

Thinking while Moving - Mathematics

Reaching the Target

Stage 3 Mathematics

Strand: Number and Algebra

Sub Strand: Addition and Subtraction

Activity set-up

This target is on butcher's paper or drawn onto the concrete



How to play

Measure a distance of 3 metres away. Your partner will record the numbers your target lands on and you need to record your running total using chalk or a whiteboard.

Estimate: How many beanbag throws will it take to make 125 points? Record your answer.

Target time: You have only 1 beanbag. Throw the beanbag and keep a running total of your amount. You have a limit of 15 throws. You must use all 15 throws either adding on or subtracting from your total to end up as close to 125 after 15 throws.

Change positions with your partner. You will now record the number your partner lands on while they keep their running total.

Increase/decrease challenge

Enabling resource: Take paddle pop sticks - bundles and ones. As students throw their beanbag they can use these to keep a track of their amount. Writing the sum and the total as they throw and work it out. Encourage the use of 10's rather than 1's. As they become more competent with this, ask them to imagine adding a bundle of 10 and 3 more (if 13 is the number) rather than doing it. How many would you have now? How can we record this?

Equipment/Resources

- Whiteboard and marker or chalk
- Bean bags
- Target board

What's some of the maths

Mathematicians discuss, reason, explore and compare strategies when playing games

Mathematicians use a range of strategies with solving problems with addition and subtraction such as:

- Thinking about relationships between numbers
- Using place value knowledge.

Let's talk and think like mathematicians

Questioning prompts:

How was your and your partners thinking the same and different? What was the most efficient?

What can you do differently next time to be more accurate?

How close were you to your estimation of throws?

What would your estimation be next time? Why?

How did you use your knowledge of place value and renaming?

Suggested mathematics outcomes

MA3-1WM describes and represents mathematical situations in a variety of ways using mathematical terminology and some conventions

MA3-2WM selects and applies appropriate problem-solving strategies, including the use of digital technologies, in undertaking investigations

MA3-3WM gives a valid reason for supporting one possible solution over another

MA3-5NA selects and applies appropriate strategies for addition and subtraction with counting numbers of any size