

GRADE 3 LEARNING PACK

Multi-Step Problem Solving

Choose operations, represent information and solve two-step problems with checking and explanation.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Choose operations, represent information and solve two-step problems with checking and explanation.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 Problem solving begins with understanding the situation, not grabbing numbers.

2 Diagrams, bar models, tables or equations can organise information.

3 An answer should be checked against the context.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Underline relevant information in a two-step problem.

Choose the two operations needed and explain why.

Draw a bar model or diagram.

Solve and label units.

Independent thinking

Check whether the answer is reasonable using estimation or inverse operations.

Try it beyond the page

Real-world / hands-on connection

Tell a real-life problem aloud, draw a model, then solve it numerically.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Create a two-step challenge for another learner and include a solution path plus a common mistake warning.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Why might some numbers in a problem be irrelevant?

2. What should a final answer include besides a number?

3. Why check context?

Quick review

1. In one sentence, explain the big idea of “Multi-Step Problem Solving”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Not every detail is needed for the question.

2. Suggested response

Appropriate units/meaning.

3. Suggested response

To ensure the result makes sense.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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