	Common Language	Elaborate	Evaluate
7. Connecting	**Pattern** Repeated design or recurring sequence. **Multiple-step problem** A problem involving more than one step/operation. **Value** Numerical worth or amount. **Variable** A quantity that changes or varies, taking on different values. **Multiple pattern's** Recognizing number patterns in familiar and unfamiliar problems. **Notion** The student gets an *idea* of what a 'variable' is. Variable : 1. A quantity that can change or take on different values – not constant. 2. A letter or symbol representing a varying quantity. It is usually **x** or **y.** e.g. **n** in 10 + **n** (Jenny Eather). e.g. In **x** + 2 = 6 **x** is the variable. **Arithmetic** Simple algebra. **Algebra** An area of maths where numbers are represented by letters. E.g. 3 + a = 4 So a must equal 1 1 + b = 4 So b must equal 3 c + c = 4 So c must equal 2	**Higher Order Questions:** **Working out Value for money** How did you decide the best way of calculating the 'best value for money'? Explain the mathematical strategies you used in the comparison of products to determine the best value for money. Are there many other strategies you could have used? Which worked better? Why? **Patterns and Solutions** Describe what patterns your group sees. Draw them. What strategies were used to work this out? Compare your strategies to another group. How do they differ? Justify and convince us as to why your strategy is better than another groups.	**Working Out Value for Money** **(SRA) Mini Maths Debate** Debate topic: Division is overrated! Justify your strategies used in determining value for money. **Patterns and Solutions** **(SRA) Secrets of your Success** Discuss what new strategies you have learnt and how you would apply them in a real life scenario.