## Problem Solving Strategies 4.14.c

The following are strategies that you can use to solve problems.

| Strategy                                 | When to use   | How to use   |
|--|---|--|
| Draw a diagram                           | Draw a diagram when a problem involves any relationships that you can represent visually.   | Draw a diagram that shows the given<br>information. Label any unknowns in your<br>diagram and look for relationships between<br>givens and unknowns.   |
| Look for a<br>pattern                    | Look for a pattern when a problem includes a series of numbers or diagrams that you need to analyze.                                      | Look for a pattern in any given information.<br>Apply, extend, or generalize the pattern to<br>help you solve the problem.                             |
| Guess, check,<br>and revise              | Guess, check, and revise when you<br>need a place to start or you want to see<br>what happens for a particular number.                    | Make a reasonable guess. Check to see if<br>your guess solves the problem. If it does not,<br>revise your guess and check again.                       |
| Act it out                               | Act out a problem that involves any relationships that you can represent with physical objects and movement.                              | Act out the problem, using objects described<br>in the problem or other items that represent<br>those objects.   |
| Make a list or<br>table                  | Make a list or table when you need to record, generate, or organize information.  | Generate a list systematically, accounting for<br>all possibilities. Look for relationships across<br>rows or down columns within a table.             |
| Solve a simpler<br>or related<br>problem | Solve a simpler or related problem<br>when a problem seems difficult and<br>can be made easier by using simpler<br>numbers or conditions. | Think of a way to make the problem easier.<br>Solve the simpler or related problem. Use<br>what you learned to help you solve the<br>original problem. |
| Work backward                            | Work backward when a problem gives you an end result and you need to find beginning conditions.   | Work backward from the given information<br>until you solve the problem. Work forward<br>through the problem to check your answer.                     |
| Break into parts                         | Break into parts when a problem cannot be solved all at once, but can be solved in parts or stages.                                       | Break the problem into parts and solve each part. Put the answers together to help you solve the original problem.                                     |

## EXAMPLE

## Fletcher baked brownies in a rectangular pan that measures 9 inches by 13 inches. He wants to cut rectangular brownies that are at least 2 inches on each side, with all brownies the same size. What is the greatest number of brownies Fletcher can cut?

Draw a diagram of the rectangular pan. Label the sides with their lengths. Think about each side of the rectangle.

 $9 \div 2 = 4.5$ , so cut 4 brownies along the 9 inch side. Check:  $9 \div 4 = 2.25$ , and 2.25 > 2.

13  $\div$  2 = 6.5, so cut 6 brownies along the 13 inch side. Check: 13  $\div$  6  $\approx$  2.17, and 2.17 > 2.

Use your diagram to count the brownies:  $4 \times 6 = 24$ .

The greatest number of brownies Fletcher can cut is 24.

