# Mom, Don't Make Me Think — Just Tell Me the Answer

info@RightStartMath.com based on the work of Dr. Joan A. Cotter

# Mom, Don't Make Me Think — Just Tell Me the Answer

info@RightStartMath.com
based on the work of Dr. Joan A. Cotter

Answer?

$$37 + 26 =$$

Answer?

$$37 + 26 = \frac{1}{37} + \frac{26}{63}$$

Answer?

$$37 + 26 =$$

$$7 + 6 = 13$$

$$30 + 20 = 50$$

$$50 + 13 = 63$$

Answer?

$$37 + 3 = 40$$
  
 $40 + 23 = 63$ 

37 + 26 =

Answer?

$$37 + 26 =$$

$$37 + 20 = 57$$

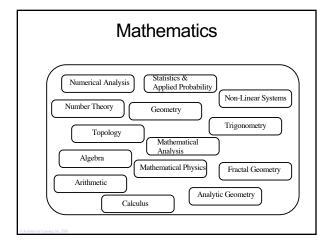
$$57 + 6 = 63$$

#### **Mathematics**

"Mathematics is a very broad and multidimensional subject that requires reasoning, creativity, connection making and interpretation of methods.

Math problems should encourage and acknowledge the different ways in which people see mathematics and the different pathways they take to solve problems."

Jo Boaler, Mathematics Mindsets



#### Time Needed to Memorize

According to a study with college students, measuring the time to memorize:

- 200 nonsense syllables = 93 minutes
- 200 words of prose = 24 minutes
- 200 words of poetry = 10 minutes

We must tell our children that they need to understand math.

#### What about Memorization?

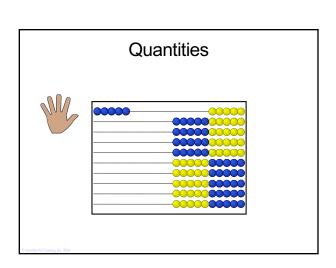
"Good mathematics learners expect to be able to make sense out of rules they are taught, and they apply some energy and time to the task of making sense.

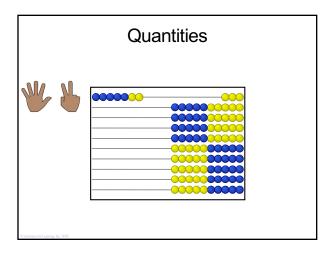
By contrast, those less adept in mathematics try to memorize and apply the rules that are taught, but do not attempt to relate these rules to what they know about mathematics at a more intuitive level."

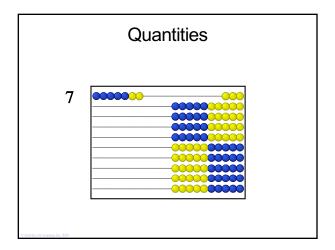
Lauren Resnick
--educational psychologist

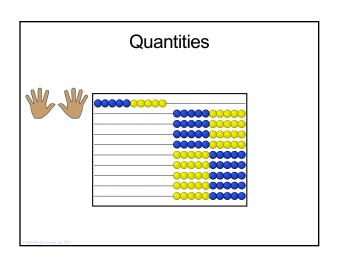
ies for Learning, Inc. 20

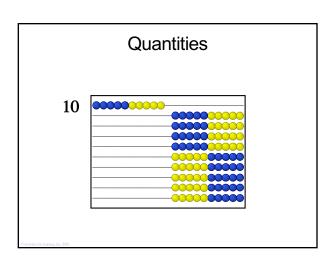
# Quantities

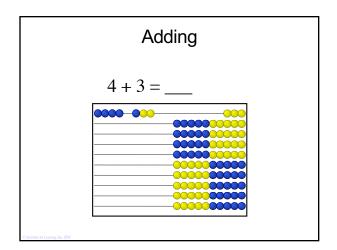


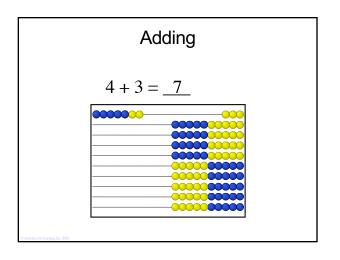




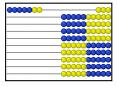








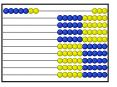
#### **Abacus**



"The role of physical manipulatives is to help the child form those visual images and thus to eliminate the need for the physical manipulatives."

-Ginsberg and others

#### **Abacus**



- Visual and tactile manipulative
- Promotes subitizing
- Develops mental images of

Quantities

Strategies

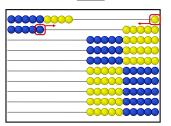
Mathematical Operations

# Strategies

- A strategy is a way to learn a new fact or recall a forgotten fact.
- A visual representation is a powerful strategy.

Strategy: Complete the Ten

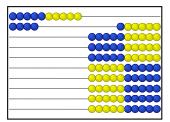
$$9 + 5 =$$



carrieg, arc. 2020

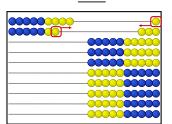
Strategy: Complete the Ten

$$9 + 5 = 14$$



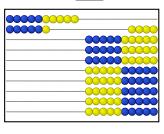
Strategy: Complete the Ten

$$9 + 7 = _{--}$$



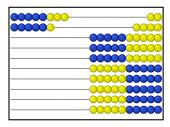
# Strategy: Complete the Ten

$$9 + 7 = 16$$



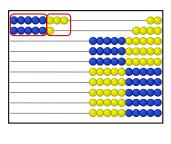
# Strategy: Two Fives

$$8 + 6 =$$



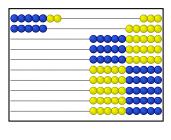
# Strategy: Two Fives

$$8 + 6 = 10 + 4 = 14$$



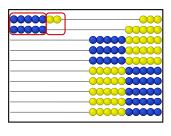
# Strategy: Two Fives

$$7 + 5 =$$

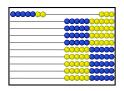


# Strategy: Two Fives

$$7 + 5 = 10 + 2 = 12$$



# **Abacus**



"Think in pictures, because the brain remembers images better than it does anything else."

> —Ben Pridmore World Memory Champion, 2009

# How to Assist Thinking

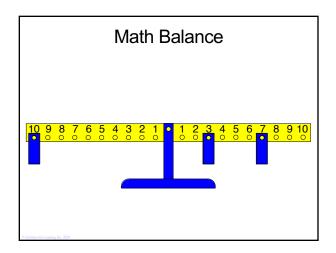
How did you get your answer?

Why did that work?

Will that work every time?

# Be quiet!

Allow processing and thinking time.



# **Problem Solving**

A problem is not a problem if the solution is obvious.

Don't have the child look for "key" words.

There are 76 tiles per box and we bought 38 boxes. How many tiles do we have altogether?

Using "key words" as a problem solving strategy turns an opportunity to THINK into just another procedure to follow, masking understanding.

# **Problem Solving**

- is NOT rote memorizing
- is NOT following rules blindly
- is NOT passive learning

# **Problem Solving**

Problem solving is:

- thinking carefully about the situation
- · discovering what is given
- · figuring out what is needed
- and deciding on methods to get there

# **Problem Solving**

Japanese teachers discuss one problem in depth, rather than four problems superficially.

They encourage multiple solutions.

Wrong solutions are discussed.

If an error isn't addressed, it will happen again. And again and again!

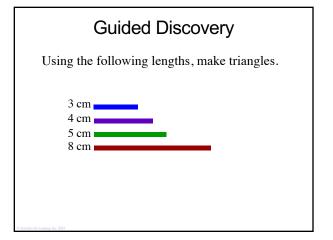
# **Guided Discovery**

To encourage and guide the child to discovery. And to get them to think.

Ask questions, encouraging the child to find the "trick" or "secret pattern".

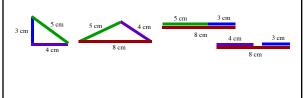
It is vitally important that children think about what they are doing and not be satisfied with memorizing a rule.

This promotes critical thinkers!



# **Guided Discovery**

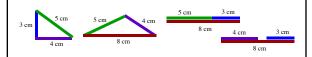
Using the following lengths, make triangles.



for Learning, Inc. 2024

# **Guided Discovery**

Using the following lengths, make triangles.



So, what did we discover?

Two sides of a triangle must be greater than the third side.

ivities for Learning, Inc. 2024

# Magic Squares

2	7	6
9	5	1
4	3	8

Lauring Inc.

# Magic Squares

2	7	6
9	5	1
$\overline{\Delta}$	3	R

- Includes all the numbers 1 through 9.
- Even numbers in the corners; other numbers are odd.
- Each row and column add up to the magic number.
- Both diagonals add up to the magic number.
- Corners and opposite sides equal 10.
- The middle number times 3 is the magic number.

# Magic Squares

5	-2	
8	4	0
-1	10	3

- What's the missing number?
- What's the magic number?

# Magic Squares

5	-2	9
8	4	0
-1	10	3

- What's the missing number?
- What's the magic number?

# Durer's Magic Square



# Durer's Magic Square

	16	3	2	13
	5	10	11	8
	9	6	7	12
ĺ	4	15	14	1



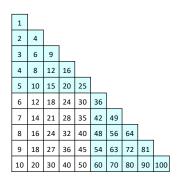
# Durer's Magic Square

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

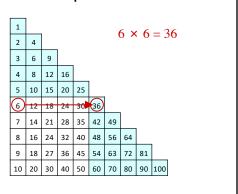
- Includes all the numbers 1 through 16.
- Each row, column, and diagonals add up to the magic number of 34.
- Inner square adds to 34.
- Middle numbers on top and bottom add up to 34.
- Middle numbers on left and right add up to the magic number.
- The year 1514 is included!

# Patterns in Multiples

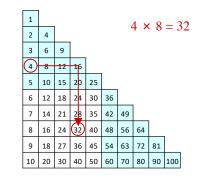
# **Short Multiplication Chart**



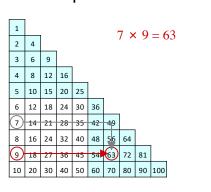
#### **Short Multiplication Chart**



# **Short Multiplication Chart**



# **Short Multiplication Chart**



#### **Puzzle Numbers**



Make an equation using

2 9 8 3

with mathematics symbols,

$$= + - \times \div \overline{)}$$

keeping the numbers in the same order.

#### **Puzzle Numbers**



Make an equation using

$$2+9=8+3$$

with mathematics symbols,

$$= + - \times \div \overline{)}$$
 /

keeping the numbers in the same order.

# **Puzzle Numbers**

2983

Make an equation using

$$2+9-8=3$$

with mathematics symbols,

$$= + - \times \div )$$

keeping the numbers in the same order.

#### **Puzzle Numbers**

2983

Make an equation using

$$-2 = 9 - 8 - 3$$

with mathematics symbols,

$$= + - \times \div \overline{)} /$$

keeping the numbers in the same order.

#### **Puzzle Numbers**

Make an equation using

3 4 2 5

with mathematics symbols

$$= + - \times \div )$$

keeping the numbers in the same order.

#### **Puzzle Numbers**

Make an equation using

4 2 8 4

with mathematics symbols

$$= + - \times \div \overline{)}$$
 /

keeping the numbers in the same order.

#### **Puzzle Numbers**

Make an equation using

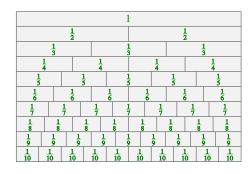
1 2 3 4

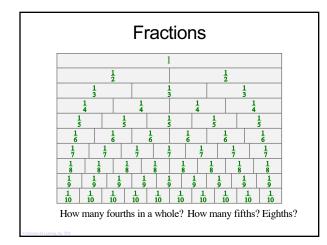
with mathematics symbols

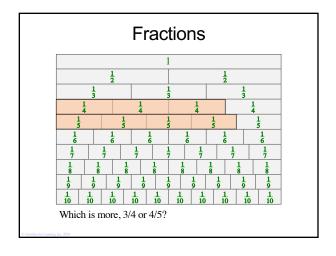
$$= + - \times \div )$$

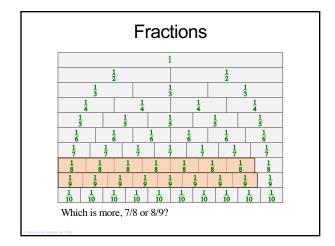
keeping the numbers in the same order.

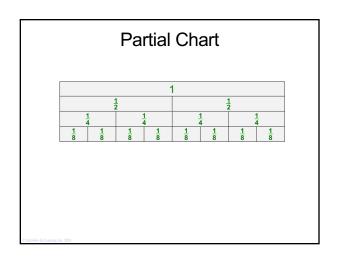
#### **Fractions**

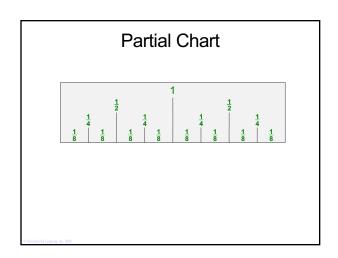


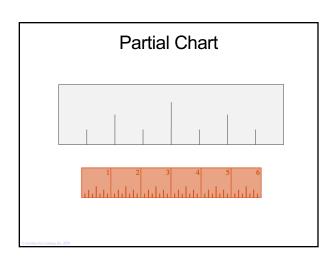


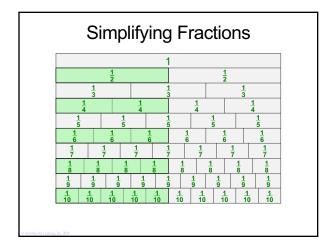


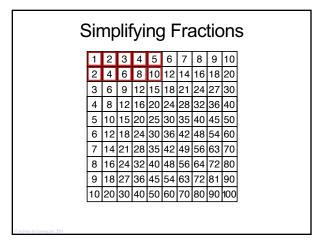


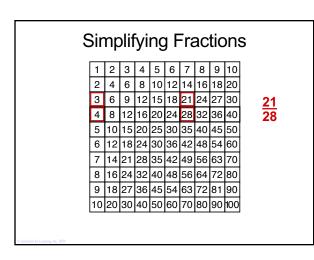


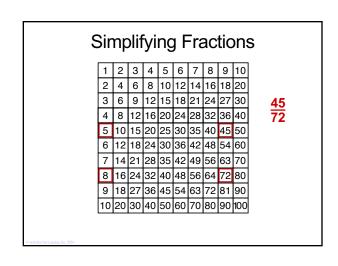


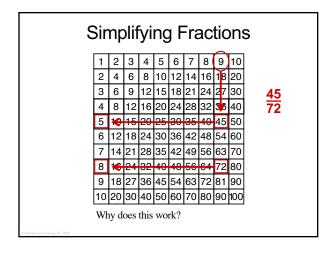


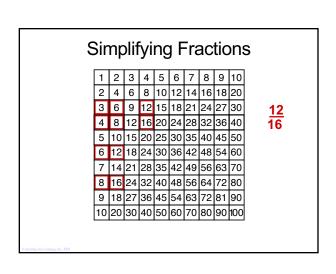












Remember, let the child **discover** the algorithm.

# How to Assist Thinking

How did you get your answer?

Why did that work?

Will that work every time?

# Be quiet!

Allow processing and thinking time.

# In Conclusion ...

Math needs to be taught so 95 percent is understood and only 5 percent memorized.

Richard Skemp
– major pioneer in
mathematics education

# In Conclusion ...

Our goal as a teacher of mathematics is to help our children transform, expand, and refine these beginning ideas into deeper mathematical thinking.

- Dr. Joan A. Cotter