

I. Problem Solving

II. Practice Problem Solving : ALWAYS show work

Homeschool



Honor Roll

Learn ~ Persevere ~ Succeed

Pre-Algebra and Geometry I

Wendy Harper

www.HsHonorRoll.com

I. Problem Solving

Explore

- _____ the question.
- What _____ is given?
- What is the question asking you to _____?
- Is there information that is not _____?

Plan

- Select a _____ for solving the problem.
There may be several you can use.
- It is usually helpful to _____ the answer.

Solve

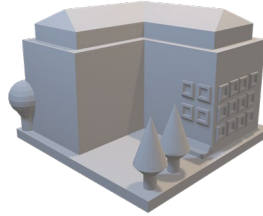
- _____ your plan.
- If your plan doesn't work, _____ until you find one that does work.
- Include labels or _____ in your _____.

Check

- Does your answer make _____ given the facts in the question?
- Is your answer _____ compared to your estimate?
- If your answer is _____ correct, make a new plan and _____.

Problem-Solving Strategies

act it out
use a graph
make a model
work backward
draw a diagram
guess and check
look for a pattern
use logical reasoning
eliminate possibilities
make an organized list
solve a similar problem
estimate reasonable answers



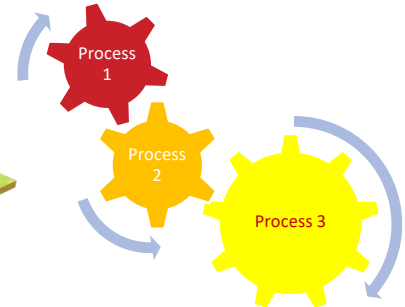
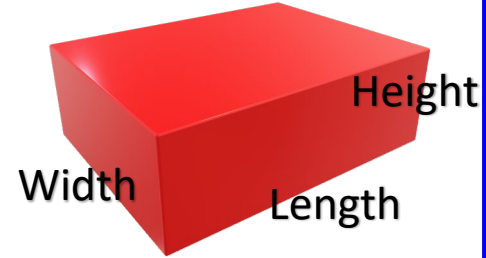
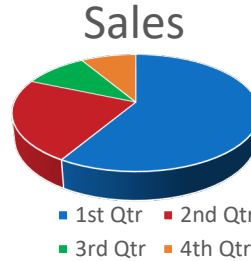
First
step



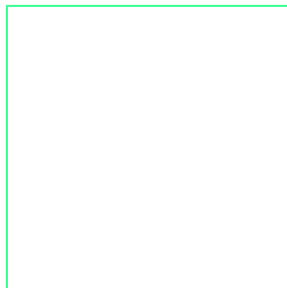
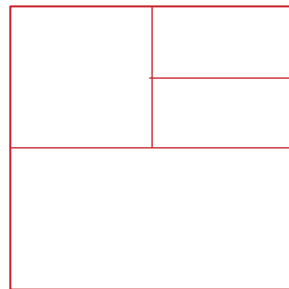
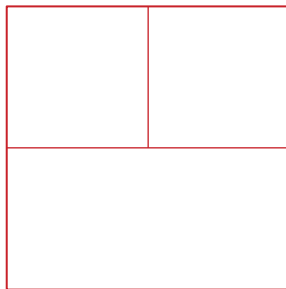
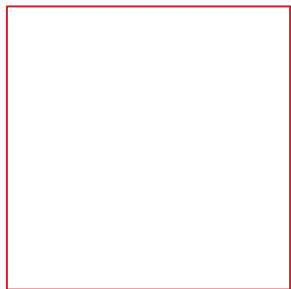
Second
step



Third
step



Draw the next two figures in the pattern.



II. Practice Problem Solving : ALWAYS show work

Tricia wants to buy a camera that costs \$250 with tax. So far, she has saved \$190. If she saves \$5 a week, in how many weeks will she be able to purchase the camera?

Explore

Solve

Plan

Check



6. Nathaniel had 101 lettuce seeds in his left pocket and 15 in the right pocket. He found 17 more seeds in his cuff. Find how many seeds he had in all?

Left
Pocket

Right
Pocket

cuff

7. Mr. Thankful is serving fried turkey at 5:00 P.M. The 11-pound turkey has to remain in the fryer 2 minutes for every pound and must cool for at least 25 minutes before it is carved. What is the latest time he can start frying?



8. What is the total number of rectangles in the figure below? (Hint: There are more than 6.)

