Classifying mathematical objects	T1
Interpreting multiple representations	Т2
Evaluating mathematical statements	Т3
Creating problems	Т4
Analysing reasoning and solutions	Т5

Learners devise their own problems or problem variants for other learners to solve. This offers them the opportunity to be creative and 'own' problems. While others attempt to solve them, they take on the role of participant and explainer. The 'doing' and 'undoing' processes of mathematics are vividly exemplified. D1

Learners decide whether given statements are always, sometimes or never true. They are encouraged to develop rigorous mathematical arguments and justifications, and to devise examples and counterexamples to defend their reasoning. D2

Learners match cards showing different representations of the same mathematical idea. They draw links between different representations and develop new mental images for concepts. D3

Learners compare different methods for doing a problem, organise solutions and/or diagnose the causes of errors in solutions. They begin to recognise that there are alternative pathways through a problem, and develop their own chains of reasoning. D4

Learners devise their own classifications for mathematical objects, and apply classifications devised by others. They learn to discriminate carefully and recognise the properties of objects. They also develop mathematical language and definitions. D5





E2

 \boldsymbol{n}



	E3	Numb	ber operations	E4	
Doing: the problem poser	Undoing: the problem solver		The square root of a number is less	The square of a number is greater	
creates an equation step-by-step, solves the resulting equ	• solves the resulting equation.		than or equal to the number.	than or equal to the number.	
'doing the same to both sides'.		Directed numbers			
 draws a rectangle and calculates its area and perimeter. 	tries to draw a rectangle with the given area and perimeter.		If you subtract a positive number from a negative number you get a	If you subtract a negative number from a negative number you get a	
• writes down an equation of the	• tries to find an equation that fits		negative answer.	positive answer.	
form $y = mx + c$ and plots a the resulting graph.	Perim	neter and area			
 expands an algebraic expression such as (x + 3)(x - 2). 	• factorises the resulting expression: $x^2 + x - 6$.		When you cut a piece off a shape, you reduce its area and perimeter.	If a square and a rectangle have the same perimeter, the square	
writes down a polynomial and integrates the resulting function.			has the smaller area.		
differentiates it.		Equat	Equations, inequations, identities		
• writes down five numbers and	• tries to find five numbers with the	_quu			
finds their mean, median and given mean, median and range. range.		p + 12 = s + 12	3 + 2y = 5y		



Cut up the following cards. Rearrange them to form two proofs.

The first should prove that: If n is an odd number, then n^2 is an odd number

E5

The second should prove that: If n^2 is an odd number, then n is an odd number. You may not need to use all the cards.

If <i>n</i> is odd	So <i>n</i> is odd	
n = 2m + 1 for some integer m	$= 2k$ where $k = 2m^2$	
$(2m+1)^2 = 4m^2 + 4m + 1$	But <i>n</i> ² is odd	
$(2m)^2 = 4m^2$	So <i>n</i> ² is odd	
lf <i>n</i> is even	n = 2m for some integer m	
So <i>n</i> ² is even	= 2k + 1 where $k = 2m(m + 1)$	
If <i>n</i> ² is odd	$n^2 = 2m + 1$ for some integer m	

Odd one out			
In the triplets below, how can you justify each	n of (a), (b), (c) as the odd one out?		
(a) a fraction	(a) sin 60°		
(b) a decimal	(b) cos 60°		
(c) a percentage	(c) tan 60°		
(a) (b) (c)	(a) $y = x^2 - 6x + 8$ (b) $y = x^2 - 6x + 9$		
	(b) $y = x^2 - 6x + 9$ (c) $y = x^2 - 6x + 10$		
(a) (b) (c)	(a) 20, 14, 8, 2,		
	(b) 3, 7, 11, 15,		
	(c) 4, 8, 16, 32,		

