II. GOAL - Getting the students doing the thinking in Mathematics $\quad$ Transforming tasks strategy: From procedure to problem solving

| Technique | Before | After | Reflection: Why and how? |
| :---: | :---: | :---: | :---: |
| Students identify the 'problem to solve' <br> Present a provocation and ask students to determine the problem to solve. | This giant model koala is so big that it has a shop built inside of it. <br> How many times taller is the koala than the little girl? | Look at the photo. <br> What questions do you have? <br> Sort your questions into mathematical and nonmathematical questions. <br> Which mathematical question would you like to solve? | WHY would you... have students STOP, NOTICE, THINK, WONDER and share their wonderings about the image, in order to pose their own mathematical questions? <br> So students personalise and actively participate in their learning by asking questions about the things they notice. <br> HOW does this develop powerful/expert learners? <br> Students exercise curiosity and develop their capacity to think logically and creatively. |
| Provide insufficient information at first <br> Give a perplexing problem and slowly provide information as needed. | This bucket holds 10 litres when filled to the top. The dotted line shows the water level in the bucket. <br> How much water do you think is in the bucket? | Approximately how much water do you think was poured over this man? <br> What information do you need in order to find out? <br> What else? <br> Give clues or answers as appropriate in response to the questions asked. | WHY would you... give students the opportunity to identify what they need to know to solve the problem? <br> So students use reasoning to question and construct their own strategy. <br> HOW does this develop powerful/expert learners? <br> Students become numerate, as they are challenged and supported to develop skills in identifying information needed to solve a problem. |
| Don't give any of the steps - at first Provide prompts and support to scaffold the learning as needed. | A movie ticket for one adult costs $\$ 12$. <br> A movie ticket for one child is three quarters of the cost for an adult. <br> a. What's the cost for one child? <br> b. What's the cost for four children? <br> c. What's the cost for a family of two adults and four children? | A movie ticket for 1 adult costs $\$ 12$. <br> A movie ticket for a child is three quarters of the cost for an adult. What's the cost for a family of two adults and four children? <br> Source: NAPLAN question. | WHY would you... remove structured 'paved out' procedures and have students develop their own strategies for solving a maths problem? So students identify the information required, and strategically organise the steps they need to take to solve the problem. <br> How does this develop powerful/expert learners? <br> Students become more resourceful and independent when they 'know what to try, even when they don't know what to do'. |
| Include some irrelevant information <br> Give additional information that is not required to do the task. | What is the value of: $500+60+4$ | Which of these is worth 564? <br> Tick all the correct boxes. $\begin{aligned} & 5+6+4 \\ & 50+60+40 \\ & 500+40+6 \\ & 500+60+4 \end{aligned}$ | WHY would you... have students choose possible answers from a range of choices, including some common misconceptions? <br> So students consider, compare and evaluate possiblities from a range of options, to determine which ones would 'be worth 564'. <br> HOW does this develop powerful/expert learners? <br> So students discern between relevant and irrelevant information, and reveal the depth of their understanding of calculating the areas of triangles. |



