

iMaths 2 Problem Solving reference sheet

This reference sheet lists the Topics from iMaths 2 that include a Problem Solving task and the strategies used to solve them. The grid shows the suggested key strategy as well as other strategies that students might use to solve the task.

Key:

- Key strategies used to solve the task
- Supporting strategies used to solve the task

NA5 Number lines to 1000

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA12 Written strategies for addition

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA16 Backtracking

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA18 Multiplication

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA22 Models and symbols for fractions

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA24 Make a \$1 total

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA25 Coins and notes

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

NA26 Comparing coins

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

MG12 Construct 2D shapes

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

MG13 Classify 3D objects

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

MG14 Making 3D objects

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards

MG19 Map references

1	Guess and check	6	Check for useful information
2	Make a table or chart	7	Find smaller parts of a big problem
3	Draw a picture or diagram	8	Make an organised list
4	Act out the problem	9	Solve a simpler problem
5	Find a pattern	10	Work backwards