## RICE UNIVERSITY

## SCHOOLMATHEMATICS PROJECT

## Algebraic Thinking for All Students



Rice University School Mathematics Project Houston, Texas

Carolyn L White
clwhite@rice.edu
Director of Elementary Programs

Susan Troutman
troutman@rice.edu
Director of Secondary Programs

## SCHOOLMATHEMATICS PROJECT

# Carolyn L. White clwhite@rice.edu Director of Elementary Programs 

Susan Troutman troutman@rice.edu Director of Secondary Programs

Handouts available electronically at https://rusmp.rice.edu/

SCHOOLMATHEMATICS PROJECT

## Why Algebraic Reasoning or Thinking?

## RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT

## What is Algebraic Thinking?

"Algebraic thinking or algebraic reasoning involves forming generalizations from experiences with number and computation, formalizing these ideas with the use of a meaningful symbol system, and exploring the concepts pattern and function."
(Van De Walle, 2010, p. 254)

## Algebraic Reasoning includes:

* Pictorial, graphic and verbal descriptions
* Numeric representations SCHOOLMATHEMATICS PROJECT


## Where is number in algebraic reasoning?

## Algebraic Reasoning

* Generalization from arithmetic
* Meaningful use of symbols
* Study of patterns and functions


## RICE UNIVERSITY

 SCHOOLMATHEMATICS PROJECT
## Generalization from Arithmetic

 SCHOOLMATHEMATICS PROJECT
## Developing Arithmetic in the Elementary Grades

* The separation of arithmetic and algebra deprives students of powerful ways of thinking about mathematics.
* Fundamental properties that children use in calculating are the basis for most of symbolic manipulation in algebra.


## Using Playing Cards

Let's play the game 'Salute’

* Three players on each team
* Deck of cards
* Paper to record (optional)


## RICE UNIVERSITY

 SCHOOLMATHEMATICS PROJECT
## Using Playing Cards to form Equations



## RICE UNIVERSITY <br> SCHOOLMATHEMATICSPROJECT

## Using Playing Cards to form Equations

Four problems imvolving playing carcls

$$
\begin{aligned}
& \square+\square 7=10 \quad(x+7=10) \\
& \square+\square=\square+\square 6 \quad(2 x=6+6) \\
& \text { The first two cards are the same }
\end{aligned}
$$



$$
\square+\square+\square+\square=\square+\square+\square+\square
$$

All eight cards must be different.

SCHOOLMATHEMATICSPROJECT

## Using order of operations to evaluate expressions and solve equations

 SCHOOLMATHEMATICS PROJECT

## Meaningful Use of Symbols

## RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT

The students were introduced to a system of equations.
HOW MUCH IS EACH SYMBOL WORTH?


## RICE UNIVERSITY

## SCHOOLMATHEMATICS PROJECT

HOW MUCH DOES EACH FISH COST?


## RICE UNIVERSITY

## SCHOOLMATHEMATICS PROJECT

HOW MUCH DOES EACH WHALE WEIGH IN TONS?


## Questions to ask students

* Can you tell me what you were thinking?
* Did you solve this in a different way?
* How do you know this is true?
* Does this always work?


## RICE UNIVERSITY

## SCHOOLMATHEMATICS PROJECT

FigureThis
Wath Challenges for Families ©

## Which is worth more, a SMILE or a FROWNN?

Sum


Figure This! The costs of combinations of frowns, smiles, and neutral faces are shown. How much is a smile worth?

Hint: Find a way to combine two of the rows or columns that have something in common.

Reasoning about unlcnowns is essential in studying equations. Economists, nurses, chemists, and engineers all use equations in their work.

Sum $\$ 52$
\$50

# RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT 

## Systems of Equations

## Objectives of the investigation

## Students will:

* Develop their ability to reason with and represent with variables;
* Move away from random guess-and-check to a more logical approach for finding values for variables in a system of equations; and
* Understand various approaches to solving the same problem.


## RICE UNIVERSITY

 SCHOOLMATHEMATICS PROJECT
## Make up your own chart

 SCHOOLMATHEMATICS PROJECT

## Study of Patterns and Functions

# RICE UNIVERSITY 

 SCHOOLMATHEMATICS PROJECT
## Two of Everything

## By Lily Toy Hong



## RICE UNIVERSITY SCHOOLMATHEMATICS PROJECT

## Two Of Everything

Read the book.

Act out the story using a magical pot.

* Develop a table of values using Input and Output.

Utilize pattern found from the table to generalize a rule verbally and using symbols.

## SCHOOLMATHEMATICS PROJECT

## What would you choose ?

* Choice A: 100 coins each day for 10 days
* Choice B: 5 coins and a magical pot that doubled the coins each day for 10 days


## Justify your reasoning

 SCHOOLMATHEMATICS PROJECT
## Study of Patterns and Functions

## RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT

## The Birthday Party Problem

## Scenario:

Tom is having a birthday party. For his birthday, he has decided to arrange square tables in the shape of a T, for Tom. Tom is trying to figure out how many tables he will need for different sizes of T's. The different sizes of T's are referred to as arrangements.

## RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT

## Birthday Party Patterns

Tom wants to arrange the tables for his birthday party in the shape of a T , for Tom. He is trying to figure out how many tables he will need for different sizes of T's.


Arrangement 1


Arrangement 2


Arrangement 3

Use color tiles to build the arrangements 1-5 and look for patterns.

## ~ RICE UNIVERSITY

SCHOOLMATHEMATICSPROJECT


## RICE UNIVERSITY

 SCHOOLMATHEMATICS PROJECT
## Birthday Party Problem

| Arrangement | Number of <br> Tables |
| :---: | :---: |
| 1 | 5 |
| 2 |  |
| 3 |  |
| 4 |  |

## RICE UNIVERSITY

 SCHOOLMATHEMATICS PROJECT
## Birthday Party Problem

| Arrangement | Number of <br> Tables | Number <br> of Tables |  |
| :---: | :---: | :---: | :---: |
| 1 | 5 | 5 |  |
| 2 | 8 | $5+3$ |  |
| 3 | 11 |  |  |
| 4 | 14 |  |  |

## RICE UNIVERSITY

 SChOOLMATHEMATICSPROJECT
## Birthday Party Problem

| Arrangement | Number <br> of Tables | Number <br> of Tables | Number of <br> Tables |
| :---: | :---: | :---: | :---: |
| 1 | 5 | 5 | $5+0 \times 3$ |
| 2 | 8 | $5+3$ | $5+1 \times 3$ |
| 3 | 11 | $5+3+3$ | $5+2 \times 3$ |
| 4 | 14 | $5+3+3+3$ | $5+3 \times 3$ | SCHOOLMATHEMATICS PROJECT

## Finding Patterns and Functions

# RICE UNIVERSITY SCHOOLMATHEMATICSPROJECT 

## The Tiling a Patio problem

Alfredo Gomez is designing square patios. Each patio has a square garden area in the center. Alfredo uses brown tiles to represent the soil of the garden. Around each garden, he designs a border of white tiles. The pictures show the three smallest square patios that he can design with brown tiles for the garden and white tiles for the border.



Navigating Through Algebra in Grades 3-5

## RICE UNIVERSITY

 SChool Mathematics Project
## Tiling a Patio

| Patio Number | Number of <br> Brown Tiles | Number of White <br> Tiles | Total Number of <br> Brown and White <br> Tiles |
| :---: | :---: | :---: | :---: |
| 1 | 1 | 8 | 9 |
| 2 | 4 | 12 | 16 |
| 3 |  |  |  |

## It is now time for GETS <br> (Graph, Equation, Table, Solution)

## Crossing the River Problem

## Students will:

- develop their ability to reason with and represent with variables
- move away from random guess-and-check to a more logical approach for finding values for variables in a system of equations and
- understand various approaches to solving the same problem.


## Crossing the River Problem

## Scenario

Eight adults and two children need to cross a river. A small boat is available that can hold one adult, or one or two children. Everyone can row the boat. How many one-way trips does it take for them all to cross the river?

Lets act the story out with:

* one adult and two children
* two adults and two children


## Crossing the River Problem

## Scenario

Eight adults and two children need to cross a river. A small boat is available that can hold one adult, or one or two children. Everyone can row the boat.

How many one-way trips does it take for them all to cross the river?

# Crossing the River Problem 

## Extension

Can you describe how to work it out for two children and any number of adults?

## RICE UNIVERSITY SCHOOLMATHEMATICS PROJECT

## Internet Resources

* Pan Balance Shapes http://illuminations.nctm.org/Activity.aspx?id=3531
* Function Machine http://www.shodor.org/interactivate/activities/FunctionMachine/
* Function Machine Math Playground http://www.mathplayground.com/functionmachine.html
* Stop That Creature! http://pbskids.org/cyberchase/media/games/functions/


## RICE UNIVERSITY SCHOOLMATHEMATICS PROJECT

- Visual Algebra Puzzles


Create your own algebra puzzles then try to solve them! This easy to use, educational tool was designed to work together with Shuttle Mission Math, an algebraic reasoning game in the app store. Puzzles can be solved with at least one of the following visual strategies: Scale Up, Scale Down (multiply or divide)
https://itunes.apple.com/us/app/visual-algebra-puzzles/id662990649?mt=8

- Shuttle Mission Math


Shuttle Mission Math is a mathematical puzzle game that makes algebraic thinking both visual and interactive. The goal is to find the weight of each space creature and assemble a team for the next shuttle mission.
https://itunes.apple.com/us/app/shuttle-mission-math/id498617241?mt=8

## - Algebra Champ



Game like environment for solving linear equations
https://itunes.apple.com/us/app/algebra-champ/id398873050?mt=8

SCHOOLMATHEMATICSPROJECT


## SCHOOLMATHEMATICS PROJECT

## Rice University School Mathematics Project Houston, Texas <br> Website: www.rusmp.rice.edu <br> 

Susan Troutman
troutman@rice.edu
Director of Secondary Programs

## Carolyn L. White

clwhite@rice.edu
Director of Elementary Programs

