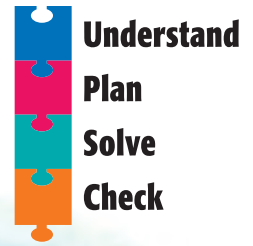


Problem Solving Strategy

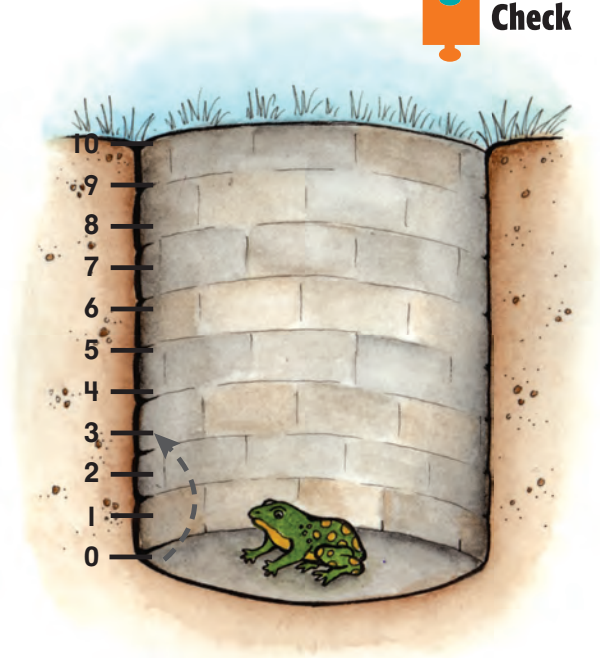
Draw a Picture

NCTM Standards 1, 4, 6, 7, 8, 9, 10



1. A frog is at the bottom of a hole. The hole is 10 inches deep. The frog jumps up 3 inches each time. How many jumps will it take to get to the top?

_____ jumps



2. Scott has 6 square tiles. How many different rectangles can he make with the tiles?



_____ rectangles

3. Heidi has a bowl, a drinking cup, and a pitcher. The pitcher holds more than the bowl. The bowl holds 2 cups. List the containers in order from holds the most to holds the least.
- _____



NOTE: Your child is exploring different ways to solve problems. Drawing a picture can help children visualize patterns and relationships in a problem.