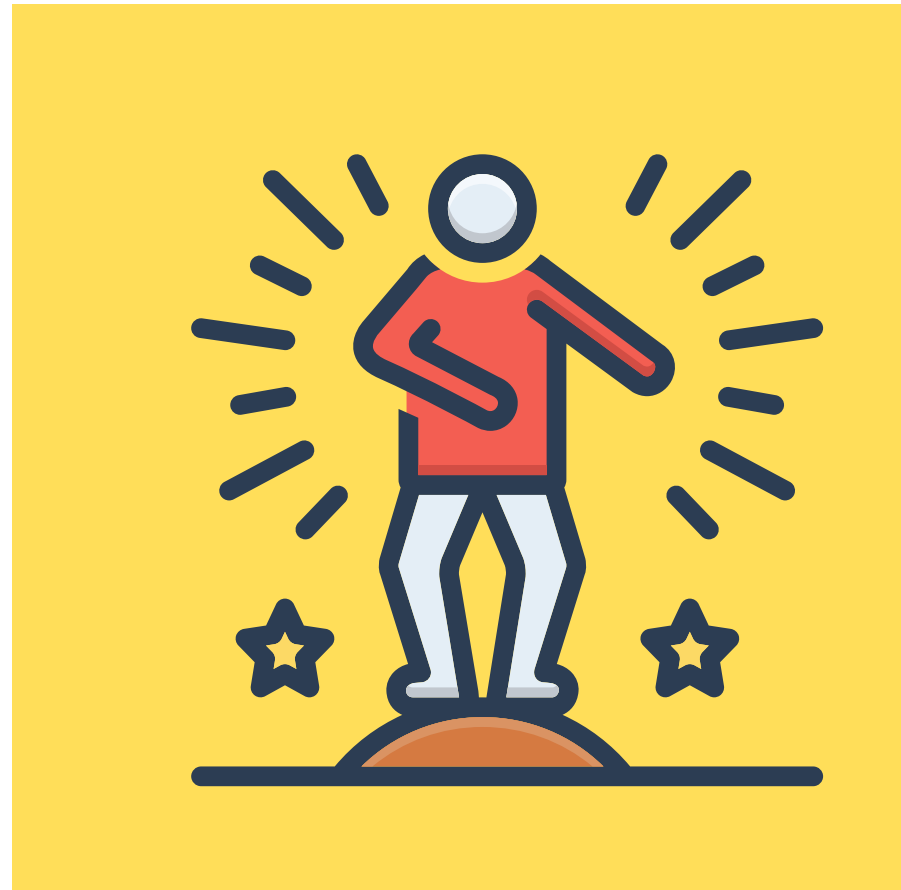


MATH PROBLEM SOLVING STRATEGIES



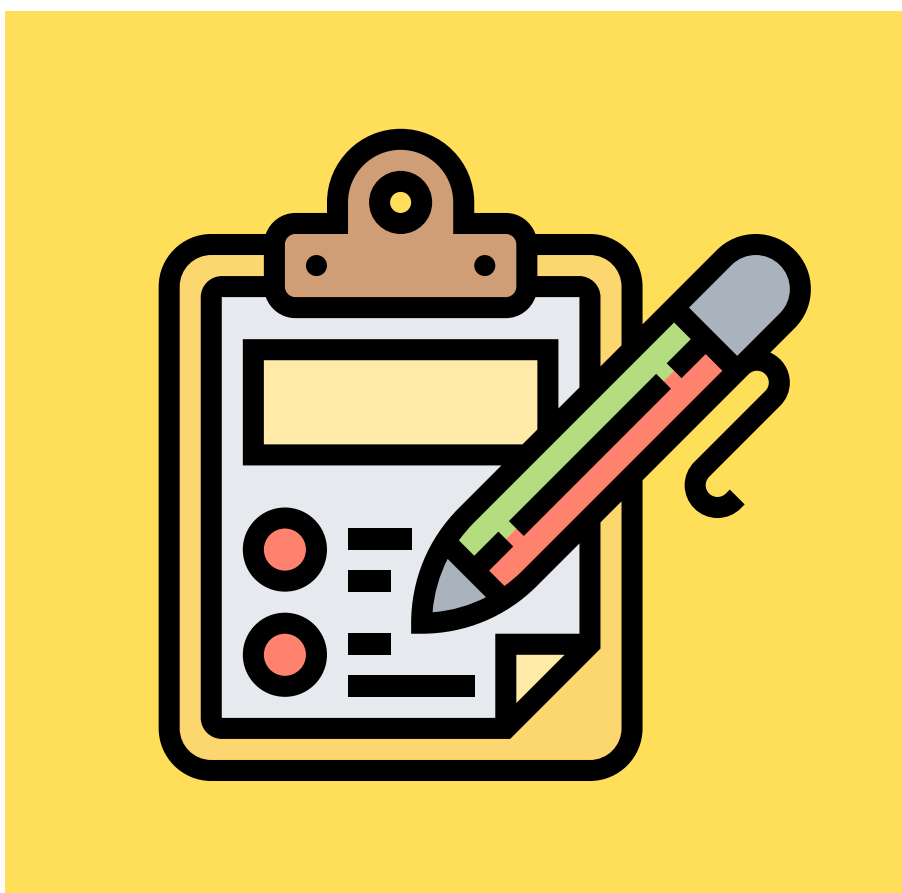
Draw a Picture



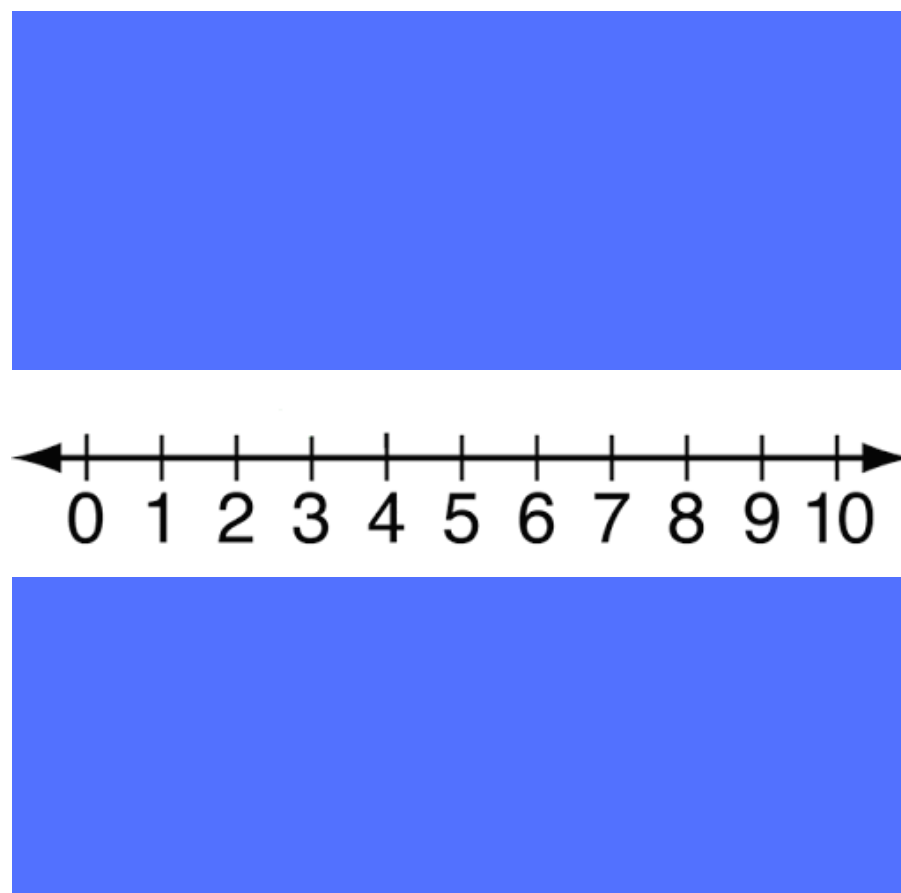
Act it Out



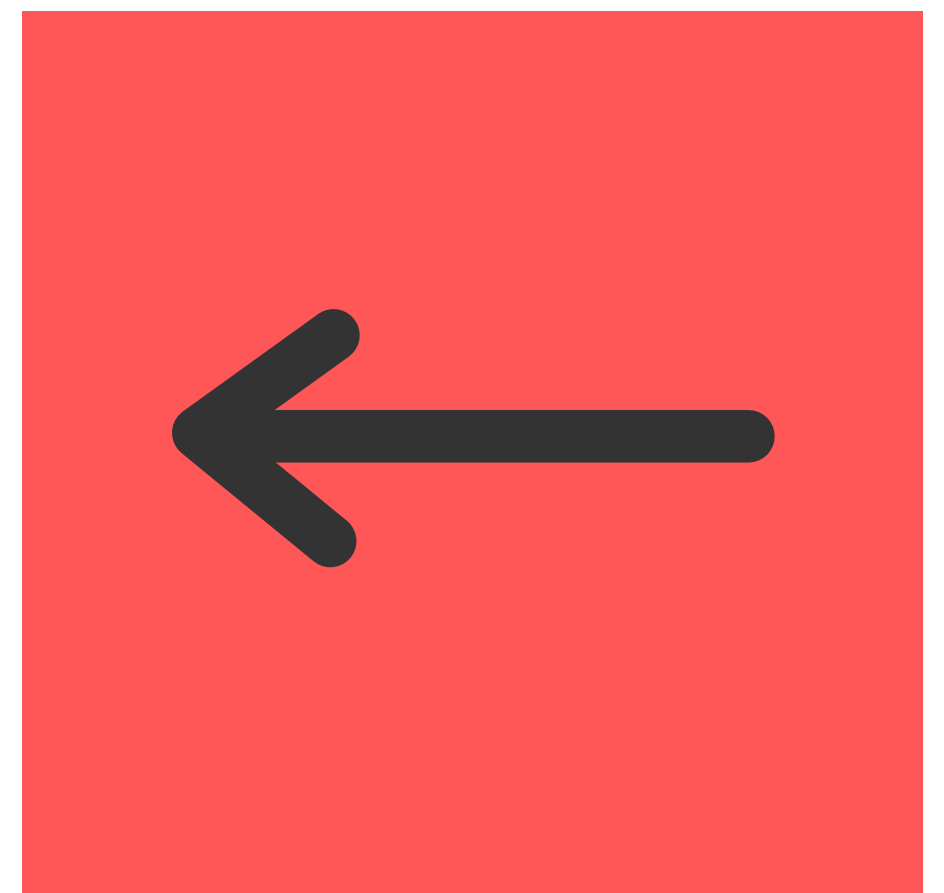
Create a table



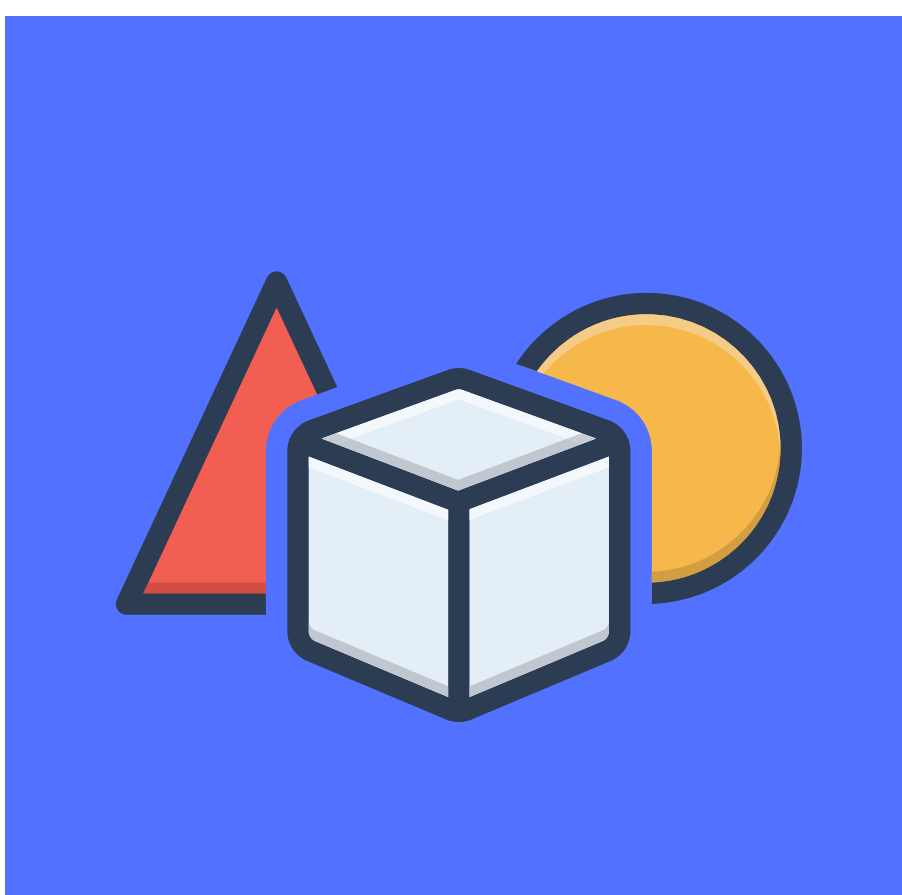
Make a List



Use a Number Line



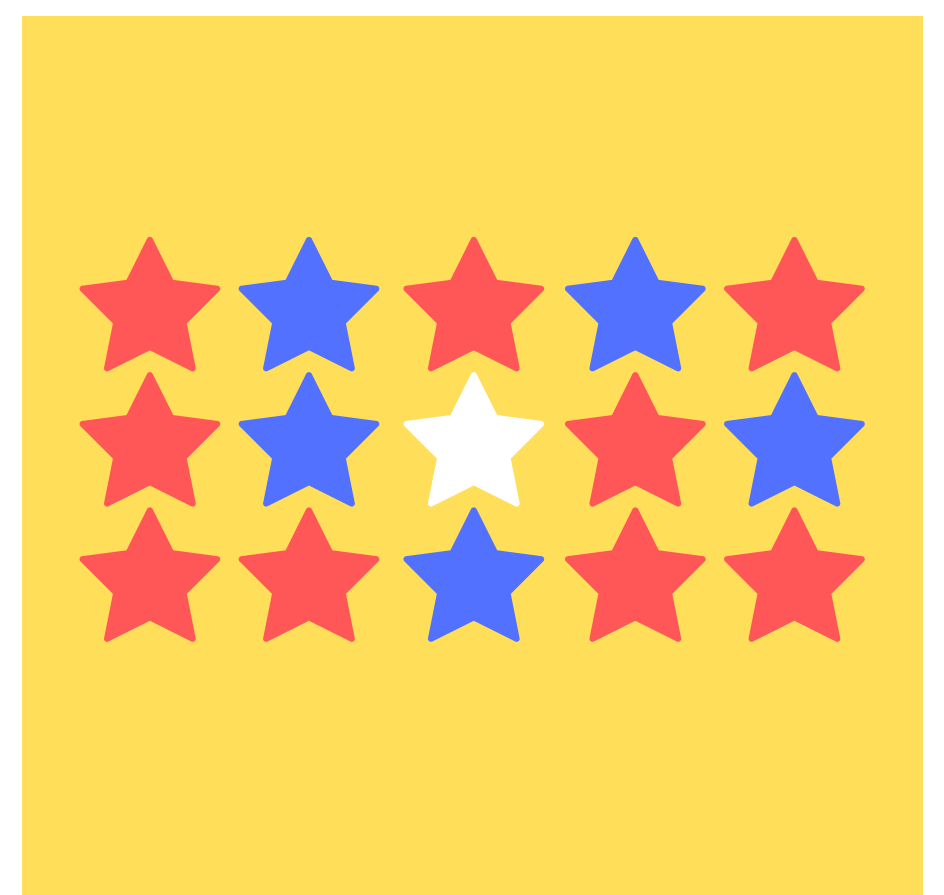
Work Backwards



Use objects



Guess and Check



Look for a pattern