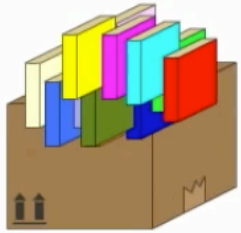
Build a Model



7 Generation Games

PROBLEM-SOLVING STRATEGY

Build a Model

One way to solve a problem is to build a model.

BUILD A MODEL

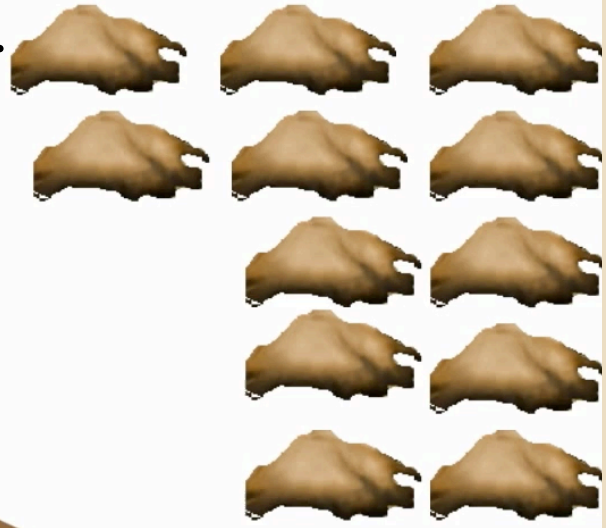
Take your math problem and build a model out of the information given.

EXAMPLE

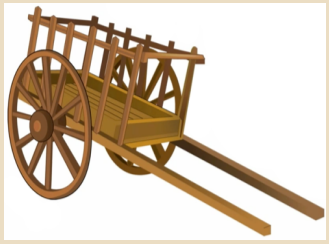
You are moving with your tribe across the plains and you need to pack buffalo robes to trade. Each cart will hold 12 robes and you have 5 carts to fill. How many buffalo robes can you pack?

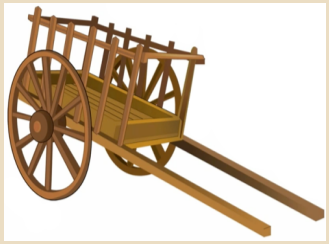
Build a Model!

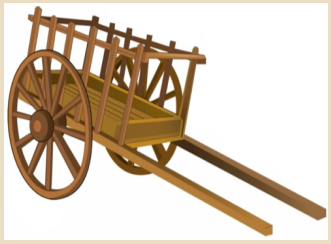
1 cart can hold 12 robes.

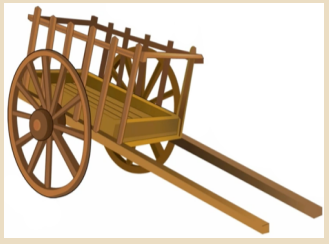


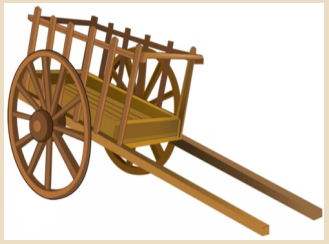
We have 5 carts.











Each cart holds 12 robes.

How many robes do we have?

$$12 + 12 + 12 + 12 + 12 = ?$$

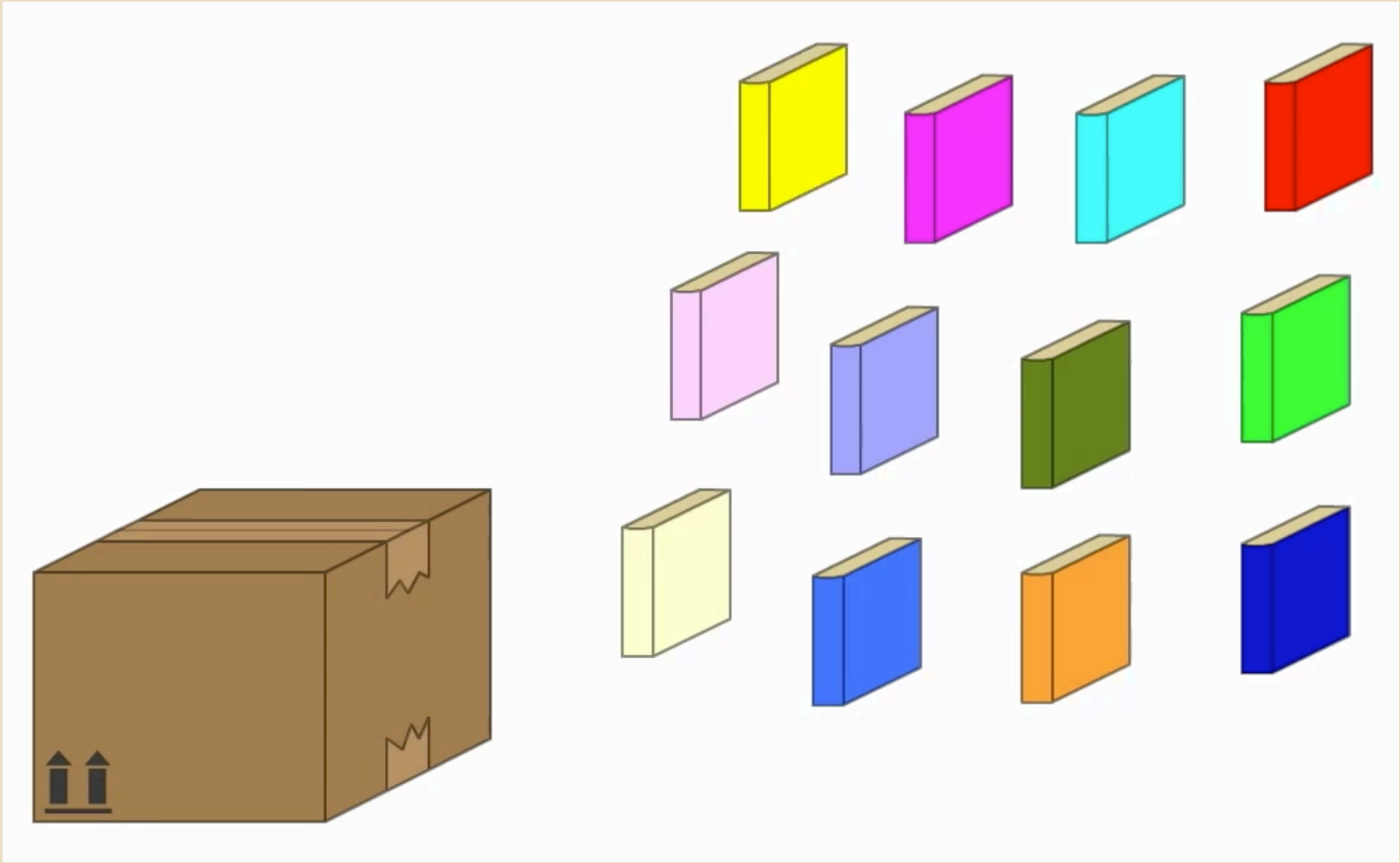
$$5 \times 12 = ?$$

60

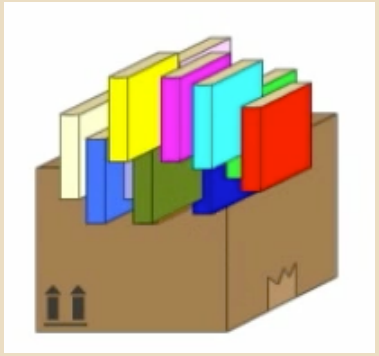
This doesn't just have to be with robes. You can use this strategy for anything.

ANOTHER EXAMPLE

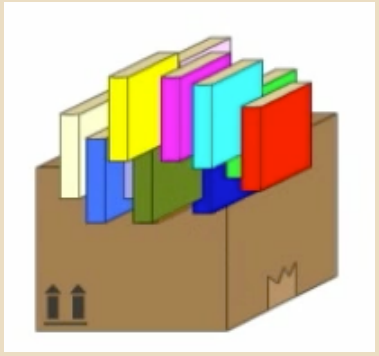
Your teacher asks your class to pack up the books to move to another classroom.



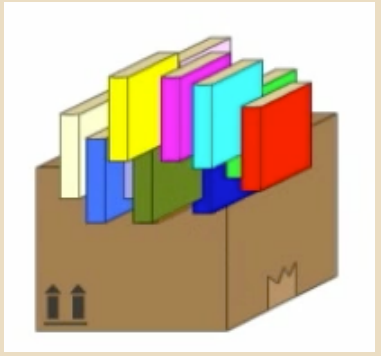
You can fit 12 books into one box.



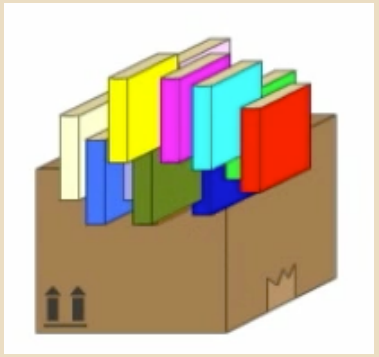
1



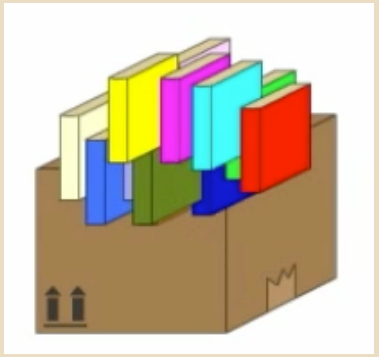
2



3



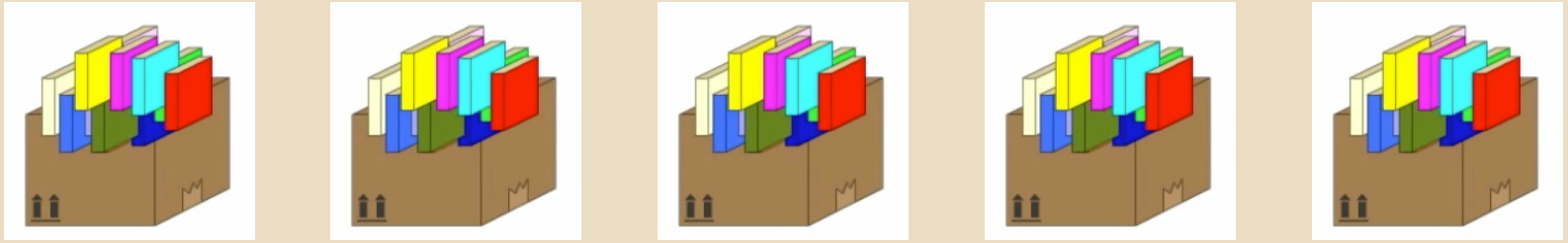
4



5

You need to pack up 5 boxes.

12 + 12 + 12 + 12 + 12 = ?



12 + 12 + 12 + 12 + 12 =

OR

12 x 5 =

60

Visit 7 Generation Games at

www.7generationgames.com