

iMaths 3 Problem Solving reference sheet

This reference sheet lists the Topics from iMaths 3 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

NA1 Odd and even

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA3 Place value to ten thousands

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA10 Written strategies for addition

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA12 Written strategies for subtraction

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA13 Subtraction to three digits

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA17 Multiply by 10

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA19 Division facts 2, 3

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA20 Division facts 5, 10

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA25 Multiplication 2-digit x 1-digit (with regrouping)

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

NA32 Giving change

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

MG1 Measurement with metres

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

MG8 Seconds, minutes, hours, days

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

MG11 3D objects

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards

SP4 Picture graphs

1	Guess and check	6	Check for relevant or irrelevant information
2	Make a table or chart	7	Find smaller parts of a large 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 or use a rule	10	Work backwards