## LOOK – SEE – SAY – SCRIPT - SYMBOLISE

Learning mathematics takes time.

Racing through questions and worksheets is not what is meant by the pace of a lesson. Skimming over the surface prevents access to understanding the nature and inter-connectedness of mathematics.

When we understand something we say "we see".

These images are for **looking at**, pondering over and for discovering what we might **see**.

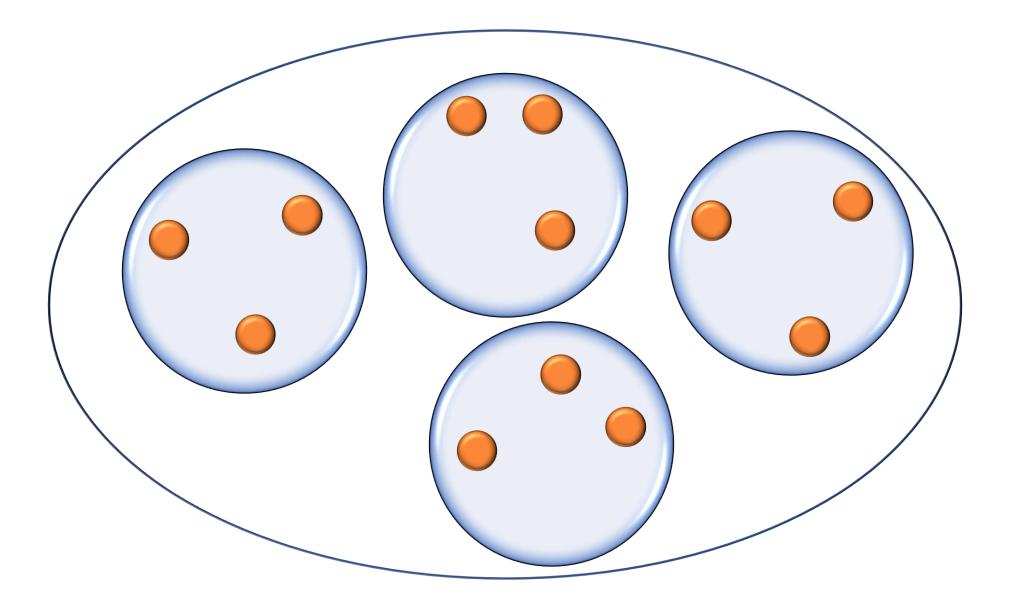
When something is seen, the teacher might ask the pupil to **say** what they see – and then write it on a board (**script** it). The teacher might then show how what is scripted may be **symbolised**.

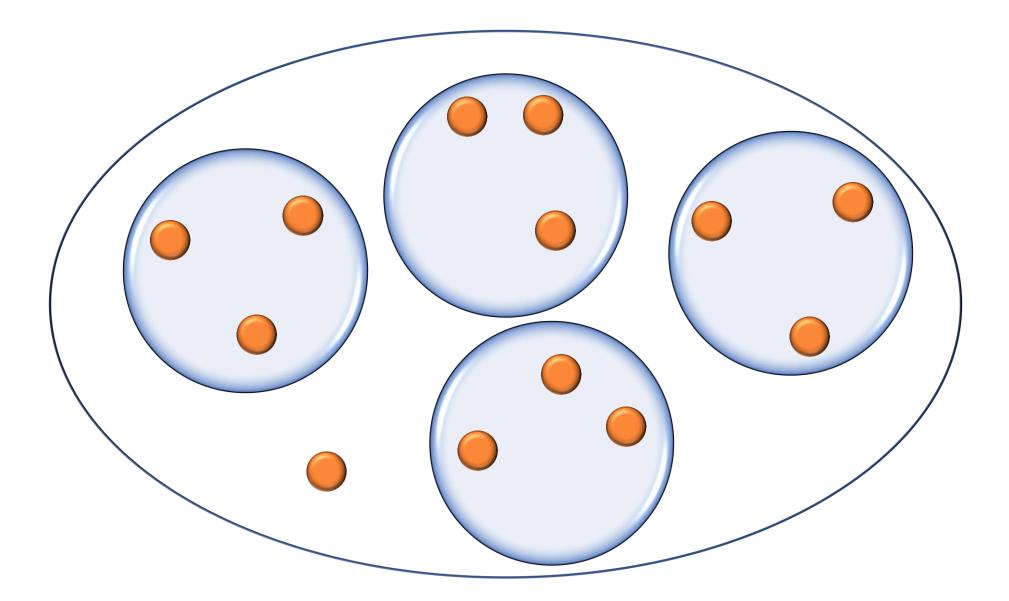
The first image is followed by an example of what might be recorded.

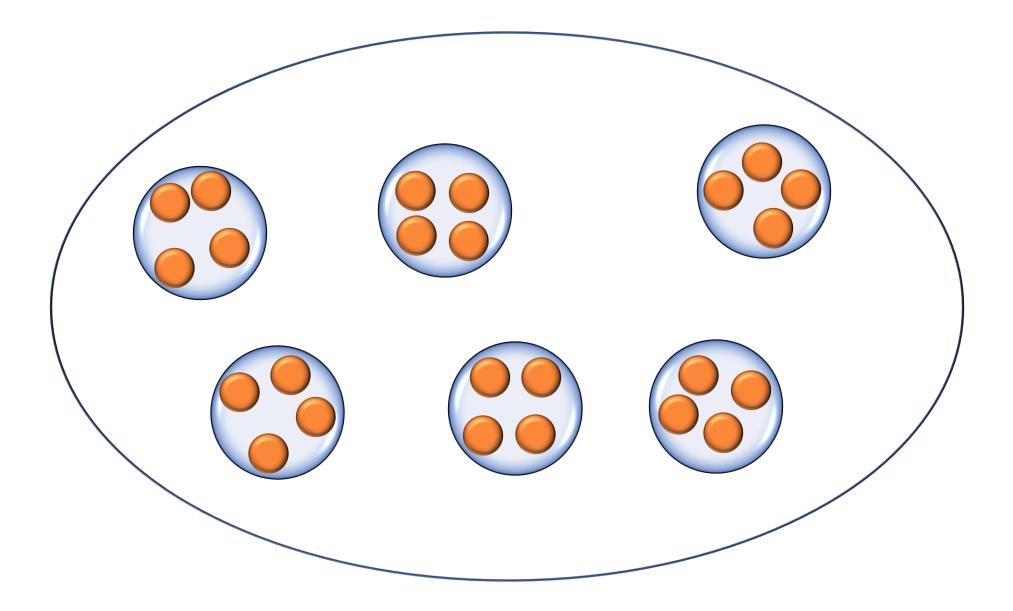
This is a lesson idea – it is not (yet) a record of a lesson taught.

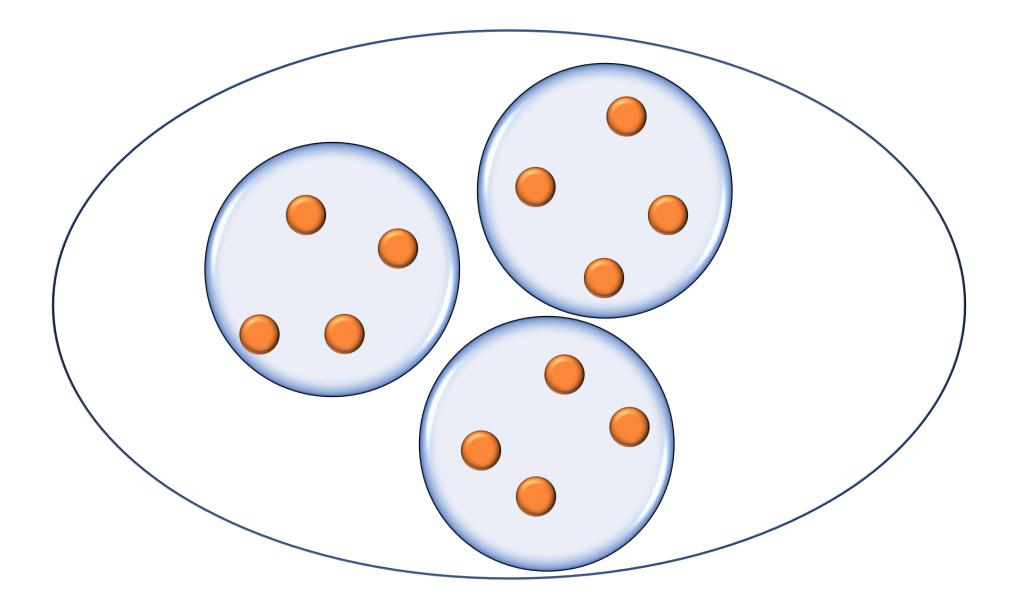
Maybe the pupils could create their own images.

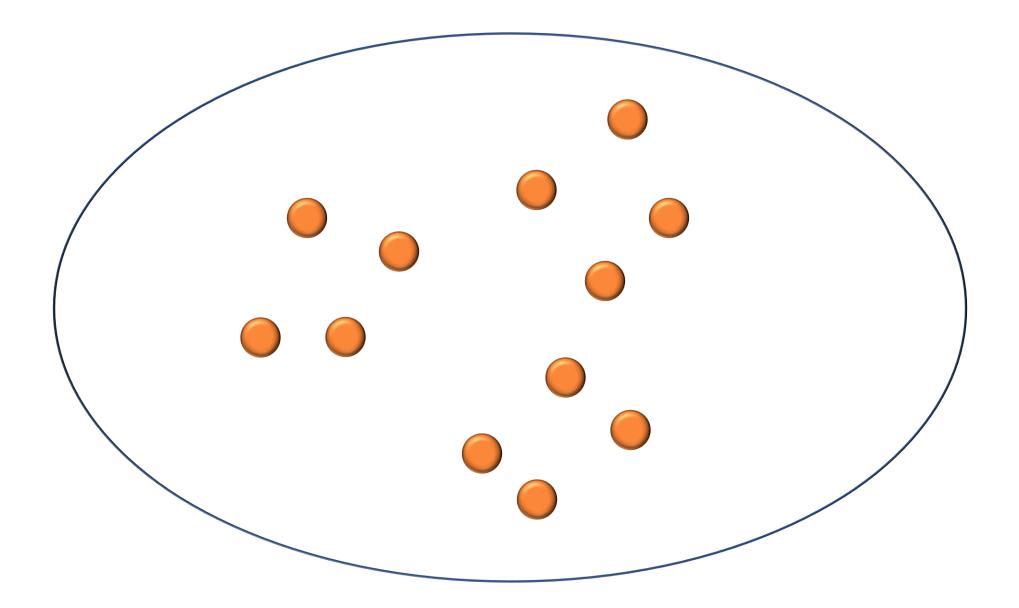
It is intended to assist, not replace the teacher's own lesson planning.











## LOOK, SEE, SAY, SCRIPT, SYMBOLISE

SAY/ SCRIPT	SYMBOLISE
I can see twelve counters	12
I can see 4 sets of 3 counters	3 + 3 + 3 + 3 = 12
	3 x 4 = 12
I can see 3 counters in each of 4 sets	4 x 3 = 12
I can see 2 sets of 3 and 2 sets of 3	(2 x 3) + (2 x 3) = (4 x 3) = 12
I can see 1 set of 3 and 3 sets of 3	(1 x 3) + (3 x 3) = (4 x 3) = 12
I can divide 12 counters into 4 sets of 3	12 ÷ 4 = 3
If I divide 12 into sets of 3 there are 4 of them	12 ÷ 3 = 4
Half of 4 sets of 3 is 2 sets of 3	(4 x 3) ÷ 2 = (2x3) = 6
	½ (4 x 3) = (2x3) = 6
A quarter of 12 is 3	¼ x 12 = 3
4 sets of 3 take away 3 sets of 3 leaves 1 set of 3	(4 x 3) - (3 x 3) = (1 x 3)