

Waldo's Dessert

1 After dinner, everyone goes for a walk, starting at seven o'clock. Waldo walks for five minutes. Dizzy walks for twenty minutes. Mango walks for fifteen minutes. Ruby walks for ten minutes. What time does each person finish their walk?



- a** Underline the question. **b** **Circle** the facts.
- c** What time does everyone start walking? _____ : _____
- d** What time does each person finish walking?

Waldo	Dizzy	Mango	Ruby
_____ : _____	_____ : _____	_____ : _____	_____ : _____

- f** **Circle** the person who comes back last.

2 Waldo cooks a dessert that takes 35 minutes. It goes in the oven at five past seven. What time did it come out?

- a** What time does it go in the oven? _____ : _____
- b** What time does it come out? _____ : _____

3 The dessert needs to cool for 15 minutes before eating. What time can they all sit down to eat dessert?

Critical thinking and problem solving

Mathseeds encourages children to solve problems and use higher level thinking throughout the program. These critical thinking and problem solving worksheets provide a growing toolkit of different strategies, using a simple structure that helps children grow in skills and confidence. The more experience children have with higher-level thinking, the more confidence they will gain to think logically, take risks, ask questions and apply reason. In turn, this will encourage them to communicate, explain and justify their mathematical reasoning.

Tackle each problem using this simple structure.

1. Read the question

Encourage children to read the question carefully.

2. Underline the question

What is the question asking them to do? In turn, children can ask their own questions such as: Is this an addition problem? Do I need to draw a shape? Am I being asked to measure something?

3. Circle the facts

Focus on the important facts needed to solve the problem: numbers, words or phrases.

4. Use a strategy to solve the problem

Think about how to solve the problem, which strategy will you use?

5. Evaluate

Encourage children to think about how they solved the problem; to check their answer and to share their solutions with a partner. Consider other ways or strategies they could have used to find a solution. This encourages children to reflect, to analyse, to ask questions and to explore alternate options.

Lesson 123 • Waldo's Dessert

The strategy used in this lesson is:

Make a list

Making a list helps children see all the possible answers and to then check that all answers have been found. In this kind of problem, it's useful to see all the answers arranged in a list. This makes comparing the different times simple and clear.

Some children may need an interactive clock to act out the changes of time.

Waldo's Dessert **Answers!**



1 After dinner, everyone goes for a walk, starting at seven o'clock. Waldo walks for five minutes. Dizzy walks for twenty minutes. Mango walks for fifteen minutes. Ruby walks for ten minutes. What time does each person finish their walk?

a Underline the question.

b Circle the facts.

c What time does everyone start walking? 7 : 00

d What time does each person finish walking?

Waldo <u>7</u> : <u>05</u>	<u>Dizzy</u> <u>7</u> : <u>20</u>	Mango <u>7</u> : <u>15</u>	Ruby <u>7</u> : <u>10</u>
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f Circle the person who comes back last.

2 Waldo cooks a dessert that takes 35 minutes. It goes in the oven at five past seven. What time did it come out?

a What time does it go in the oven? 7 : 05

b What time does it come out? 7 : 40

3 The dessert needs to cool for 15 minutes before eating. What time can they all sit down to eat dessert?

$$7:40 + 15 \text{ minutes} = 7:55$$

$$7:40 \xrightarrow{+5} 7:45 \xrightarrow{+5} 7:50 \xrightarrow{+5} 7:55$$