.net">lauracandler@att.net</a>

