

## CONSTRUCTING UNDERSTANDING OF MATHEMATICS

Please REGISTER at [info@umathx.com](mailto:info@umathx.com)



RNeufeld - Author

# Math or Magic

## Empower Students to Algebraic Thinking through Number Tricks

**SESSION DESCRIPTION:** We will explain number tricks through a sequence of lessons from **Words to Algebra Tile Models (Pictures) to Algebraic Expressions** to explain numbers and variables in a sequence of activities involving algebraic thinking. Learning environments include computer and paper activities. Participants will receive access to online resources and lessons for their classes. **Gr 5 to 9**

### Instructions Before a Webinar Session

- Register at [info@umathx.com](mailto:info@umathx.com) at least 24 hours before the session.
- State a number of session times that are good for you.
- We will confirm session topic and time to you by email.
- Registered attendees will be invited to the webinar by email at the begin time.



JHastings - OH

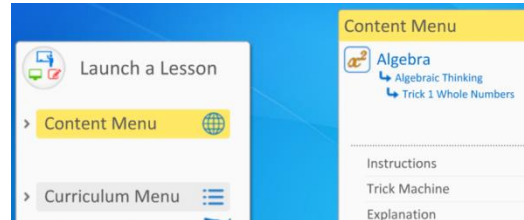
### MATH or MAGIC #1 – The Picture Explains It!

Enter the URL [www.umathx.com/preview](http://www.umathx.com/preview) into the address box of any browser.  
Enter the Username **that you have been given for you and students.** Enter the Password: **umathx.**

Select the **CONTENT MENU**



Follow the path below:  
**Algebra > Algebraic Thinking > Trick 1 Whole Numbers >**



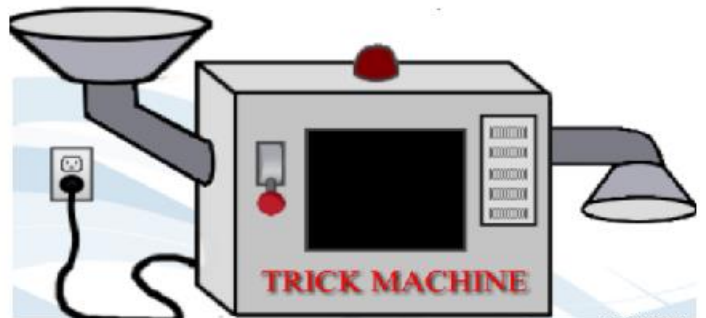
Now select **Instructions**, then **Trick Machine**, then **Explanation**



AGolem - OH

NUMBER TRICKS			
Instructions	Trial #1	Trial #2	Trial #3
Pick a number between 10 and 200	14		
Add 3	17		
Multiply this number by 2	34		
Subtract 4	30		
Divide this number by 2	15		
Subtract the number that you started with	1		
<b>RESULT:</b>	1		

Now pick another number between 10 and 200, and work through the instructions again.





LLink - Flint, MI

Why does this work??

Pick any number between 10 and 200.

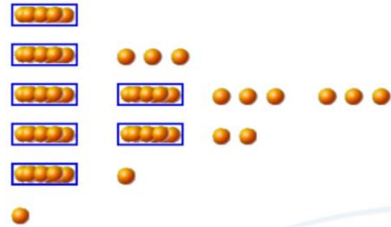
Add 3 to it.

Multiply this number by 2.

Subtract 4.

Divide this number by 2.

Subtract the number that you started with.



## MATH or MAGIC #2 – The Picture Explains It!

Follow the path below:

[Algebra](#) > [Algebraic Thinking](#) > [Trick 3 Whole Numbers](#) >

Now select [Instructions](#), then [Explanation](#)

### Trick #3-Whole Numbers...Instructions

NUMBER TRICKS			
Instructions	Trial #1	Trial #2	Trial #3
Write a number between 10 and 200	??		
Add 5			
Multiply by 2			
Subtract 4			
Divide by 2			
RESULT:	45		

You picked the number ??

### Trick #3 - Whole Numbers... Explanation

Pick any number.

Add 5.

Multiply by 2.

Subtract 4.

Divide by 2.

**AHA!** The answer is the

The Trick Machine just



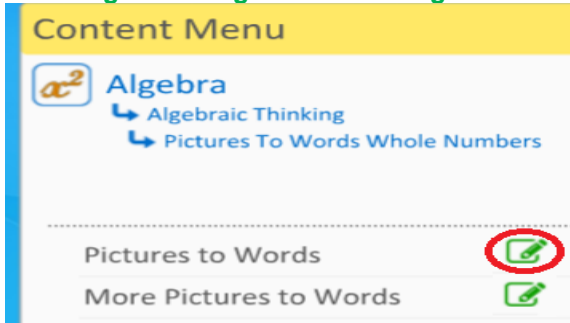
PMorrison - AL

# CONSTRUCTING UNDERSTANDING OF MATHEMATICS

## MATH or MAGIC #3 – The Picture Explains It! .. You Try to Design a “Trick”

In the Content Menu, follow the path below:

Algebra > Algebraic Thinking > Pictures to Words Whole Numbers > Pictures to Words



Note a green pencil icon beside “Pictures to Words” which indicates that a **FRAMEWORK**, a 3 part model lesson for this lesson exists on paper. Click on it and print it. Follow directions.

### Framework for Learning:

Leader's Name: .....

Co-Leader's Name: .....

### Algebraic Thinking – Pictures to Words

Instructor's Initials: .....

### Getting Started:

In **UMATH X** within the Content Menu, follow the path:

Algebra > Algebraic Thinking > Pictures to Words Whole Numbers > Pictures to Words

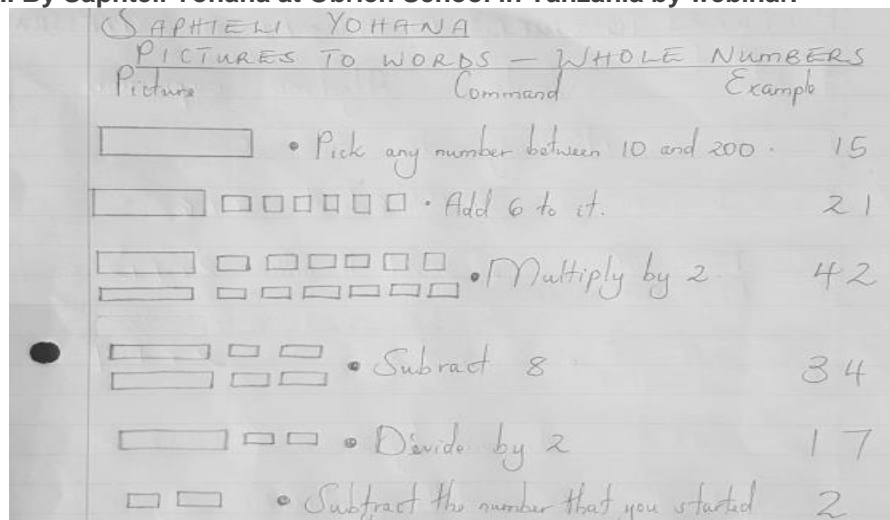
Complete the **Picture** and **Example 1** columns in table below as you work through the lesson.

Picture	Command	Example 1	Example 2	Example 3
	Pick any # between 10 and 200.			
	Add 6 to it.			
	Multiply by 2.			
	Subtract 8.			
	Divide by 2.			
	Subtract the # you started with.			

Do you think the answer will **always** be the **same**? Explain.

Repeat Example 2 and Example 3. Discuss the picture.

Below .. By Saphteli Yohana at Obrien School in Tanzania by webinar.



**Working In It:** Complete the table below using three numbers of your choice.

Picture	Command	Example 1	Example 2	Example 3
	Pick any # between 10 and 100.			
	Multiply by 2.			
	Add 6.			
	Add the # you started with.			
	Divide by 3.			
	Subtract 2.			

In **UMATH X** within the **Content Menu**, follow the path:

Algebra > Algebraic Thinking > Pictures to Words Whole Numbers > MORE Pictures to Words

Check your answers in the table above using the lesson. Correct any mistakes.



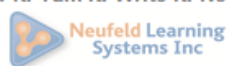
### Reflect & Connect:

Go to [www.umathx.com/supportsheets](http://www.umathx.com/supportsheets). Select Algebra Section 1 – Introduction to Algebraic Thinking. Print pages 1-2 and complete questions 1 – 3.

Write your own number trick and use it to complete the table below. Exchange papers with a partner. Check each other's work. Discuss and correct any mistakes.

Picture	Command	Example 1	Example 2	Example 3

Build It. Draw It. Talk It. Write It. Now you OWN It!

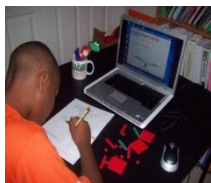


www.UMathX.com

## MATH or MAGIC #4 –From Algebra Tile Model (picture) to Words to Algebraic Expression

Pictures, Visual Learning, are the **Key to Understanding Algebra**.

Hence teachers are encouraged to use **Algebra Tiles to represent Algebraic Expressions**.



In the following lesson, we will use algebra tiles, the computer and paper to help **construction of knowledge** to occur. Teachers and students are encouraged to ...

**Built it, Draw it, Talk it, Write it to OWN IT!!**

Login to **UMathX – Content Menu.**

Follow the path to: **Algebra > Tiles and Algebra > Area**

A green pencil beside “**Area...The Concept**” indicates a **FRAMEWORK**, a model lesson, exists.



## Framework for Learning:

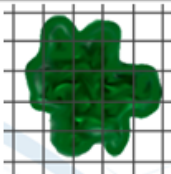
## Tiles and Algebra

Leader's Name: .....

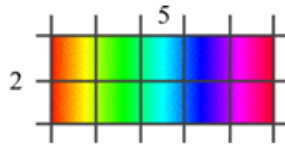
Co-Leader's Name: .....

Instructor's Initials: .....

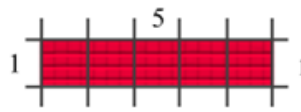
**Getting Started:** Calculate the area of each shape.



Area: \_\_\_\_ sq units



Area: \_\_\_\_ sq units



Area: \_\_\_\_ sq units



Area: \_\_\_\_ sq units

In **UMATH X** follow the path:

**Algebra > Tiles and Algebra > Area... The Concept** and **Area... Examples 1 - 3**

**Compare** your answers above with those in the lessons. **Correct** any mistakes.


## Working In It:

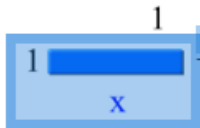
In **UMATH X** follow the path:

**Algebra > Tiles and Algebra > Introduction to Tiles > Tile Representation** and **Like Tiles**


**Complete** the notes below as you work through the lessons.

### Tile Representation


1  This tile represents \_\_\_\_ and is called a \_\_\_\_ tile.

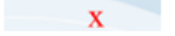


This tile represents an unknown number of unit tiles and is called an \_\_\_\_ tile.

1  This tile represents \_\_\_\_.





1  This tile represents an unknown number of \_\_\_\_ tiles and is called a \_\_\_\_ tile.



### Like Tiles

**Like tiles** are the same \_\_\_\_ and \_\_\_\_.

 These **like tiles** represent \_\_\_\_ + \_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

 These are **unlike tiles**. They represent \_\_\_\_ + \_\_\_\_.

## Reflect & Connect:

In **UMATH X** follow the path:

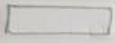
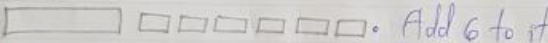
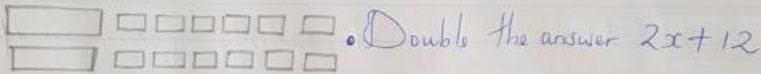
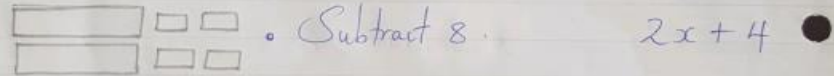
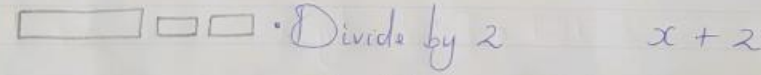
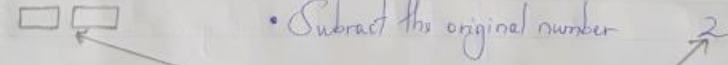
Algebra > Tiles and Algebra > Pictures to Words to Algebraic Expressions > Example 1

Complete the table below as you work through the lesson.

Algebra Tile Model	Words	Algebraic Expression
	Pick any #.	
	Add 6 to it.	
	Double the answer.	
	Subtract 8.	
	Divide by 2.	
	Subtract the original #.	

From teachers at Obrien School in Tanzania .. Webinar.

PICTURES TO WORDS TO ALGEBRAIC EXPRESSION  
Example 1

Picture	Words	Algebraic Expression
	• Pick any number	$x$
	• Add 6 to it	$x + 6$
	• Double the answer	$2x + 12$
	• Subtract 8	$2x + 4$
	• Divide by 2	$x + 2$
	• Subtract the original number	$2$

This answer will always be 2

**VIDEO:** <http://www.jamesnottingham.co.uk/learning-pit>

**SUMMARY VIDEO:** Ma & Pa Kettle on “Constructing the Math”