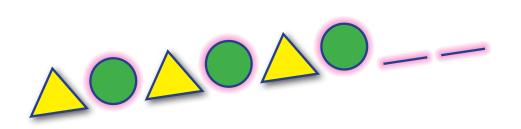
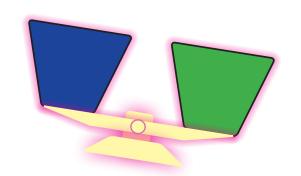
#### Sense of Number Visual Algebra Policy





Graphic Design by Dave Godfrey
Compiled by the Sense of Number Maths Team

For sole use within Sense of Number Primary School.

'A picture is worth 1000 words!' www.senseofnumber.co.uk





# Guide to using a Visual Algebra Policy

The Sense of Number Visual Algebra Policy provides a visual interpretation of the progression required across the Primary school to help children meet the objectives found within Domain 10: Algebra in the new National Curriculum.

A school branded VAP is created by Dave Godfrey for individual schools when the school logo and school name are added to the footer of each slide.

#### Typical uses:

Classroom: The slides are printed out (e.g. A4) and the appropriate slides are displayed within each classroom for continual reference or on a working wall.

Teacher Reference: The slides are printed out (e.g. 9 slides per A4 page) and inserted in the teacher's planning folder.

Parents: The slides are used to communicate to parents the school's approach to developing and teaching algebraic thinking.

Website: Selected slides from the VAP are inserted onto a school's maths webpages. (Please note: the VAP should not be made available for download.)





#### Sections in the Visual Algebra Policy

Introduction Slides

General Algebra Slides

<b>Pages</b>	Code	Years	Theme
9-14	AA	FS-Y4	Patterns and Sequences
<b>15-23</b>	AB	<b>Y1-Y6</b>	Counting Sequences
<b>24-31</b>	AC	<b>Y1-Y6</b>	Number Shapes (patterns & sequences)
<b>32-37</b>	AD	<b>Y1-Y6</b>	Abacus (patterns & sequences)
38-56	AE	<b>Y1-Y6</b>	Function Machines
<b>57-69</b>	AF	<b>Y4-Y6</b>	Graphing Sequences
<b>70-73</b>	AG	<b>Y1-Y4</b>	Balancing Stacks
<b>74-92</b>	AH	<b>Y1-Y6</b>	Balancing Equations
93-98	A	<b>Y4-Y6</b>	Formulae
99-103	AJ	<b>Y5-Y6</b>	Algebra Word Problems





#### Year Groups: Specific Slide Locations

Section	<b>Y1</b>	<b>Y2</b>	<b>Y3</b>	Y4	<b>Y</b> 5	<b>Y6</b>
A: Patterns and Sequences	9-11	11-15				
B: Counting Sequences	15-16	17	-18	19-21	20	-23
C: Number Shapes (P&S)	24	25	26,27		28	-31
D: Abacus (P&S)	3	2 33		-35	36,37	
E: Function Machines	38	39-43	44-47	48-51	<b>52</b>	53-56
F: Graphing Sequences				57,58	59-63	61-69
G: Balancing Stacks	70	70,71	72	73		
H: Balancing Equations	74-76	77,78	79	79,80	81-83	84-92
I: Formulae		<u> </u>		93-95	96	-98
J: Algebra Word Problems					99.	-103



#### Seeing a Sequence

A: Count



**B:** Pattern

BBG BBG BBG

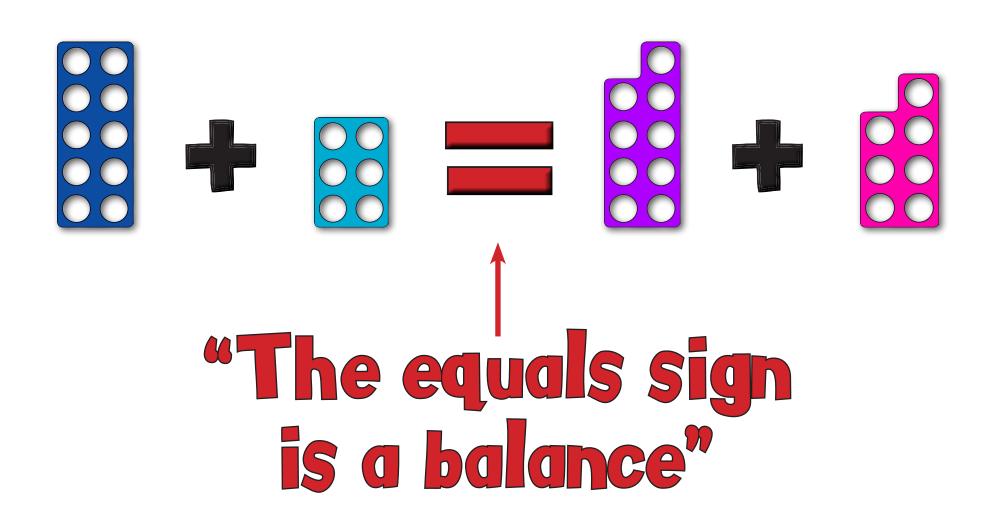
C: Terms of Sequence

labeling the position of the greens

term count

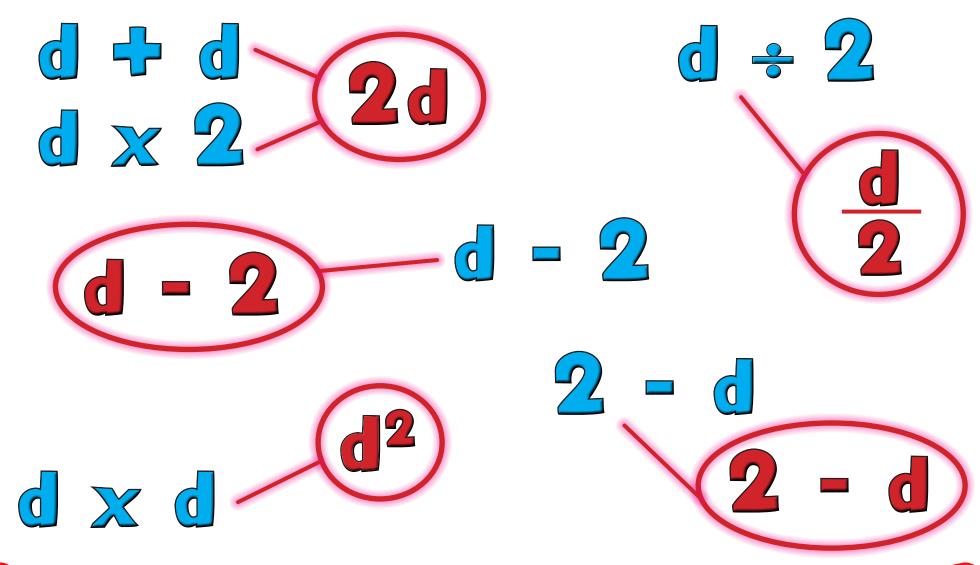
		1			2			3		
1	2	3	4	5	6	7	8	9	10	
		3			6			9		

#### Equals Sign is a Balance





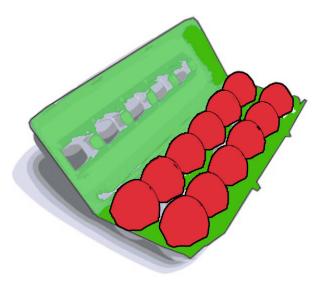
#### Algebraic Notation







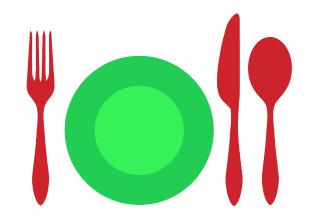
#### Letters in Algebra



<b>e</b>	121	

**Number of Eggs Number of Full Boxes** 

	e	12	24	36	<b>12b</b>
)	Ь	1	2	<b>33</b>	<b>e</b> 12



$$c = 3p$$

Number of pieces of cutlery

Number of place settings

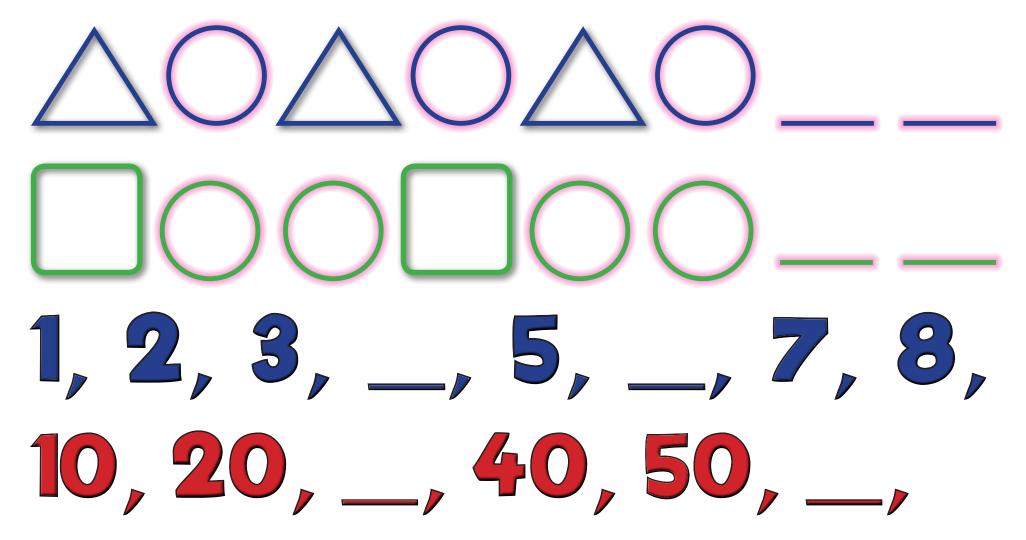
J	C	3	6	9	<b>3</b> p
5	P	1	2	97)	3

In Algebra letters are variables!





### AA: Patterns & Sequences What are the missing terms?







### AA: Patterns & Sequences 1 What are the missing terms?

10, 15, 20, \_\_\_, 2, 20, \_\_, 18,





AA: Patterns & Sequences
what are the missing terms?

1, \_\_, 4, \_\_, 7, \_\_,

37, 39, \_\_, 43, 45, \_\_,

180, 170, \_\_\_, 150, 140, \_\_\_,



AA: Patterns & Sequences

2b

What are the missing terms?

1, 4, \_\_, 13, 16, \_\_, \_\_,

5, 9, \_\_, 17, \_\_, 25,

36, 42, \_\_, 54, 60, \_\_,





AA: Patterns & Sequences
What are the missing terms?

1,4,9,\_,36,49,

3, 6, 10, 15, \_\_,

1, 5, 9, 13, \_\_, \_\_, \_\_,



AA: Patterns & Sequences

3/4

What are the missing terms?

12, 8, 4, 0, \_\_, -12,

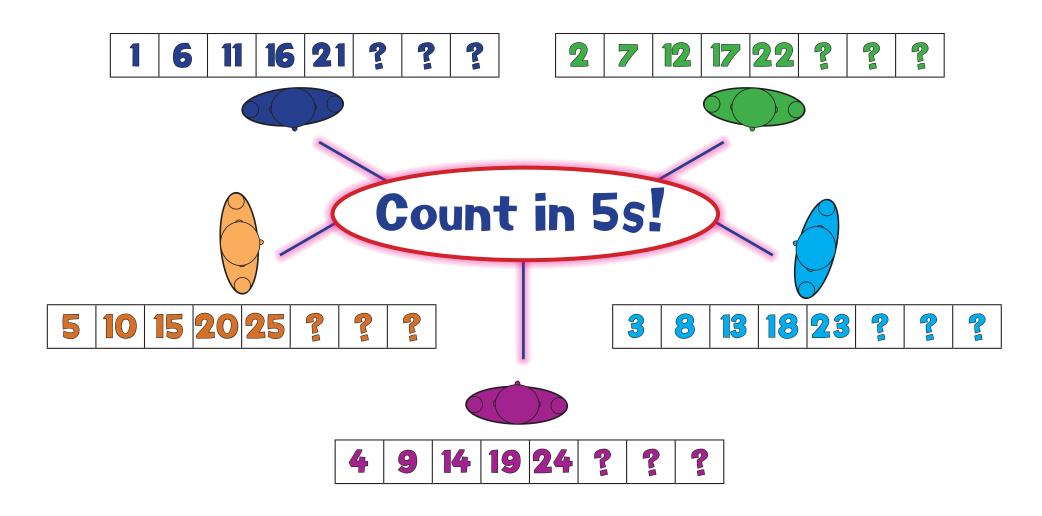
5, 3, 1, \_\_, -5, -7,





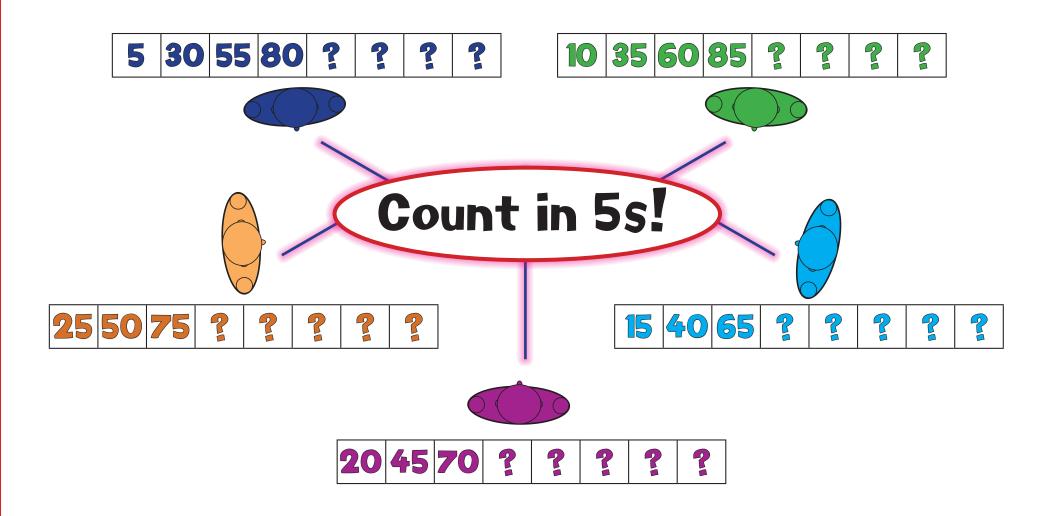
### AB: Counting Sequences 1/20 \*\*Whe is soing to 2027

"Who is going to say 30?"



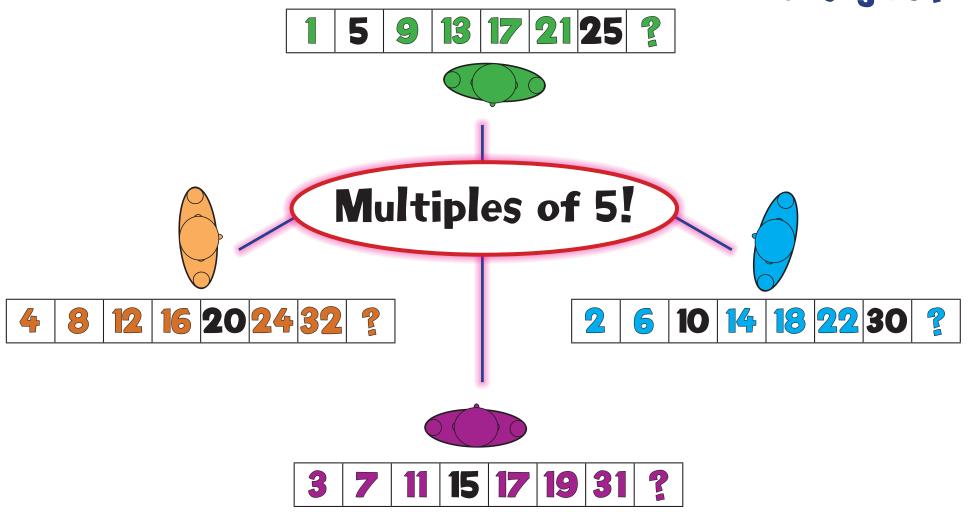
### AB: Counting Sequences 1/2b \*Whe is soing to see 1002

"Who is going to say 100?"



### AB: Counting Sequences 2/3a Who is going

"Who is going to say 35?"



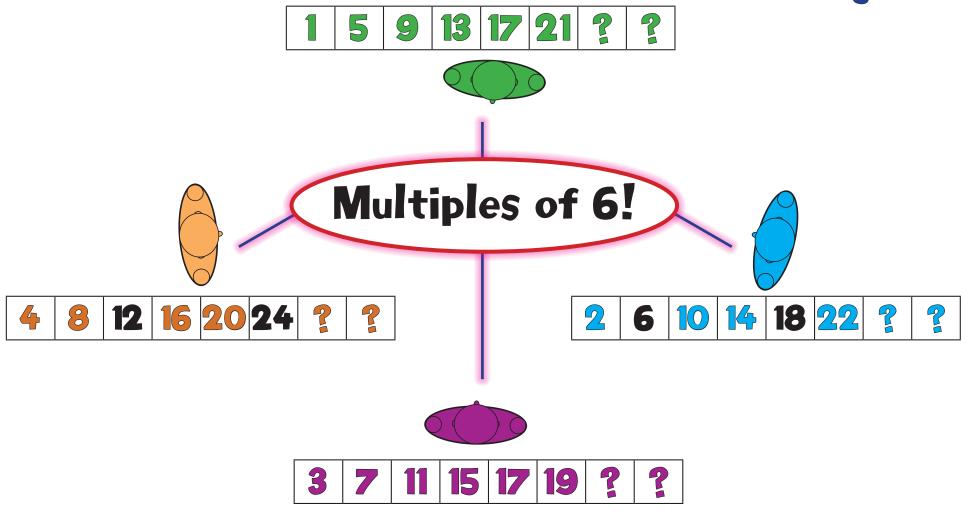
#### AB: Counting Sequences 2/3b"Who is going to say 39?" 75 Count in 4s! 18 2 less than counting in 4s Counting in 4s 1 less than counting in 4s





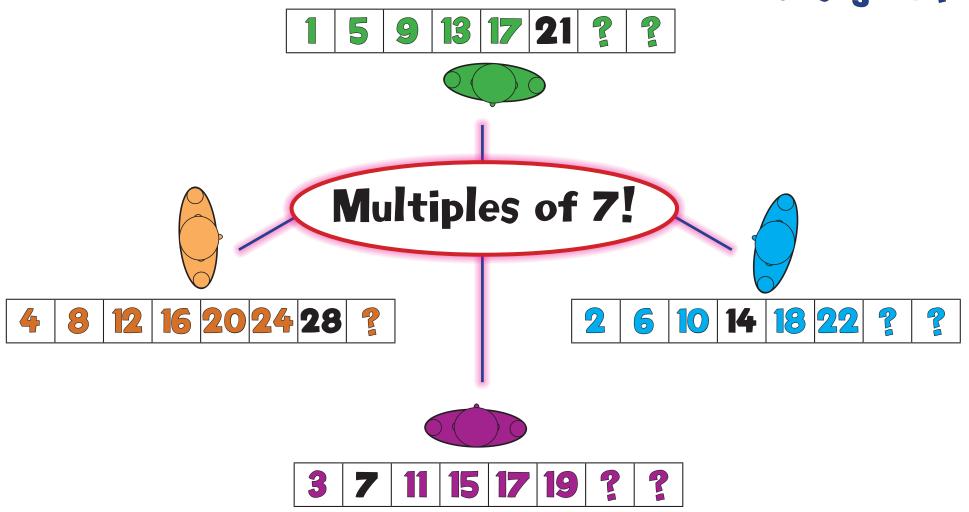
### AB: Counting Sequences Who is going

"Who is going to say 60?"



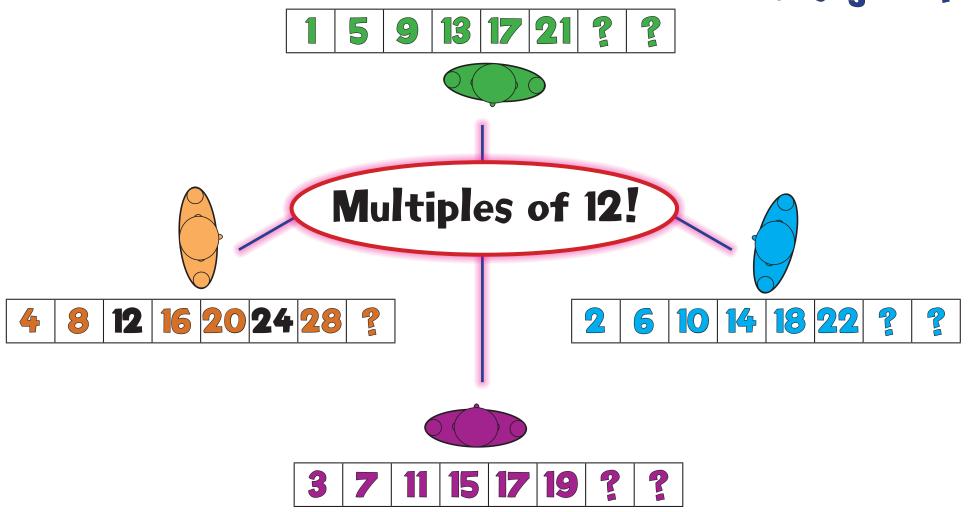
### AB: Counting Sequences 4/5a Who is going

"Who is going to say 70?"



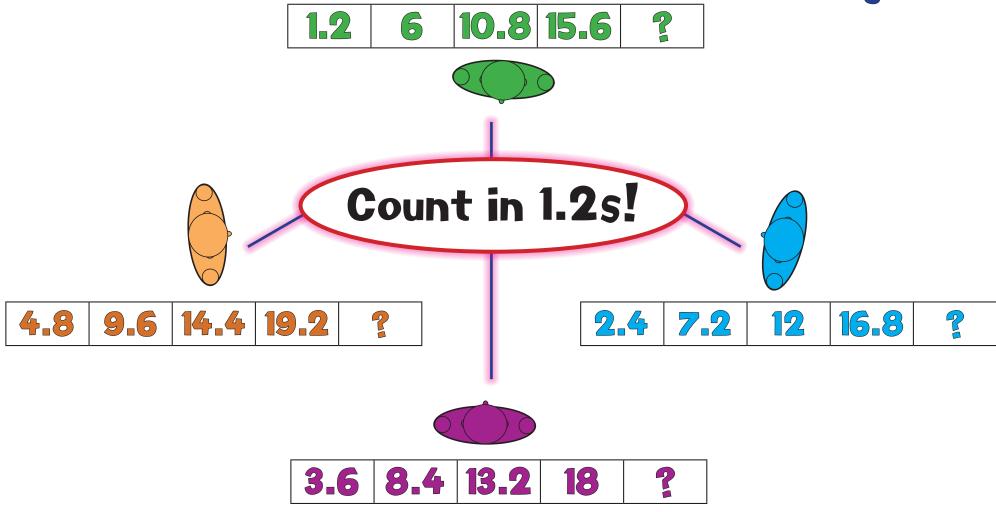
### AB: Counting Sequences 4/5b Who is going

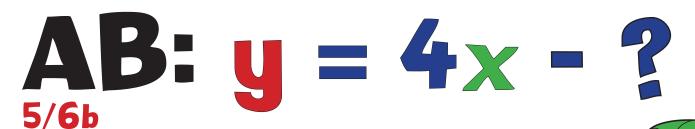
"Who is going to say 144?"



### AB: Counting Sequences Who is going

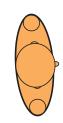
"Who is going to say 24?"





"Who is going to say 39?"

		y		4 <sub>X</sub>	- 3	3	Q(	
X	1	2	3	4	5	6	7	8
IJ	1	5	9	13	17	21	21	?



#### Count in 4s!



$$y = 4x - 2$$

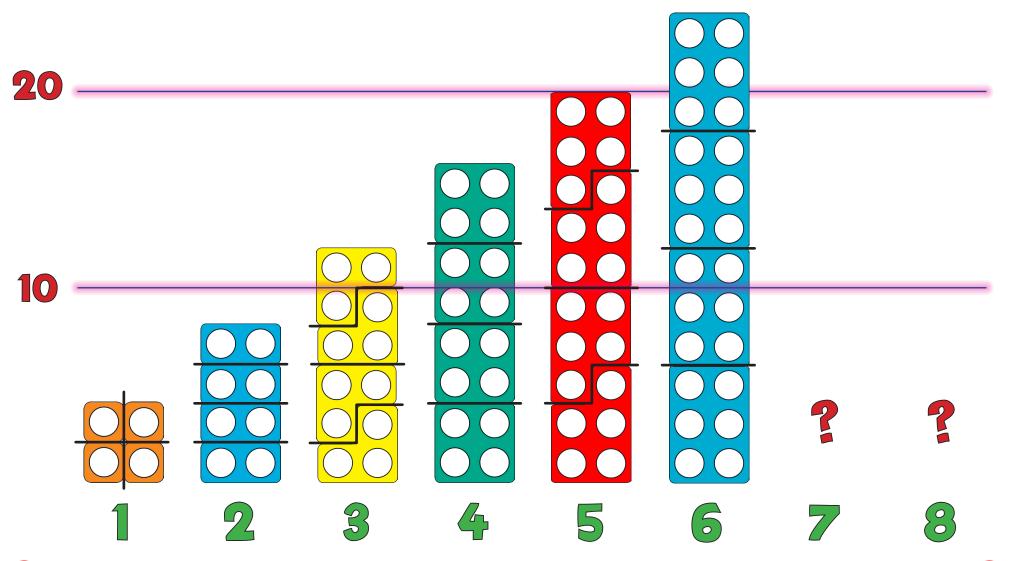
X	1	2	3	4	5	6	7	8
y	2	6	10	14	18	22	2	2

$$y = 4x - 1$$

X	1	2	3	4	5	6	7	8
y	3	7	11	<b>15</b>	<b>17</b>	19	21	21

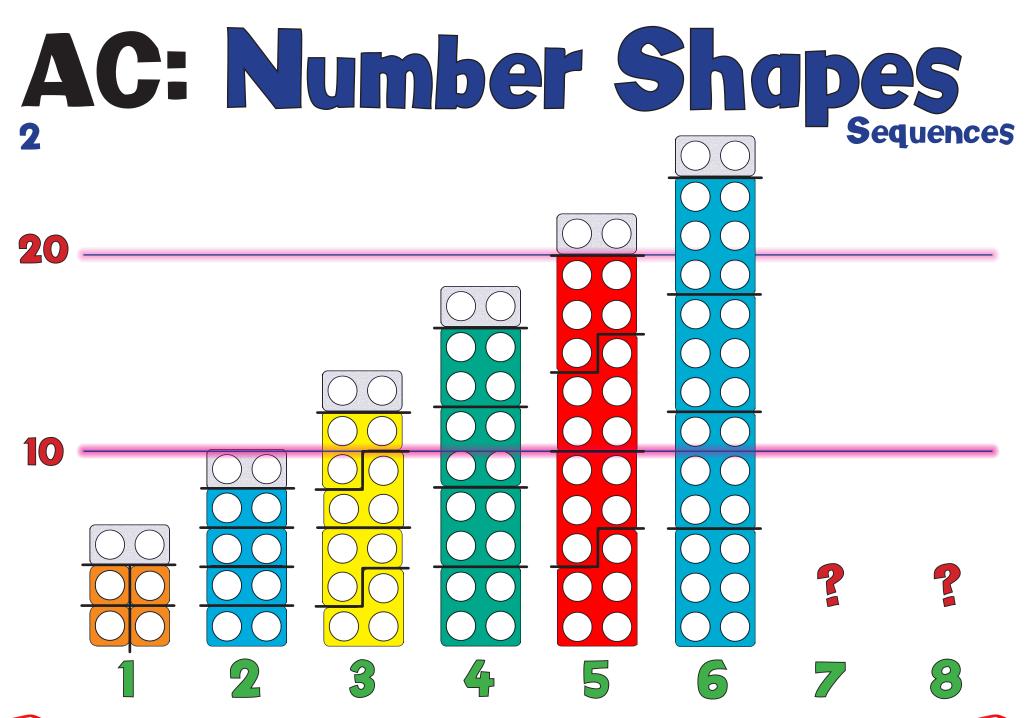


## AC: Number Shapes sequences





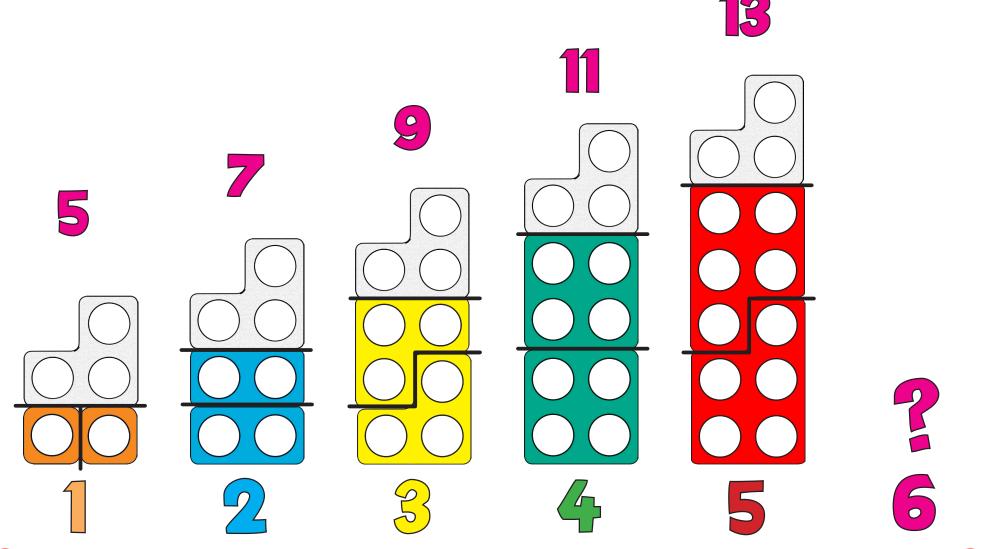








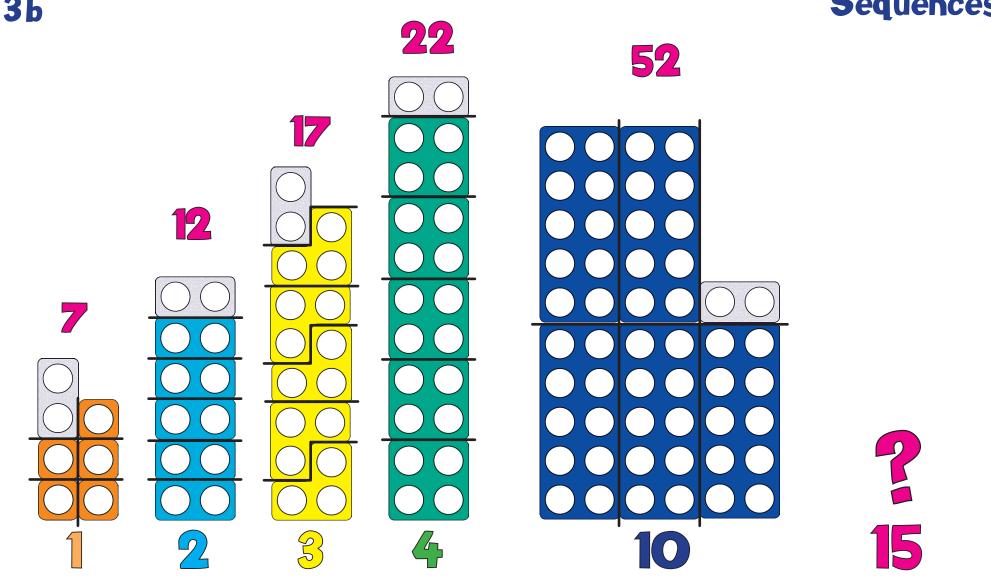
# AC: Number Shapes sequences





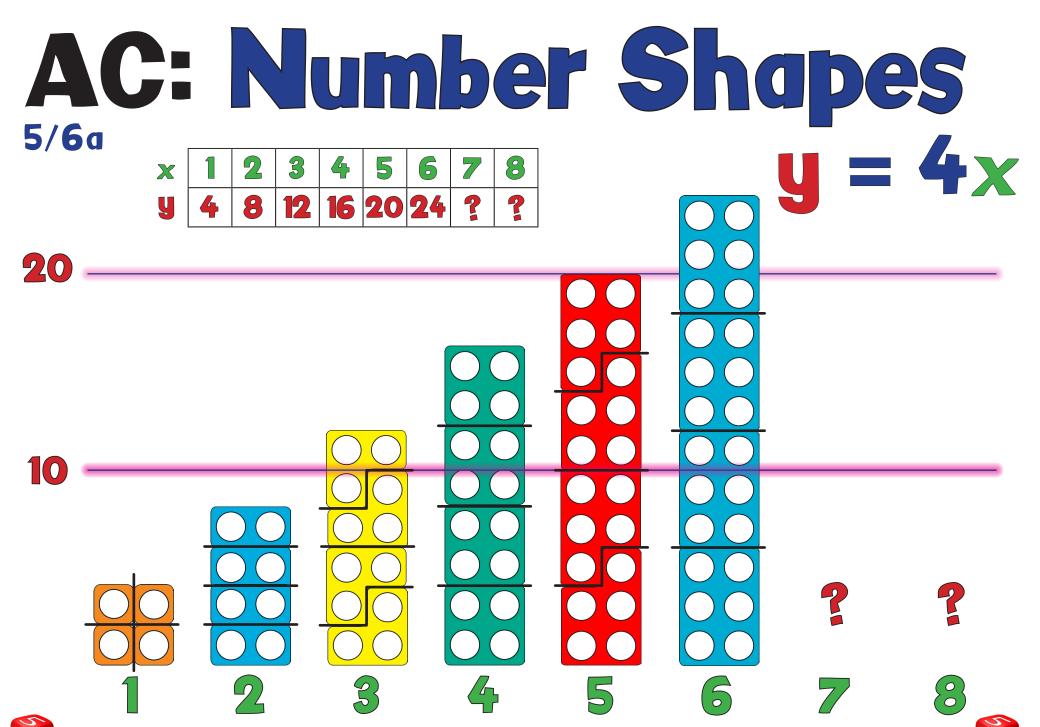


# AC: Number Shapes sequences



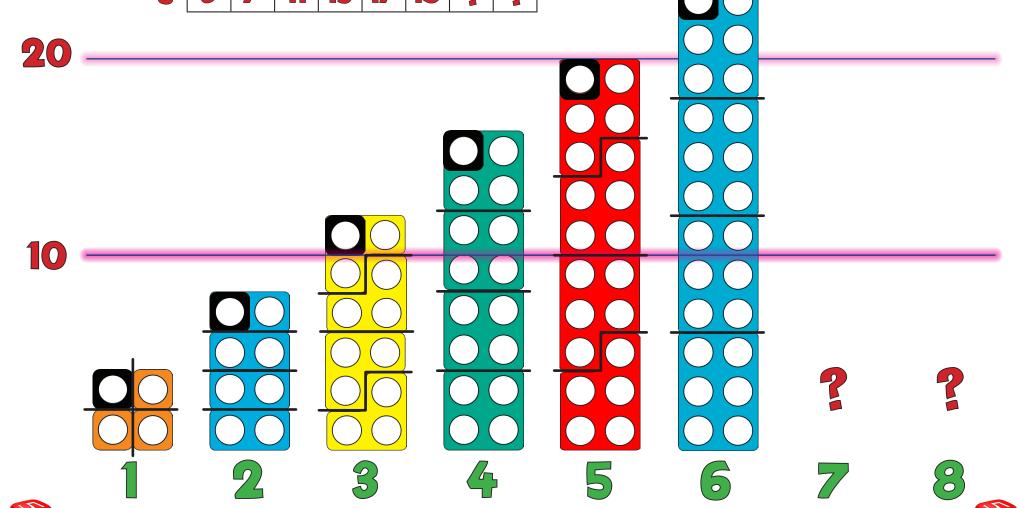








x 1 2 3 4 5 6 7 8 y 3 7 11 15 17 19 ? ? y = 4x - 1

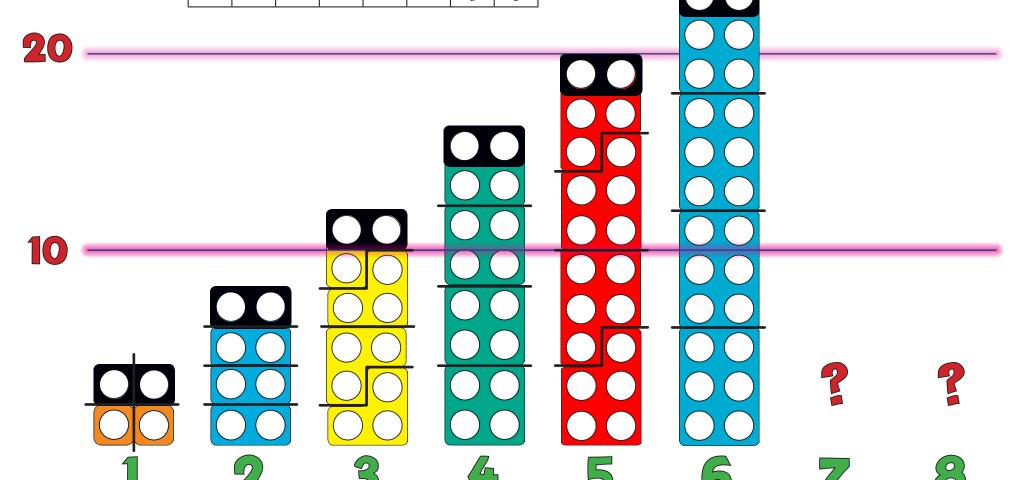




5/6c

X	1	2	3	4	5	6	7	8
y	2	6	10	14	18	22	?	?

 $\mathbf{y} = \mathbf{4x} - \mathbf{2}$ 



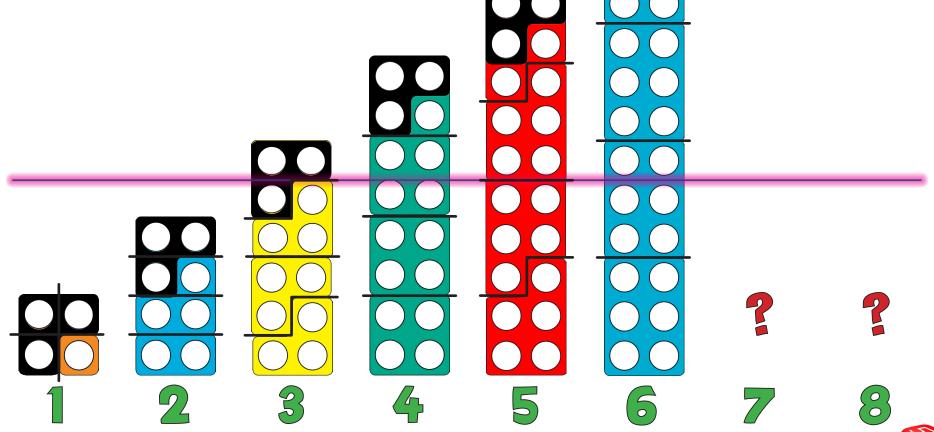


5/6d

X	1	2	3	4	5	6	7	8
y	1	5	9	13	17	21	?	?

y = 4x - 3

20







#### AD: Abacus

1	<b>*</b>	3
2	<b>→</b>	6
3	<b>→</b>	9
4	$\rightarrow$	12
5	<b>→</b>	15
6	<b>→</b>	18

	3
	6
	9
	12
	<b>15</b>
	18
	?
	?
	2
	?

#### AD: Abacus 3/4a

u = 3x

X	<b>x3</b>	y
1	<b>→</b>	3
2	<b>—</b>	6
3	<b>→</b>	9
4	<b>→</b>	12
5	<b>→</b>	15
6	<b>→</b>	18

3
6
9
12
15
?
7

#### AD: Abacus 3/4b

y = 3x

X	x3	y
1	<b>→</b>	3
2	<b>†</b>	6
3	<b></b>	9
4	<b>—</b>	12
5	<b>→</b>	15
6	<b>→</b>	18

-
000
-
-
-000
-000
-
-

3	
6	$\triangle$
9	$\triangle\triangle$
12	$\triangle\triangle\triangle$
<b>15</b>	$\triangle \triangle \triangle \triangle \triangle$
18	$\triangle \triangle \triangle \triangle \triangle \triangle$
?	$\triangle \triangle \triangle \triangle \triangle \triangle \triangle$
?	$\triangle \triangle \triangle \triangle \triangle \triangle \triangle \triangle$
?	$\triangle\triangle\triangle\triangle\triangle\triangle$
?	



#### AD: Abacus 3/4c

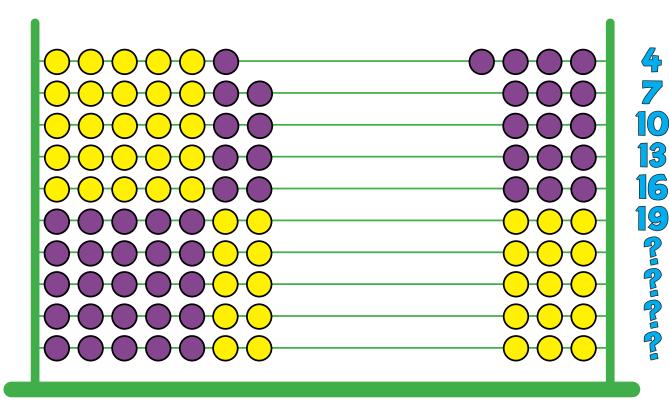
$$y = 3x + 1$$

4
7
10
13
16
19

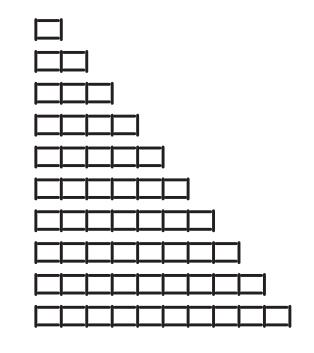
X	x3	y	+1	Ų
1	<b>—</b>	3	<b></b>	4
2	<b></b>	6	<b></b>	7
3	<b>→</b>	9	<b></b>	10
4	<b>→</b>	12	<b>—</b>	13
5	<b>→</b>	15	<b></b>	16
6	<b>—</b>	18	<b></b>	19

#### AD: Abacus 5/6

$$y = 3x + 1$$



X	<b>x3</b>	y	+1	<b>5</b>
1	<b></b>	3	<b></b>	4
2	<b></b>	6		7
3	<b>→</b>	9	<b>-</b>	10
4	<b>→</b>	12	<b>-</b>	13
5	<b>→</b>	15	<b>—</b>	16
6	<b>→</b>	18	<b></b>	19

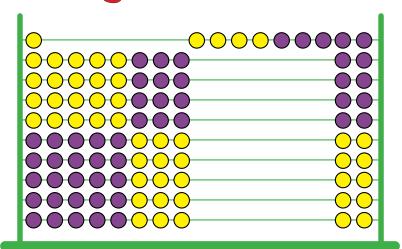




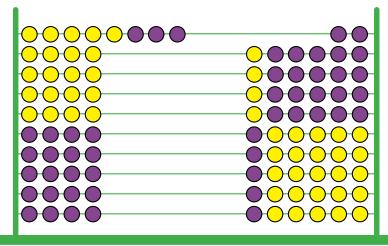


### AD: Abacus

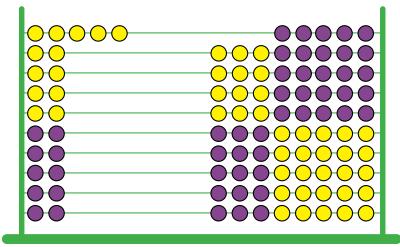
$$y = 5x + 3$$



$$y = 2x + 7$$



$$y = 6x - 4$$

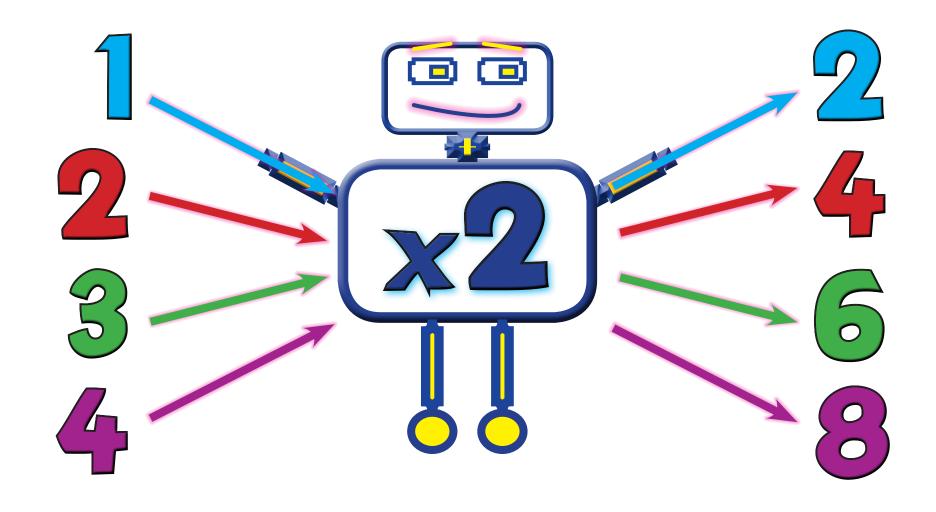


$$y = 8x - 3$$





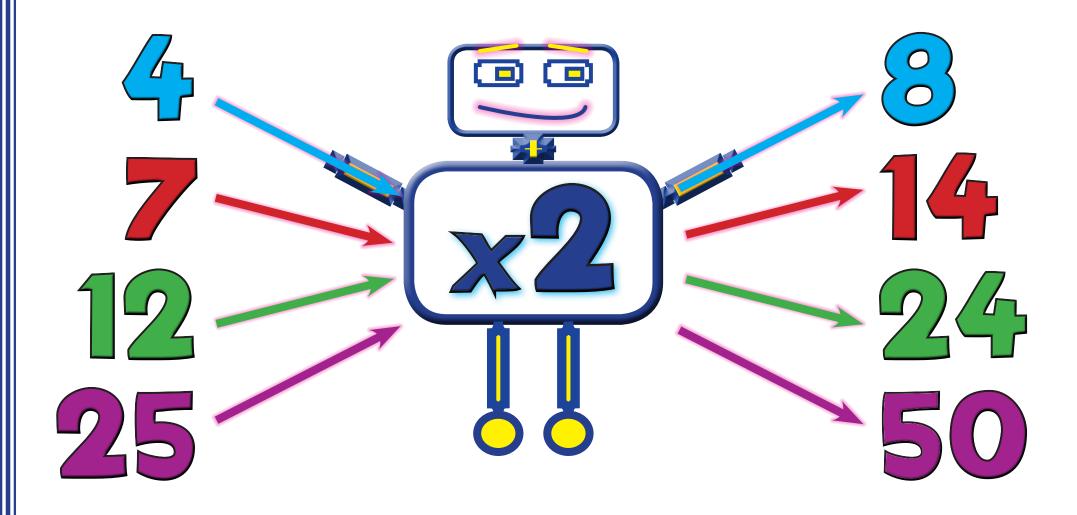
### AE: Doubling Machines **Numerical Order**







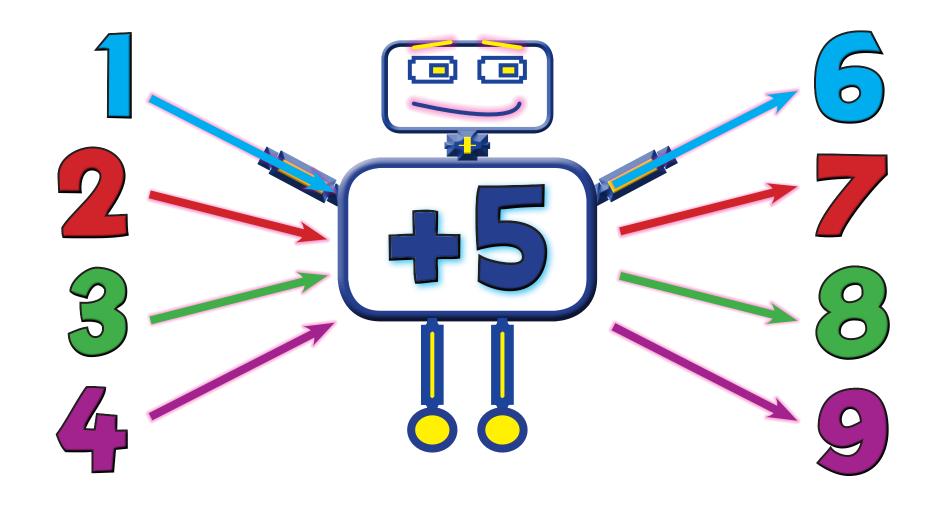
### AE: Doubling Machines Random



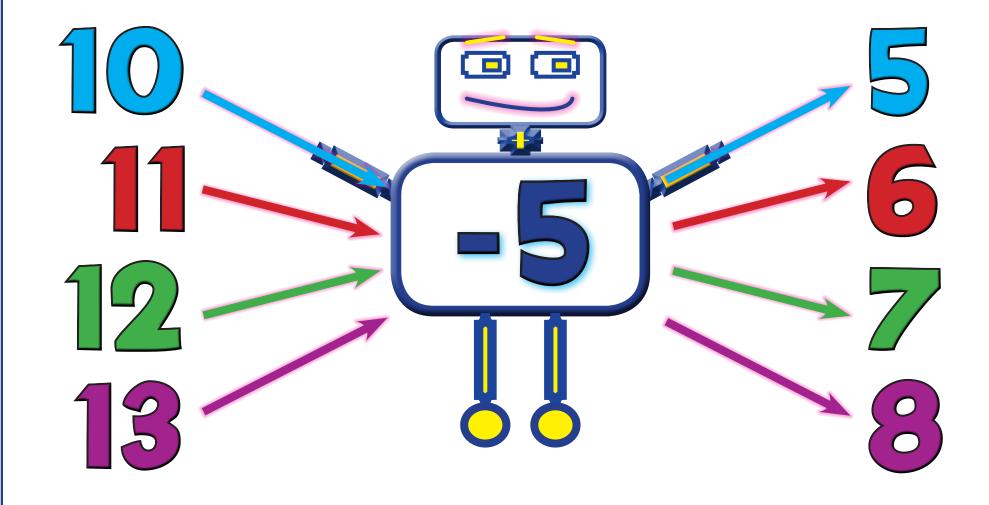




### AE: Function Machines **Numerical Order 2**b

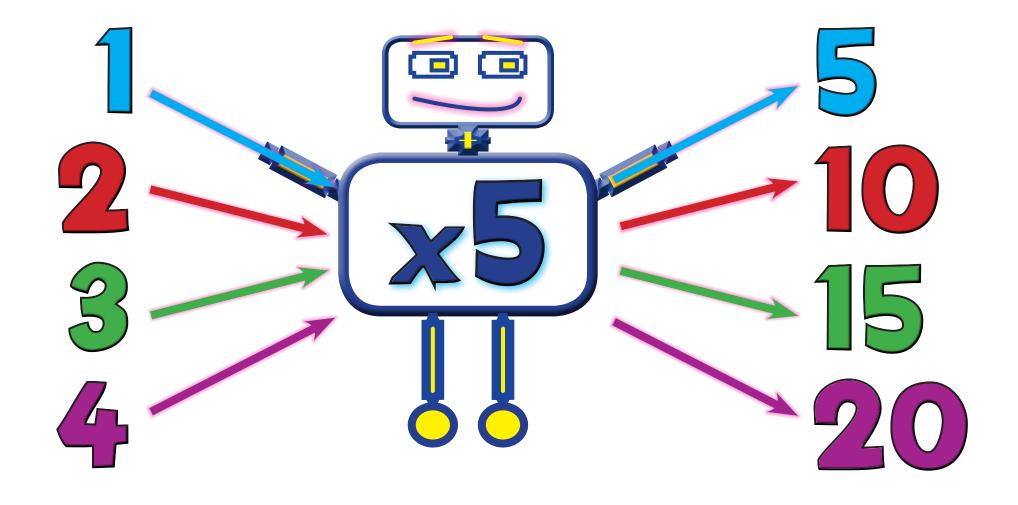


### AE: Function Machines **Numerical Order**





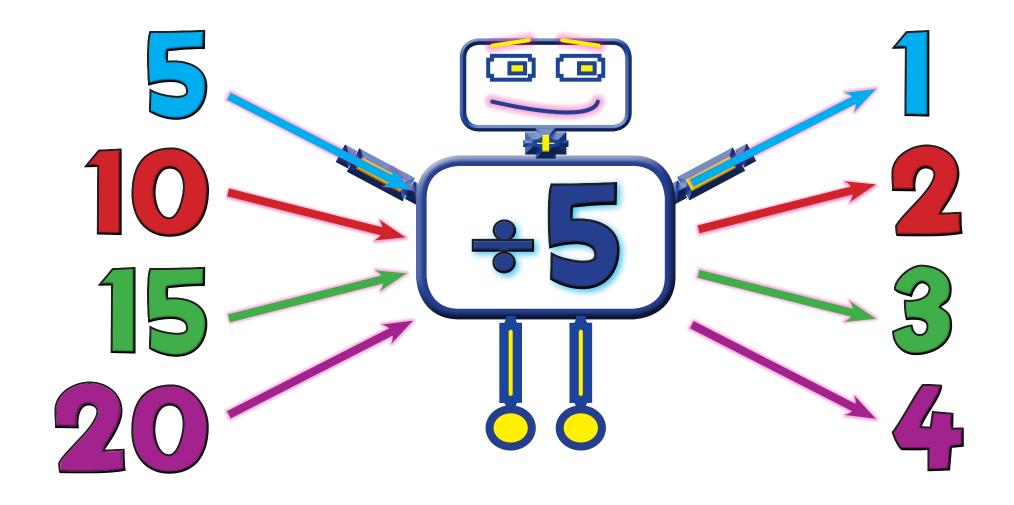
### AE: Function Machines **Numerical Order 2**d





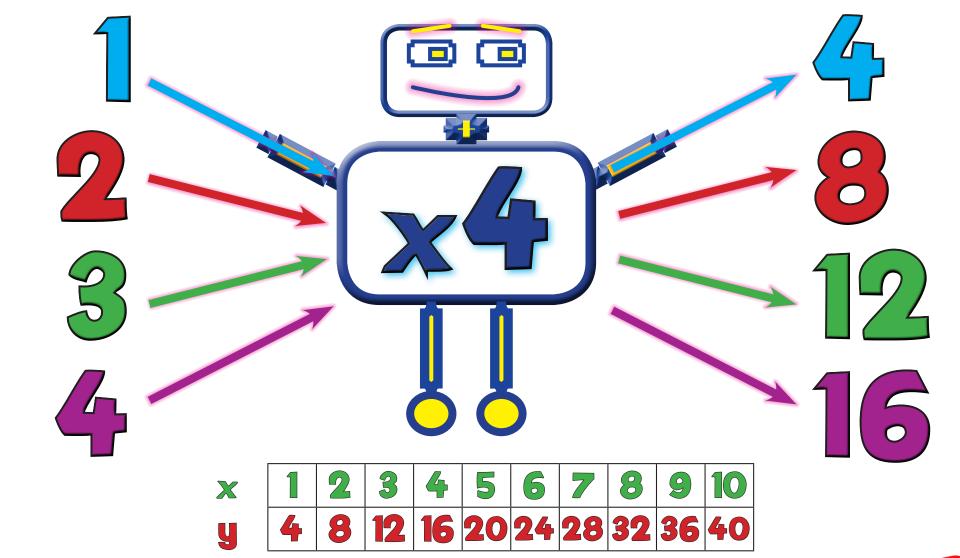


**Numerical Order** 



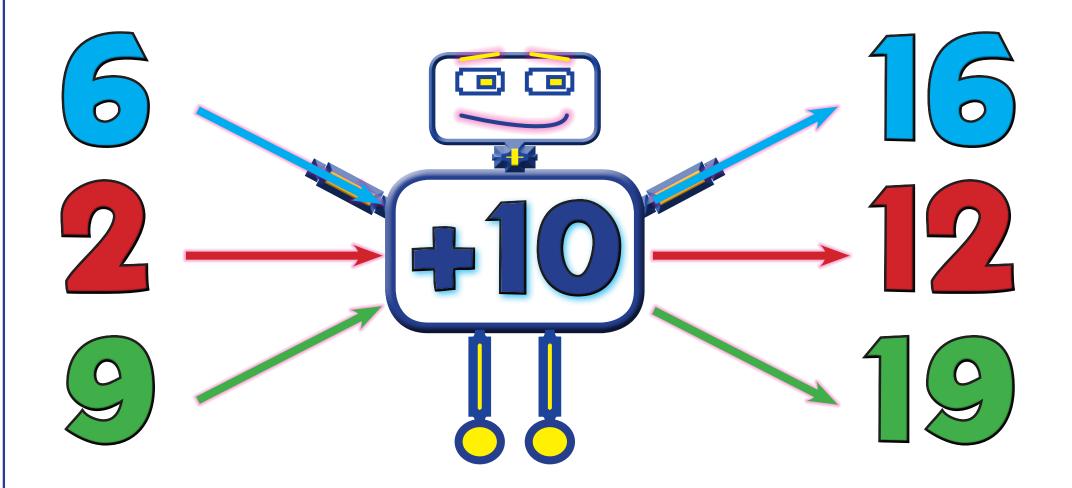


**Numerical Order 3**a



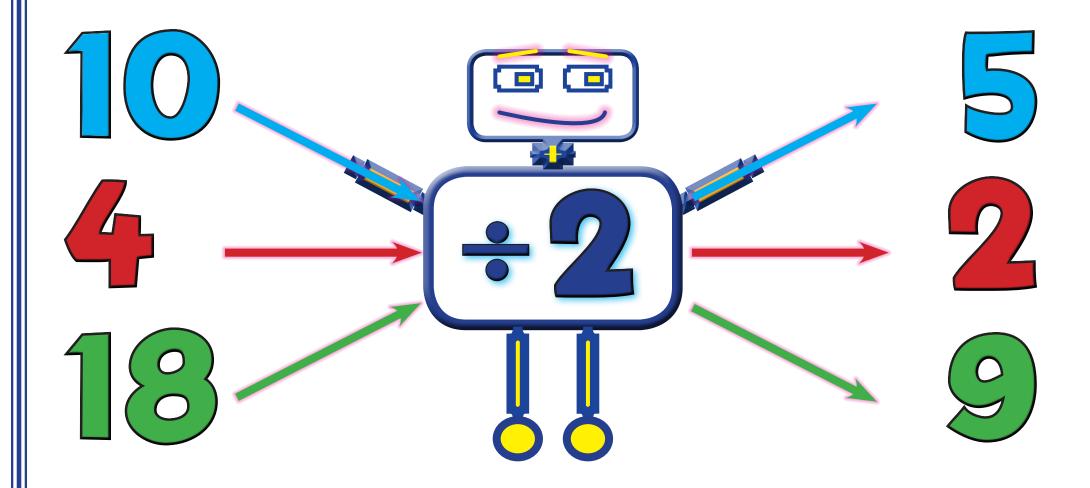


### AE: Function Machines **3**b Random





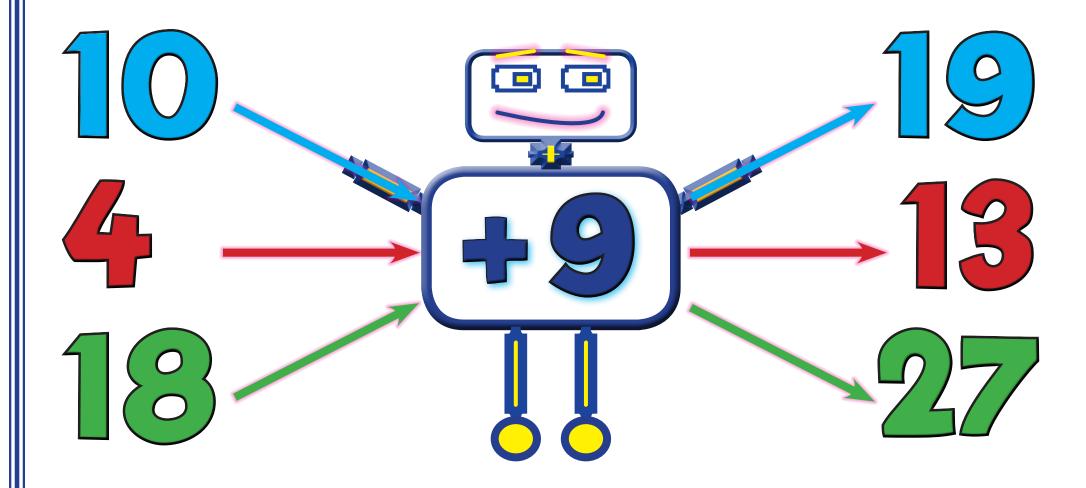
### AE: Function Machines Random 3c







### AE: Function Machines **3**d Random

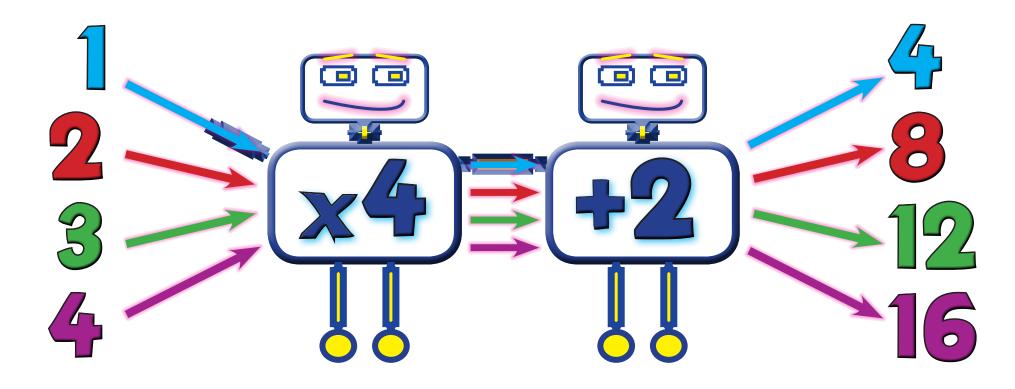






**4**a

**Numerical Order** 

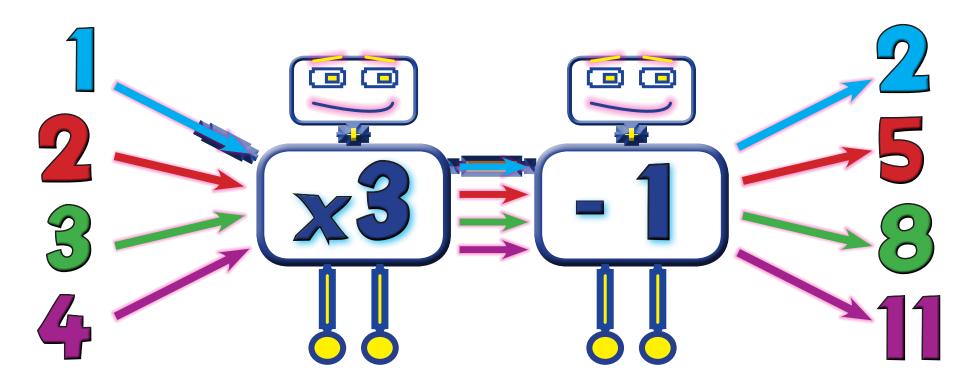


X
<b>x4</b>
10

1	2	3	4	5	6	7	8	9	10
4	8	12	16	20	24	28	<b>32</b>	36	40
6	10	14	18	22	26	30	34	38	<b>42</b>



4b Numerical Order

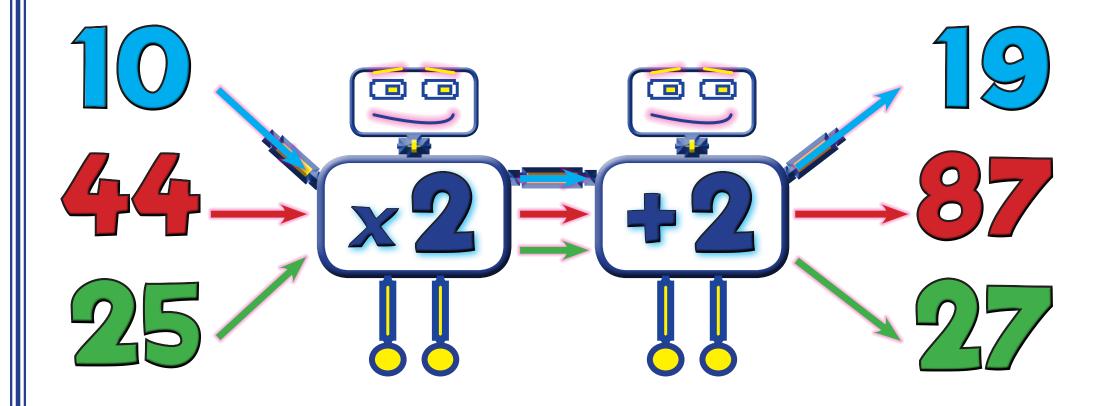


X	1	2	3	4	5	6	7	8	9	10
<b>x3</b>	3	6	9	12	15	18	21	24	<b>27</b>	30
-1	2	5	8	11	14	17	20	23	26	29



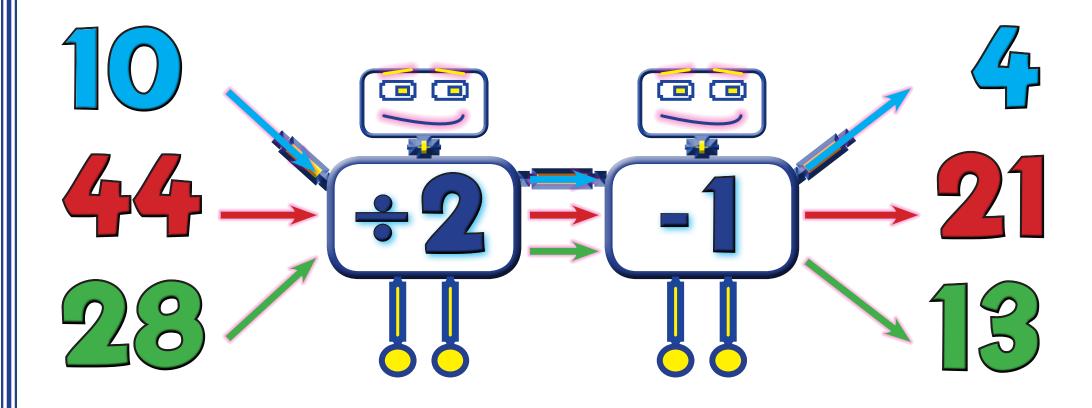


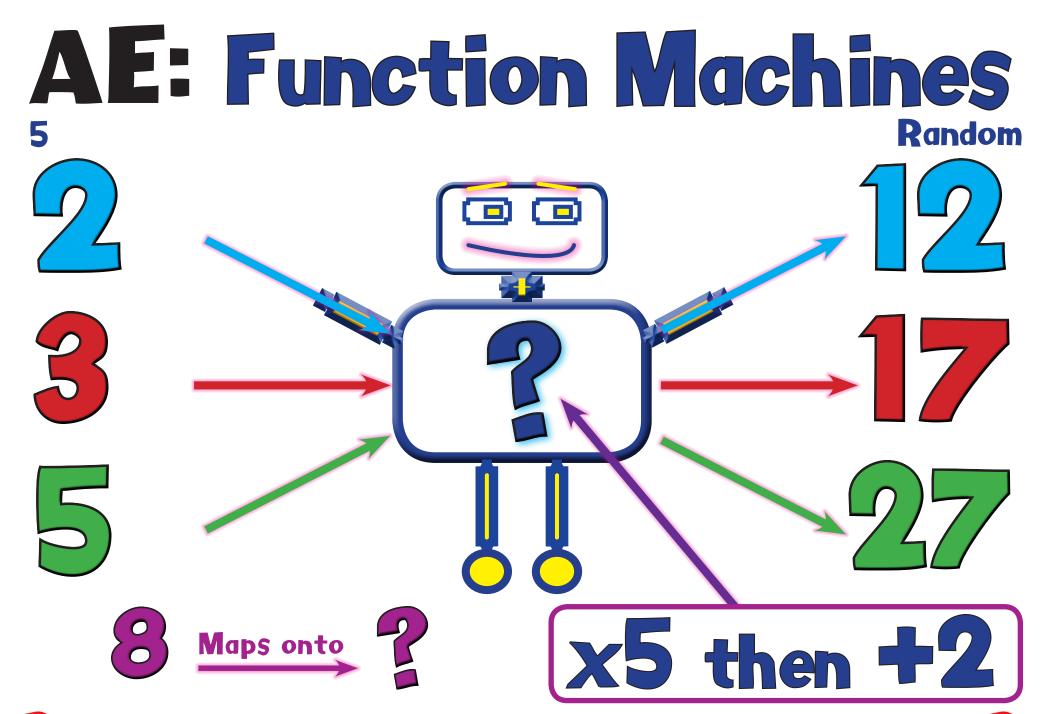
### AE: Function Machines Random





### AE: Function Machines 4d Random









# AE: Function Machines x5 then +2 Maps onto





**6**b

Guardian of the Rule



Maps onto 52











Here's the Guardian's nth term Rule!





**6**c

Guardian of the Rule



Maps onto











Here's the Guardian's nth term Rule!







**6**d

Guardian of the Rule













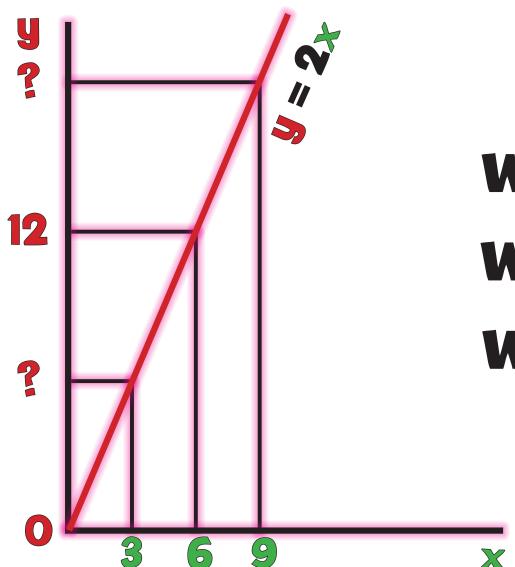


Here's the Guardian's nth term Rule!





### AF: Times Tables on a Graph



When x is 3, y is ? When x is 6, y is 12When x is 9, y is ?

## AF: Terms of a Sequence

**First** 100th 10th Term Term Term 5

First Term is

Step Size is

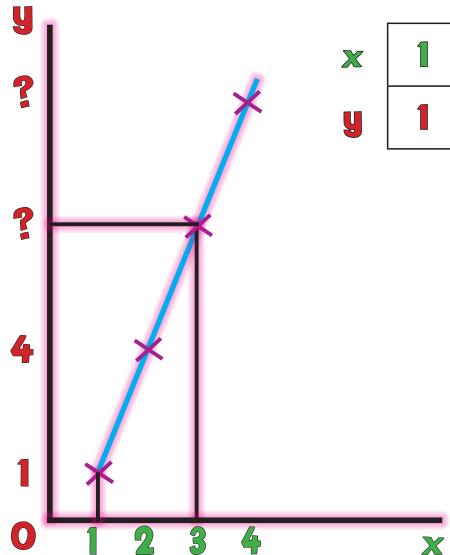
10th Term will be

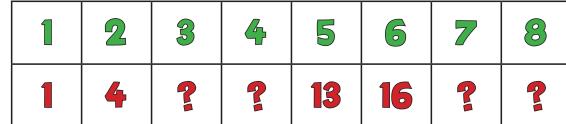
100th Term will be

Hint: Compare the sequence to the step size times-table



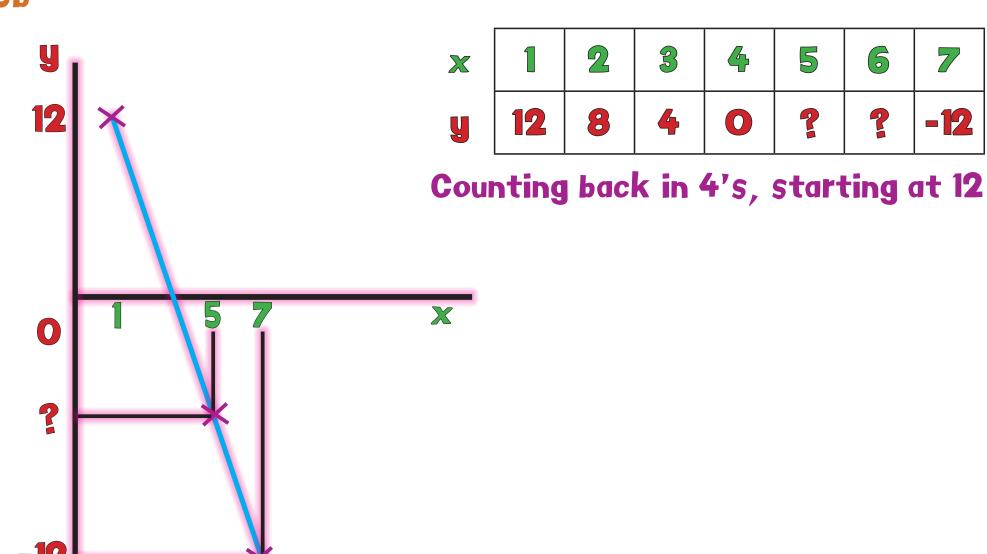
## AF: Graphing a Sequence



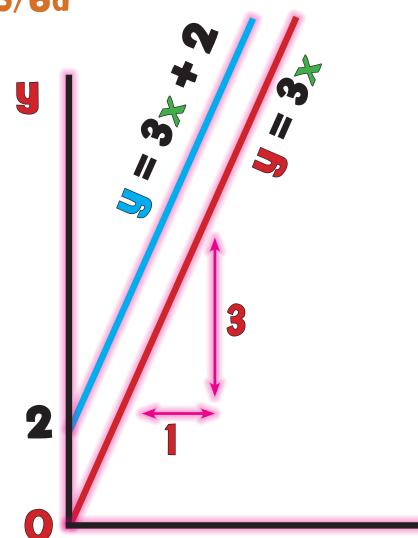


Counting on in 3's, starting at 1

## AF: Graphing a Sequence



### AF: Shifting '3 Sequence' 5/6a



X	1	2	3	4	<b>→</b>	h
y = 3x	3	6	9	12	<b>†</b>	h
y = 3x + 2	5	8	11	14	<b></b>	h

### Each term moves on 2!

### AF: Terms of a Sequence 5/6c

**First** nth Term Term 5

First Term is

Step Size is

10th Term will be

nth Term will be

Hint: Compare the sequence to the step size times-table



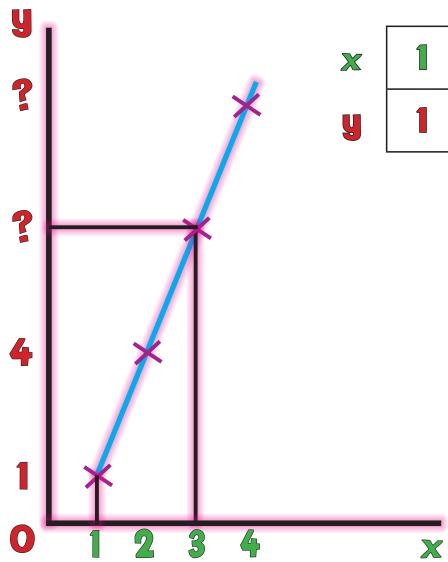
## AF: Negative Sequence

×		1	2	<b>\$7</b>	4	5	<b>—</b>	10	h
y	12	10	8	6	4	2			

Counting back in 2's, starting at 10

$$y = -2x + 12$$

## AF: Graphing a Sequence

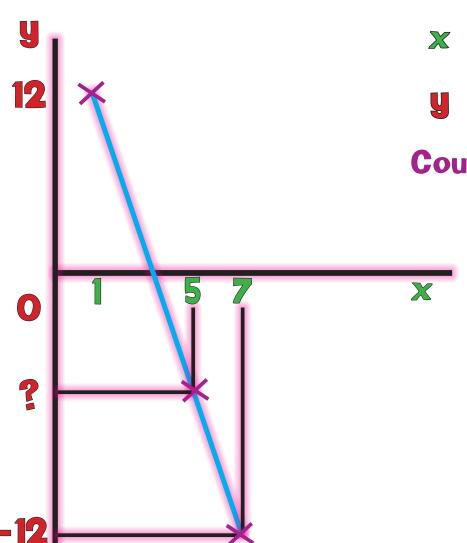


1	2	(T)	4	5	6	7	8
1	4	2		13	16	?	?

Counting on in 3's, starting at 1

$$y = 3x - 2$$

## AF: Graphing a Sequence

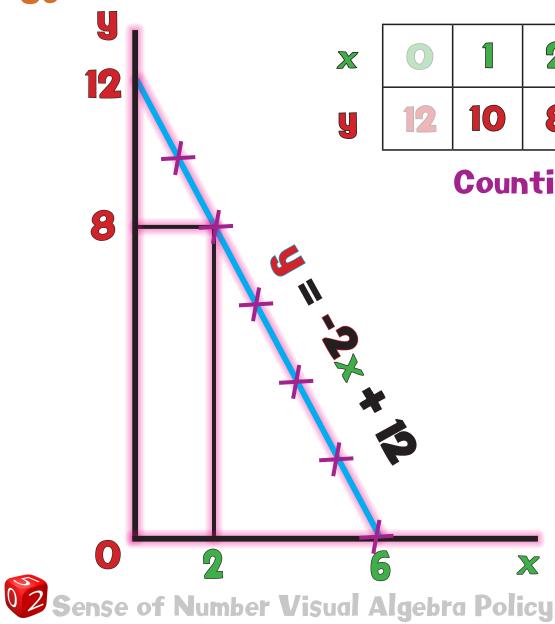


						7
12	8	4	0	?	7	-12

Counting back in 4's, starting at 12

$$y = -4x + 16$$

## AF: Negative Sequence

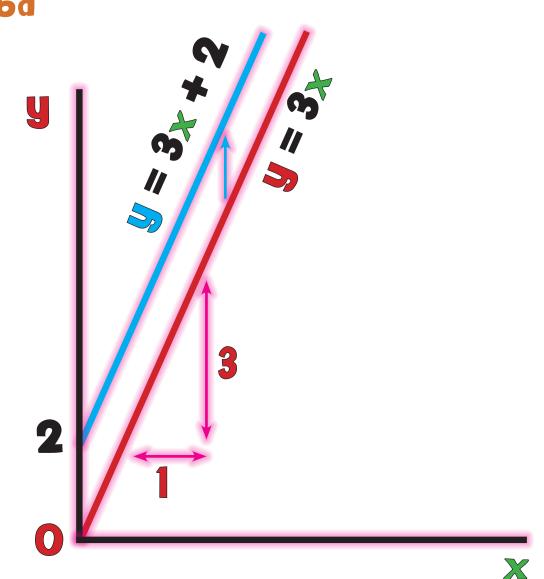


	1	2	3	4	5	<b></b>	10	h
12	10	8	6	4	2	<b>→</b>		

Counting back in 2's, starting at 10

$$y = -2x + 12$$

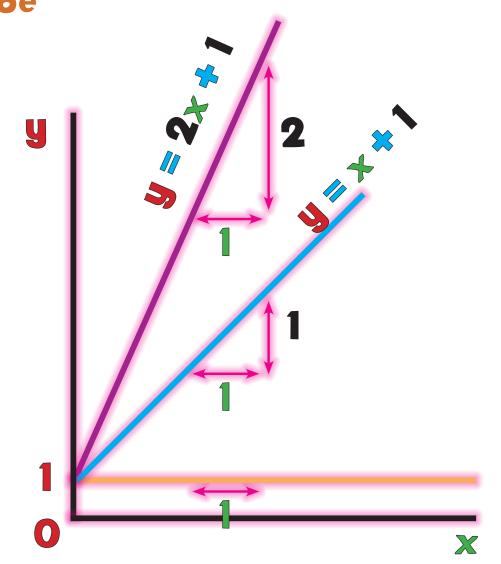
## AF: Connections



X	1	2	3	4	5	6
y	3	6	9	12	15	18
y + 2	5	8	11	14	17	20

X	<b>x3</b>	y	+2	
1	<b>→</b>	3	<b>→</b>	5
2	<b></b>	6	<b>→</b>	8
3	<b>→</b>	9	<b>→</b>	11
4	<b>—</b>	12	<b>→</b>	14
5	<b>→</b>	15	<b></b>	17
6	<b>→</b>	18	<b></b>	20

### AF: y = mx + c



$$y = mx + c$$

If m is 
$$0$$
, c is  $1:y=1$ 

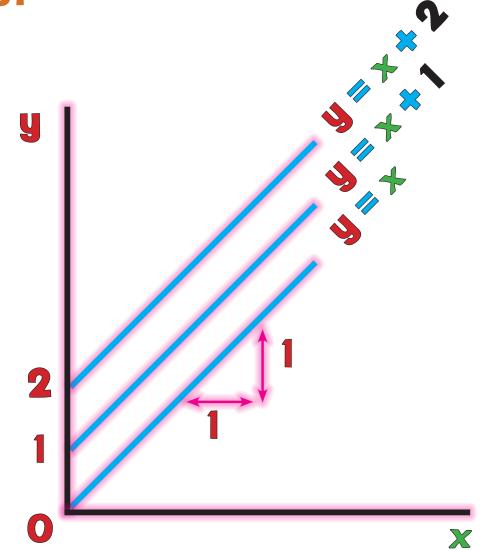
If m is 1, c is 1: 
$$y = x + 1$$

If m is 2, c is 
$$1:y=2x+1$$





## AF: y = mx + c



$$y = mx + c$$

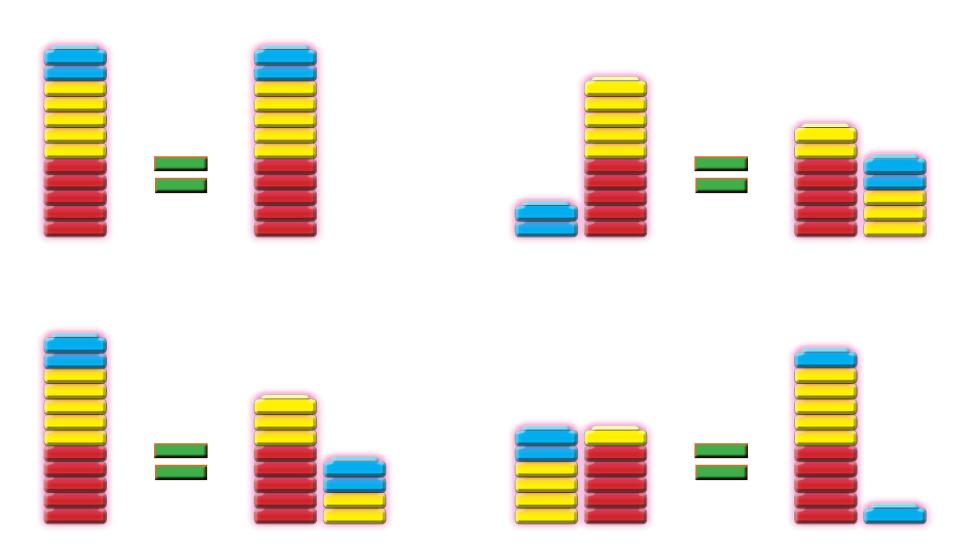
If m is 1, c is 
$$0:y=x$$

If m is 
$$1$$
, c is  $1 : y = x + 1$ 

If m is 1, c is 
$$2 : y = x + 2$$



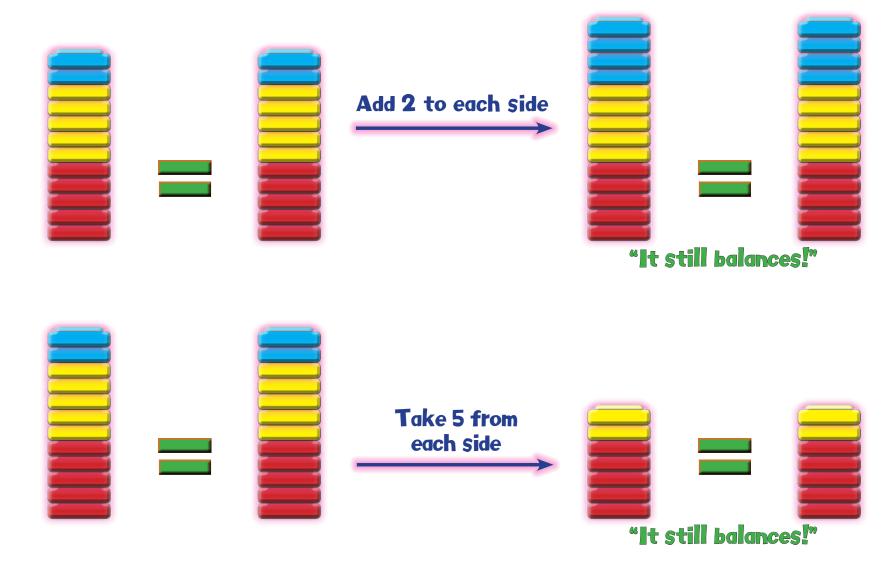
## AG: Balancing Stacks





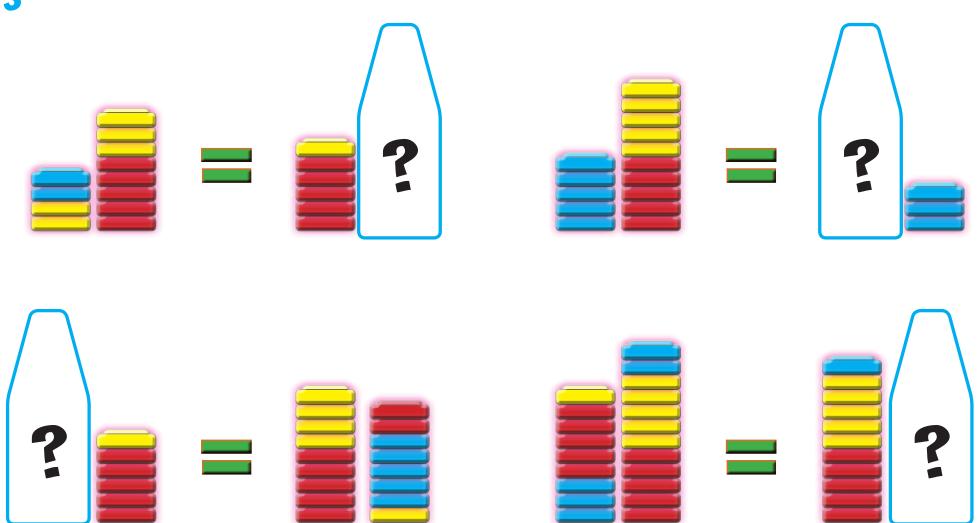


## AG: Balancing Stacks 1/2





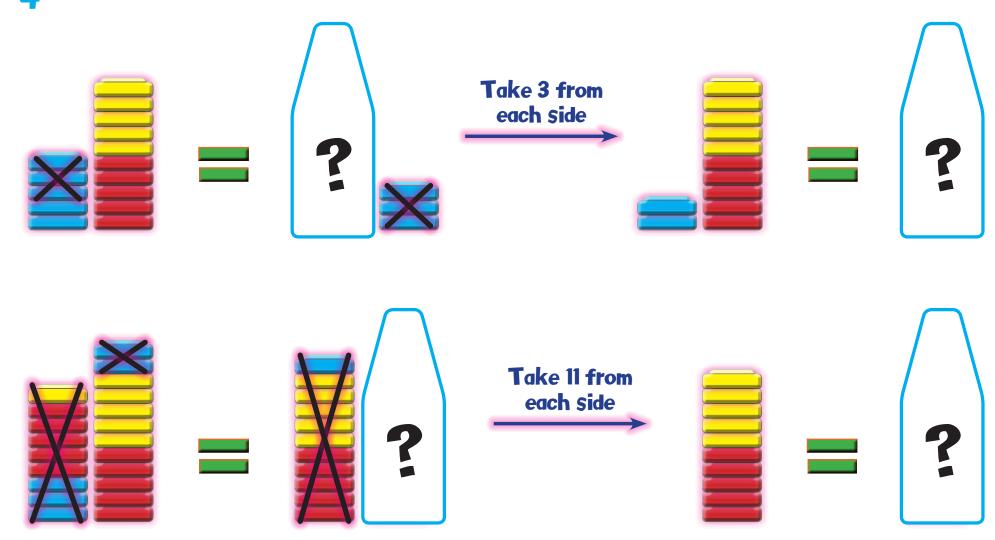
## AG: Balancing Stacks





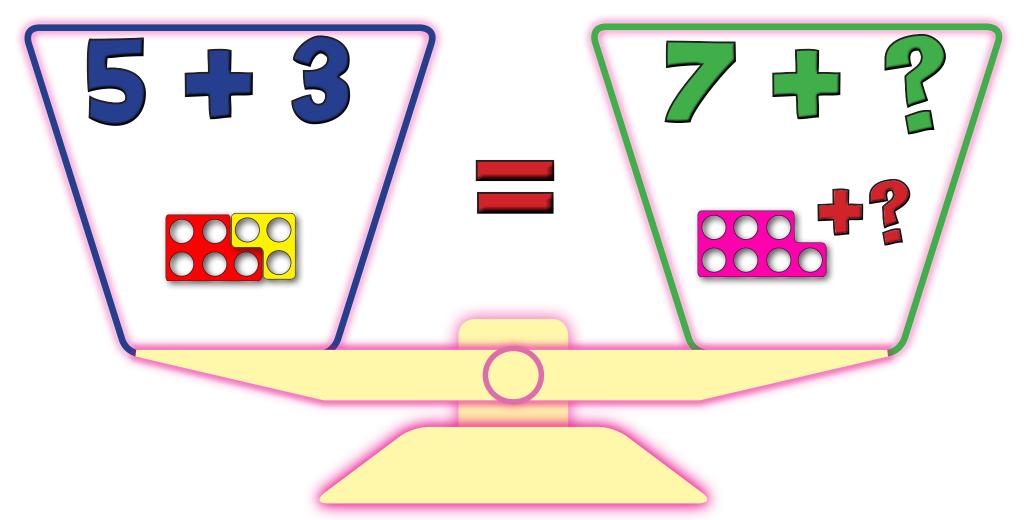


# AG: Balancing Stacks



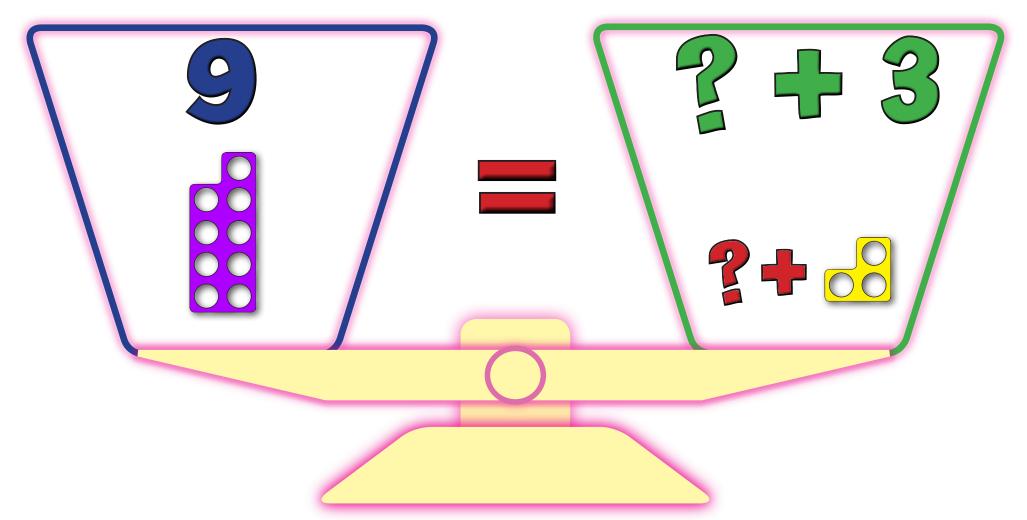






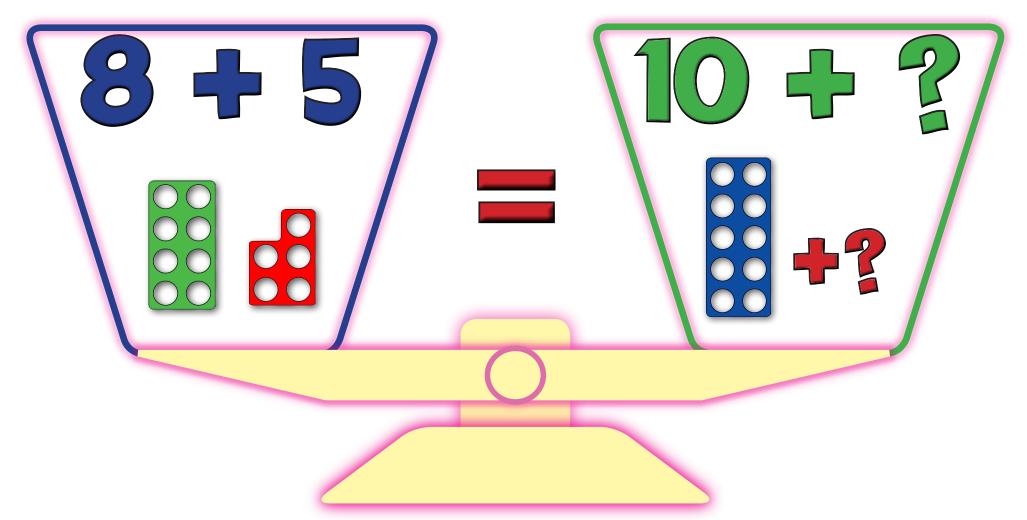






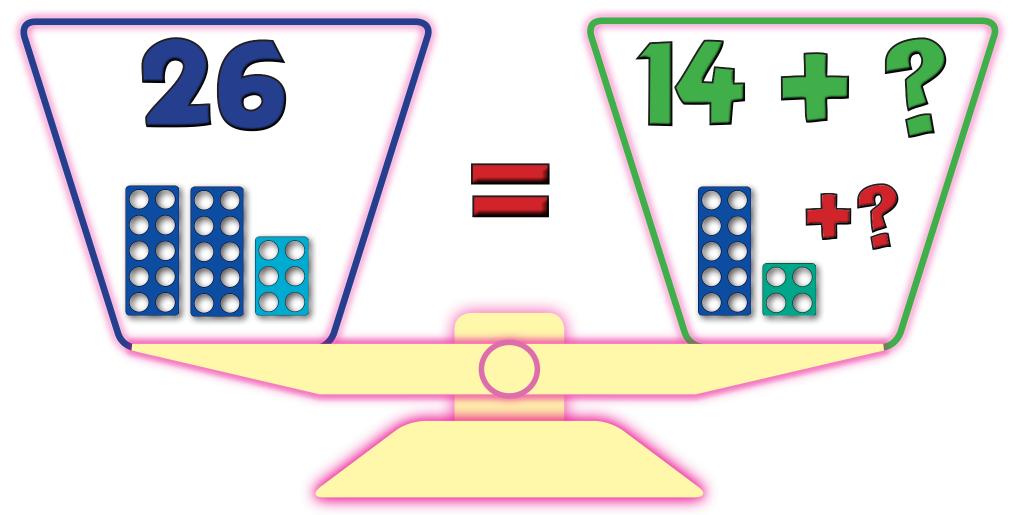






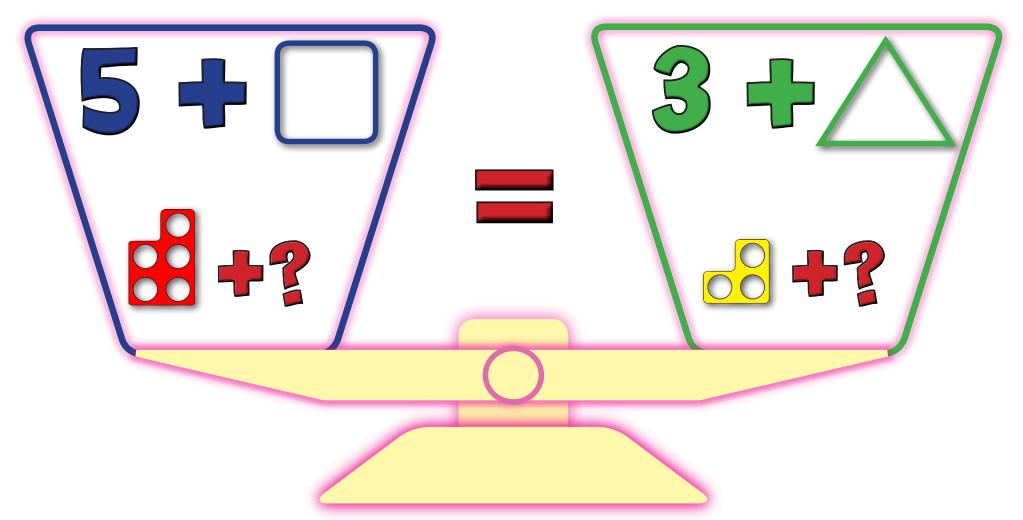












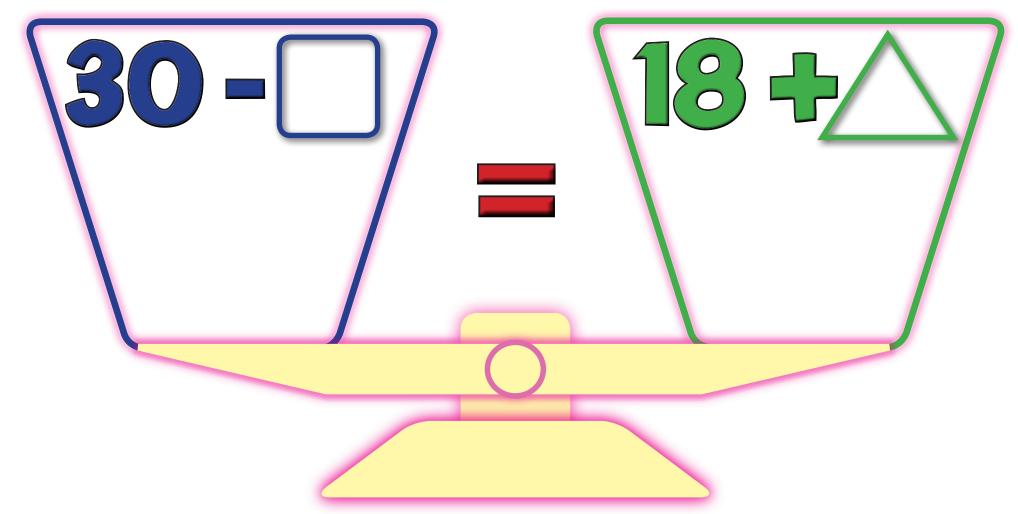




# AH: Balancing Linear Eqns.

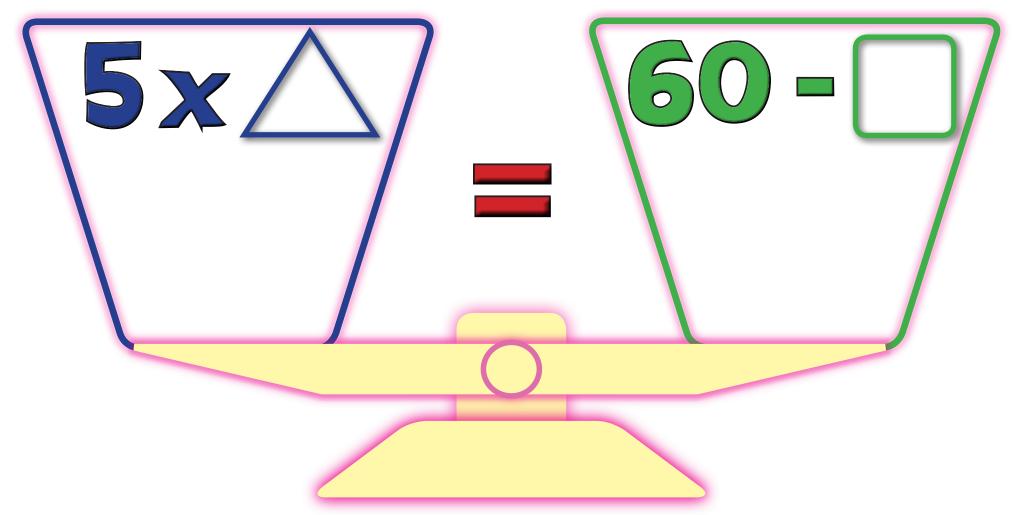
5x	<b>+</b> (	5		22	<b>+</b> X	
X	X	X	X	X	6	
X	22					
X	16			6		
x = 4						
4	4	4	4	4	6	







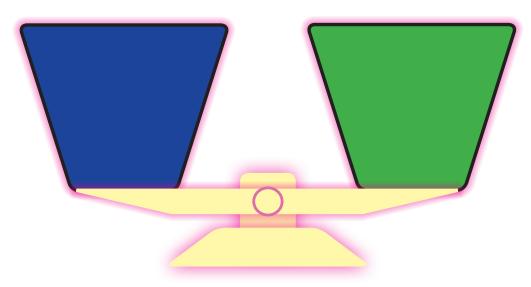






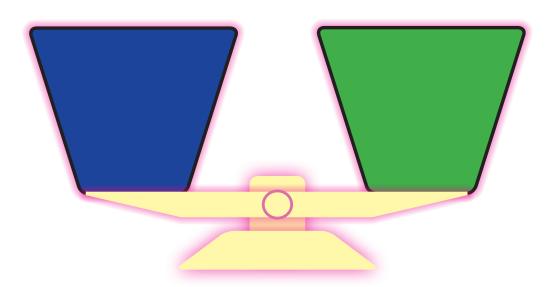


$$(10x/) + 4 = 80 - [$$



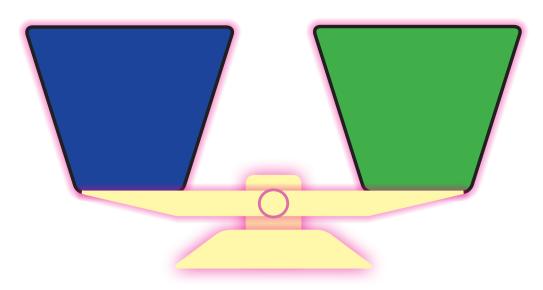


$$(20 \times \triangle) + 30 = 90 - (10 \times \square)$$





5n+10=58-m



# AH: Balancing Linear Eans. Algebraic Notation

# AH: Balancing Linear Eans. Bar Model

5c + 4 = 4c + 12c = 8

#### AH: Balancing Linear Eqns. Algebraic Notation 6c

5x + 6 22 + x 4x + 6 22 -6 **4**×





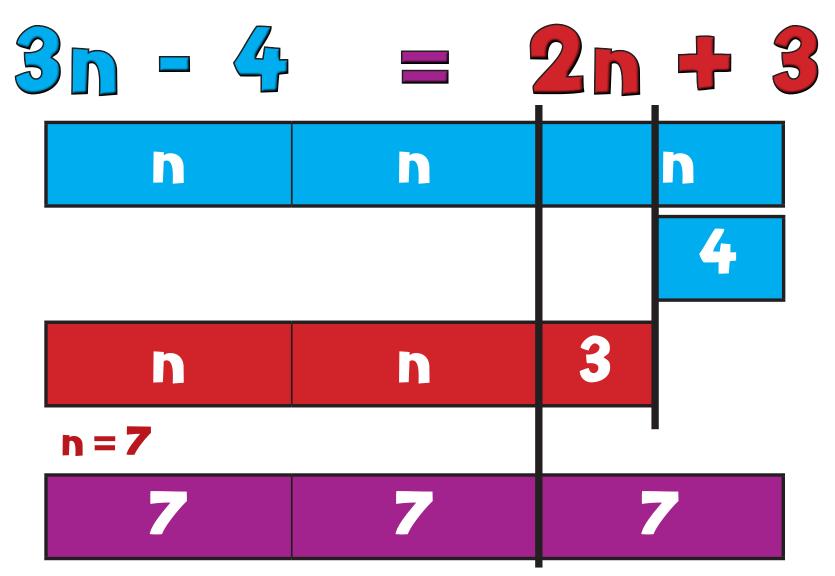
# AF: Balancing Linear Eqns.

5x		5		22	<b>+</b> X	
X	X	X	X	X	6	
X	22					
X	16			6		
x = 4						
4	4	4	4	4	6	

# AH: Balancing Linear EansAlgebraic Notation

$$3n - 4 = 2n + 3 + 4$$
 $3n = 2n + 7$ 
 $-2n = -2n$ 
 $= 7$ 

#### AH: Balancing Linear Eqns. Bar Model



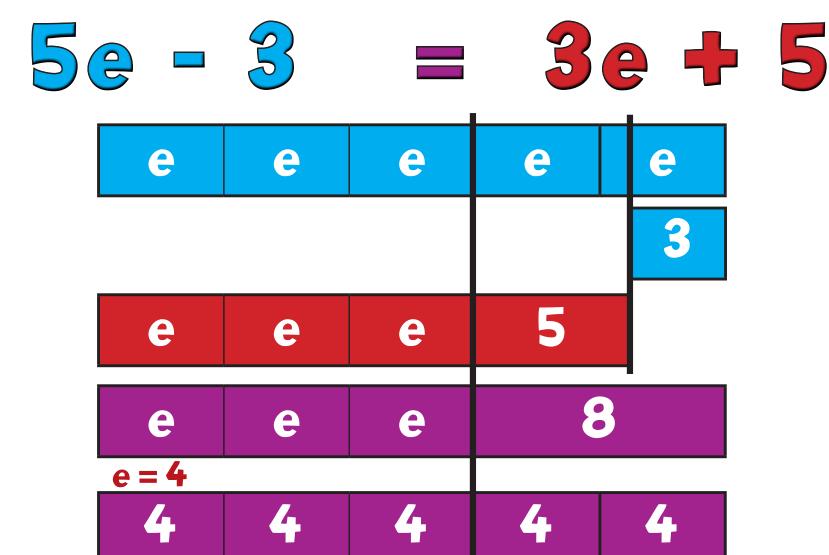




#### AH: Balancing Linear Eqns. Algebraic Notation 6g



#### AH: Balancing Linear Eqns. **Bar Model** 6h





### Al: Formulae (Perimeter)

**4**a X X



Sense of Number Draft Visual Algebra Policy © Sense of Number 2015
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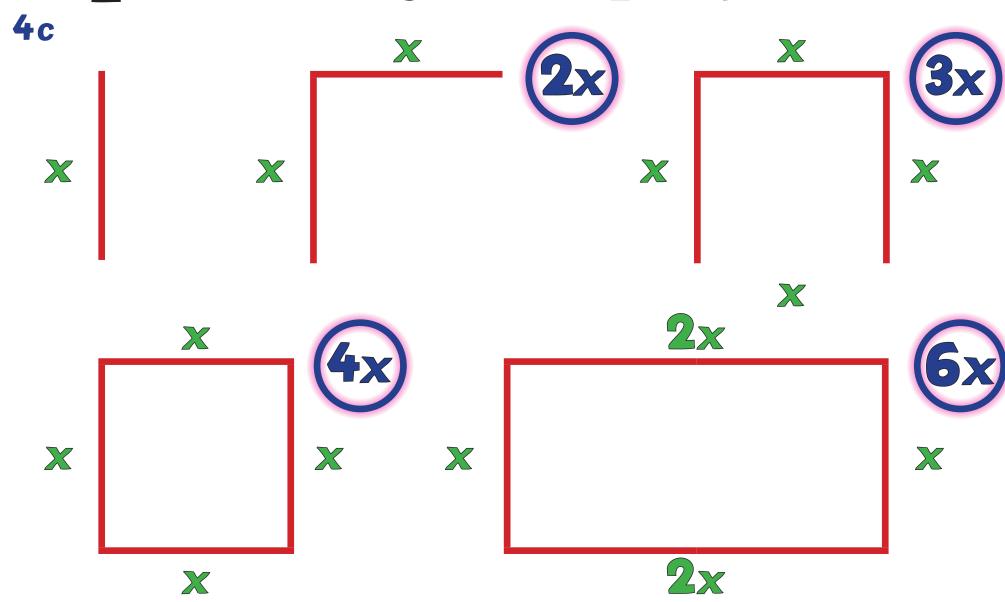
#### Al: Formulae (Perimeter)

**4b** a+b+c+d a+b+c+d+e+f





#### Al: Formulae (Perimeter)



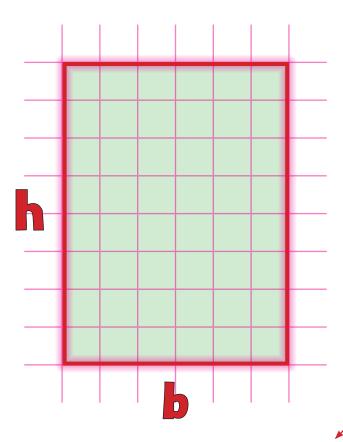




### Al: Formulae (Area) b = base h = height

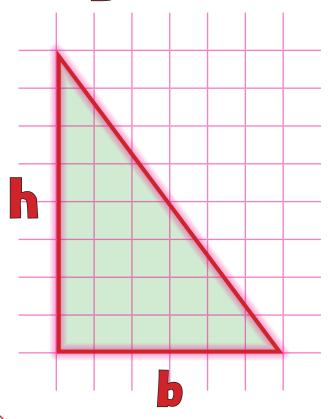
Area of a Rectangle

$$= b \times h$$



Area of a Triangle

$$=\frac{1}{2}xbxh$$



b = 6cm

Area =  $6 \text{cm} \times 8 \text{cm} = 48 \text{cm}^2$ 

Area =  $0.5 \times 6 \text{cm} \times 8 \text{cm} = 24 \text{cm}^2$ 





#### Al: Formulae (General) 5/6

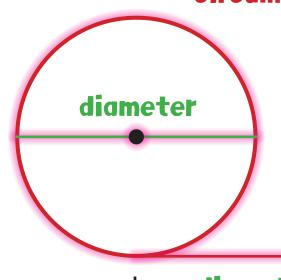
2a - 2b a + b





## Al: The Pi (π) you can't eat!

circumference



Π (Pi) is the ratio of a circle's circumference to it's diameter!

Circumference =  $3.141592653590 \times Diameter$ 

diameter	diameter	diameter	
1	1	1	0.14

Area of a Circle =  $\Pi x \mathbf{r} x \mathbf{r} = \Pi \mathbf{r}^2$ 

Circumference of a Circle =  $2\pi r = \pi d$ 







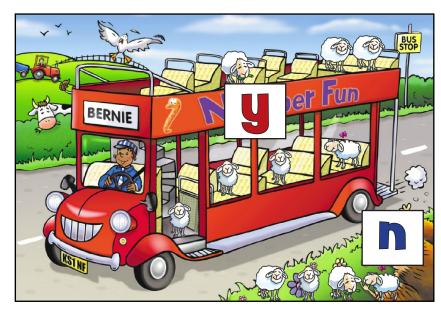


# AJ: Algebra Word Problems

Suppose there are y sheep on a bus. At a bus stop n more sheep get on the bus.

How many sheep are now on the bus?

Answer: y + n





# AJ: Algebra Word Problems 5/6b

A piece of wood is 25 cm long.

How much remains after I cut off a piece with length x cm?

Answer: 25 - x cm

25cm
x 25-x cm



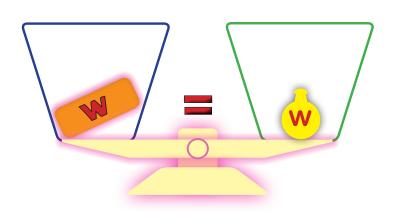


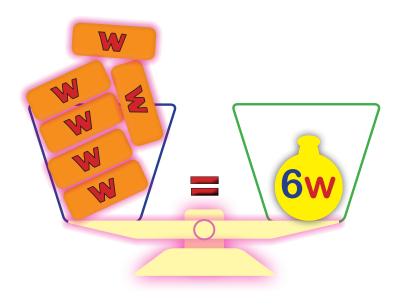
# AJ: Algebra Word Problems

A brick weighs w kg.

How much do six bricks weigh?

Answer: 6w





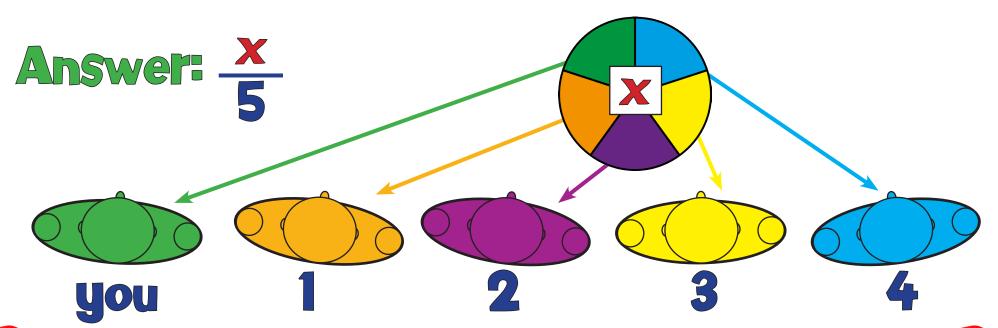




# AJ: Algebra Word Problems

A prize of x is shared equally between you and four others.

How much does each person recieve?

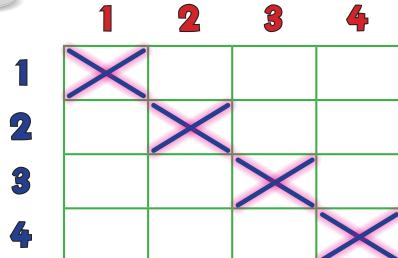




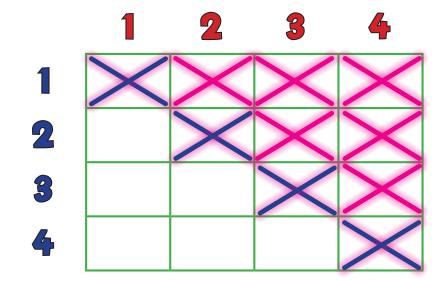


# AJ: Algebra Problem Solving 5/6e 4 football decree in a locate to go the control of the contro

4 football teams were in a league together, and played each other once. How many fixtures were there?



Each team can't play themselves. Home and Away fixtures for n teams:  $n \times (n-1) = n(n-1)$ 



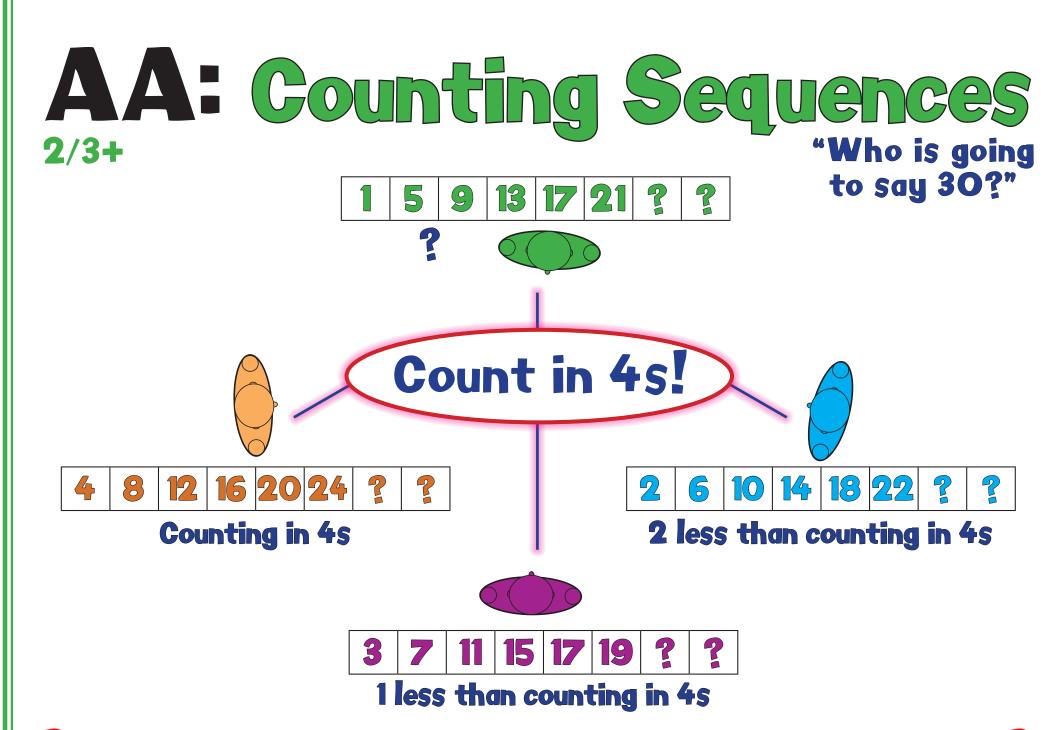
Each team plays each other once. Total fixtures for n teams:

$$\frac{\mathbf{n} \times (\mathbf{n}-1)}{2} = \frac{\mathbf{n}(\mathbf{n}-1)}{2}$$



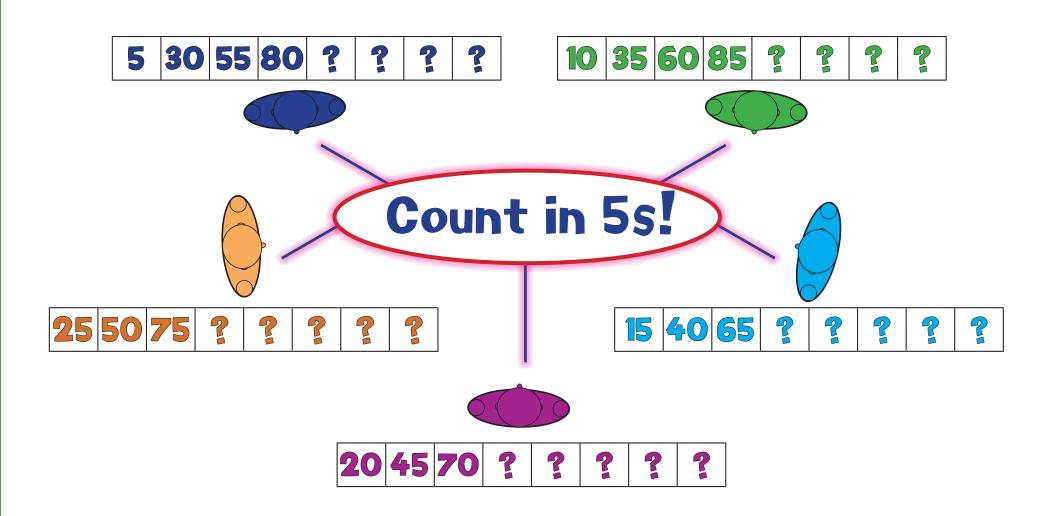
## Pages in Bin!



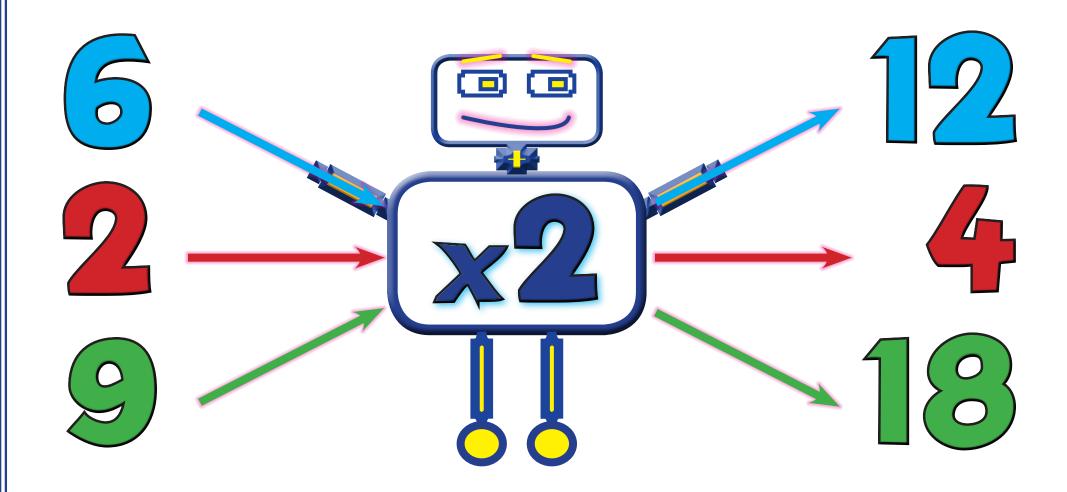


## AB: Counting Sequences

"Who is going to say 100?"



#### AE: Function Machines **3**b



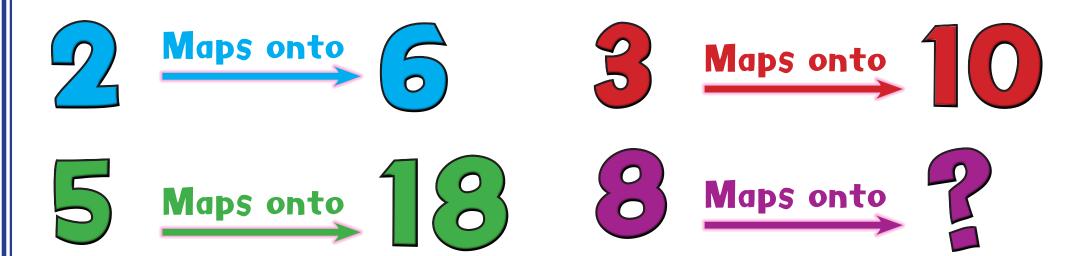




### AE: Function Machines

6e

Guardian of the Rule





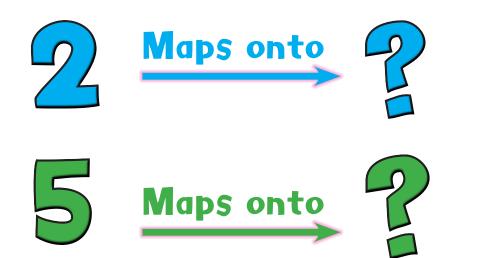
Nth term:

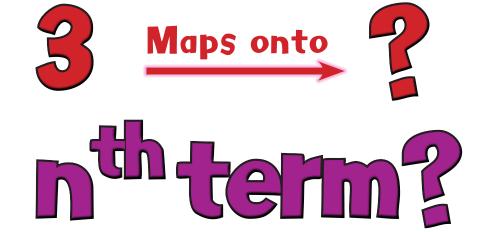


### AE: Function Machines

**6**b

Guardian of the Rule







Here's the Guardian's Rule!

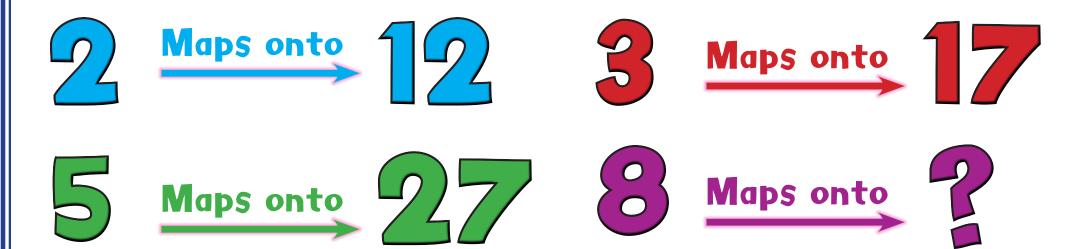
x4 then -3



### AE: Function Machines

5b

Guardian of the Rule





Here's the Guardian's Rule!

x5 then +2





### AG: Formulae (Area)



