Castlefield School- Maths Year: Four Year: Four Theme: Problem Solving

Problem solving is a really important part of maths, but, sometimes, questions can be tricky and you might find you are stuck. Being stuck is a good thing, it means you are facing a challenge, and you will make progress because of this challenge. It is important to have strategies to help you when you do get stuck, these are 7 strategies that we will be using during the year.

Act it Out	Act it Out Trial and Error		Trial by Improvement		Looking for Patterns
A great way to start solving problems is to act out, make or draw what the problem shows. Physically acting out the situation presented in a maths problem or creating a representation helps you to better understand what the problem is asking. Act It Out	Solve a problem by guessing the answer and then checking that the guess fits the conditions of the problem. If it doesn't work, have a look at what you could change for your next guess. Keep guessing and adjusting your thinking until you work it out.		This builds on Trial and Error. Solve a problem by removing improbable answers until the correct answer remains. Make an estimate, get a solution. Is it correct? Why not? How can we change our estimate to improve it? Trial by Improvement Work systematically.		Many problems can be solved by identifying a repeating pattern in shapes or numbers and using that to predict what may happen in other situations. Solve a problem by looking for these patterns, repetitions or sequences in the data.
Sometimes problems can be quite intimidating, by making it simpler it becomes more accessible. When a problem is too complex to be solved in one step, it often helps to split it into simpler problems. Then, these can be solved separately.		Working B Starting with the end i develop a strategy that by going backwards th Start at the end and w reasoning and inverse o The inverse operation p + and – e.g. 10+2=12 so 12–2=10 X and ÷ e.g. 4x8=32 so 32÷8=4	Working Backwardswith the end in mind helps you a strategy that leads to the solution g backwards through the process.So in w w pointthe end and work back using ing and inverse operations.M m so so lix so a strategy that leads to the solution g backwards through the process.Working m so 		List or Table