

Develop More Ways to Solve Two-Step Problems

Read and try to solve the problem below.

Alexa makes wooden animals called alebrijes. She has 16 animals and sells 6 of them. Then Alexa makes more animals. Now she has 18. How many more did Alexa make?



TRY IT



Math Toolkit

- connecting cubes
- counters
- 10-frames
- bar models
- number lines



DISCUSS IT

Ask your partner:

How did you get started?

Tell your partner:

At first, I thought . . .

Explore more ways to understand solving two-step word problems.

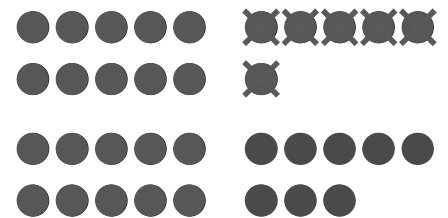
Alexa makes wooden animals called alebrijes. She has 16 animals and sells 6 of them. Then Alexa makes more animals. Now she has 18. How many more did Alexa make?

PICTURE IT

You can draw pictures.

Step 1: She has 16 animals and sells 6 of them.

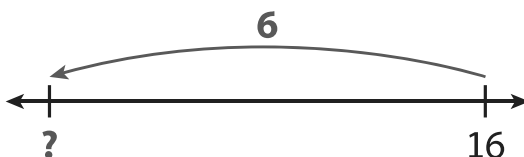
Step 2: Then Alexa makes more animals. Now she has 18.



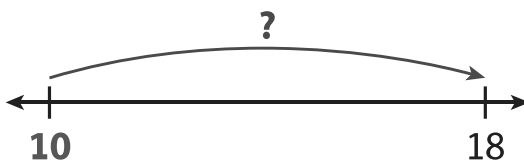
MODEL IT

You can use open number lines.

Step 1: She has 16 animals and sells 6 of them.



Step 2: Then Alexa makes more animals. Now she has 18.



CONNECT IT

Now you will use the **Try It** to help you understand more ways to solve two-step word problems.

- 1 Look at the number line in Step 1 of **Model It**.

Complete the equation. $16 - 6 = \dots\dots\dots$

- 2 Write an equation for Step 2.

$\dots\dots\dots + ? = \dots\dots\dots$

- 3 How many more animals did Alexa make? $\dots\dots\dots$
- 4 Explain how to solve a two-step problem.

5 REFLECT

Look back at your **Try It**, strategies by classmates, and **Picture It** and **Model It**. Which models or strategies do you like best for solving two-step word problems? Explain.

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