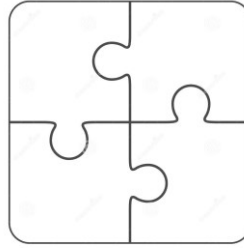


Problem Solving:

Identifying the problem

Year	Year 1
Lesson No. & Duration	Lesson: 12 Duration: 30-40 minutes
Learning Intentions	<ul style="list-style-type: none">• Students will understand that problems are part of everyday life• Students will understand what it is to be a problem solver• Students will learn that the first step to solving problems is to identify them• Students will practise identifying problems
Preparation	<ul style="list-style-type: none">• Print 'Problems are ok' worksheets (1 per student)• Print problem photos (1 copy)
Materials Required	<ul style="list-style-type: none">• Whiteboard markers• 'Problems are ok' worksheets• Me Tree Scrapbooks• Problem photos
Lesson Structure	<p>Task 1: (3-5 minutes) Group Discussion</p> <ul style="list-style-type: none">• Write the word 'PROBLEM' in large letters on the whiteboard• Ask the students to explain or define what a problem is. Write some of the key words or phrases on the whiteboard• Ask students 'who experiences problems?'. Explain that problems are normal and everyone experiences them every day. <p>Task 2: (15 minutes) Problems are ok</p> <ul style="list-style-type: none">• Students complete 'Problems are ok' worksheet and paste in their Me Tree Scrapbooks <p>Task 3: (5-7 minutes) Group Discussion</p> <ul style="list-style-type: none">• Draw a large square on the board and then draw 4 puzzle pieces within this. Here is an example you could copy:



- Ask students what a problem solver is. Write their answers around the outside of the puzzle.
- Explain that today students are going to learn the first step to solving a problem.

Task 4: (5-7 minutes) Melting Snowman

- Write the following sentences on the board:
_____ THE _____
- Play melting snow man to reveal the missing words NAME and PROBLEM.

SAMPLE

How to play - Draw a snow man on the board with the following features: base circle, middle circle and head circle, eyes, carrot for nose, smile, hat, scarf and twig arms. Students guess a letter. If the letter is in the blanks, write on the appropriate spaces. If the letter is not in the blanks, write it on the side and rub out one feature of the snowman. The aim of the game is for students to complete the sentence with as many parts of the snowman remaining or without melting the snowman!

- Explain that in order to solve a problem, the first thing we need to do is work out what the problem is!
- Write 'Name the problem' on one of the puzzle pieces on the board.

Task 5: (5-7 minutes) Name That Problem!

- Show the class the photos and read the corresponding scenarios one by one
- Ask students to name that problem after each
- Problem 1: Taylor has to bring in some special items to school tomorrow for show and tell, but she has lost the notice that says what to bring.
- Problem 2: Its nearly time for Jake to go to his friend Luca's birthday party! He is wrapping his present but runs out of sticky tape.
- Problem 3: Joey thought his mum said she would pick him up outside the school gate, but she is not there.

Problems are ok!



What are some problems you have had lately? Draw them in the boxes:

A large, empty rounded rectangular box with a red border, intended for drawing a problem.

SAMPLE

A second large, empty rounded rectangular box with a red border, intended for drawing another problem.

Problem #1:



Problem #2:



Problem #3:

