

Reasoning: “The glue that holds everything together”

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Bringing Maths to Life

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Working Mathematically process: Reasoning

- ★ Understand reasoning as a process
- ★ Teach reasoning effectively
- ★ Assess reasoning consistently



Rationale

The **Rationale** draws on research regarding the positive impact of mathematics education when students enjoy learning Mathematics:

When students **enjoy** learning Mathematics, they develop a **positive self-concept** and become **self-motivated** learners through **active participation** in appropriately **challenging tasks**. This can enhance their **resilience** in **solving mathematical problems** relevant to further education *and* their everyday lives.

A decorative geometric pattern on the left side of the slide, featuring interlocking shapes in shades of blue, green, and grey, resembling a traditional Islamic or Moorish tile design.

Aim

“The aim of Mathematics K–10 is to enable students to become confident users of mathematics, learning and applying the language of mathematics to **communicate efficiently and effectively**.

They develop an increasingly sophisticated **understanding** of mathematical concepts and a **fluency** with mathematical processes that helps them to interpret and **solve problems**.

Students **make connections** within mathematics and connect mathematical concepts with the world around them. They learn to understand and appreciate how *mathematics is a relevant part of their lives.*”



Mathematics 3-6



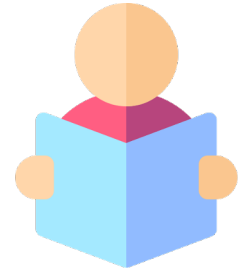
Working mathematically through communicating reasoning, understanding and fluency, and problem solving



Number and algebra	Stage 2	Representing numbers using place value	Additive relations	Multiplicative relations	Partitioned fractions
	Stage 3	Represents numbers	Additive relations	Multiplicative relations	Representing quantity fractions
Measurement and space	Stages 2 and 3	Geometric measure	2D spatial structure	3D spatial structure	Non-spatial measure
Statistics and probability	Stages 2 and 3			Data	Chance

Professional Perusal!

Scan NSW Curriculum document: *Reasoning in Mathematics K–6*



<https://tinyurl.com/NSWreasoning>



- ★ How is ‘reasoning’ different to ‘explaining’?
- ★ What types of reasoning does the syllabus require students to learn?

*“Reasoning is the glue that holds everything together,
the lodestar that guides learning” (Kilpatrick et al., 2001, p.129).*

Reasoning: Match Masters!

<https://tinyurl.com/reasonmatch>



PROBLEM 9

e.g. Stage 2A Representing Number
Compare and describe the relative size of numbers by positioning numbers on a number line (Reasons about quantity)

PROBLEM 2

e.g. Stage 3B Multiplicative Relations
Determine a rule describing the relationship between the bottom number and the top number in a table (Algebraic reasoning)

PROBLEM 6

e.g. Stage 3A 2D Spatial Structure
Recognise that triangles and quadrilaterals can be classified in more than one way (Reasons about spatial relations)

PROBLEM 5

e.g. Stage 2B Multiplicative Relations
Complete number sentences involving multiplication & division by calculating missing parts (Reasons about relationships)



PROBLEM 7

e.g. Stage 2B Multiplicative Relations
Use the associative property within multiplication to regroup the factors (Reasons about spatial structure)

PROBLEM 1

e.g. Stage 2A Multiplicative Relations
Create and continue a variety of number patterns that increase or decrease by a constant amount (Reasons about patterns)

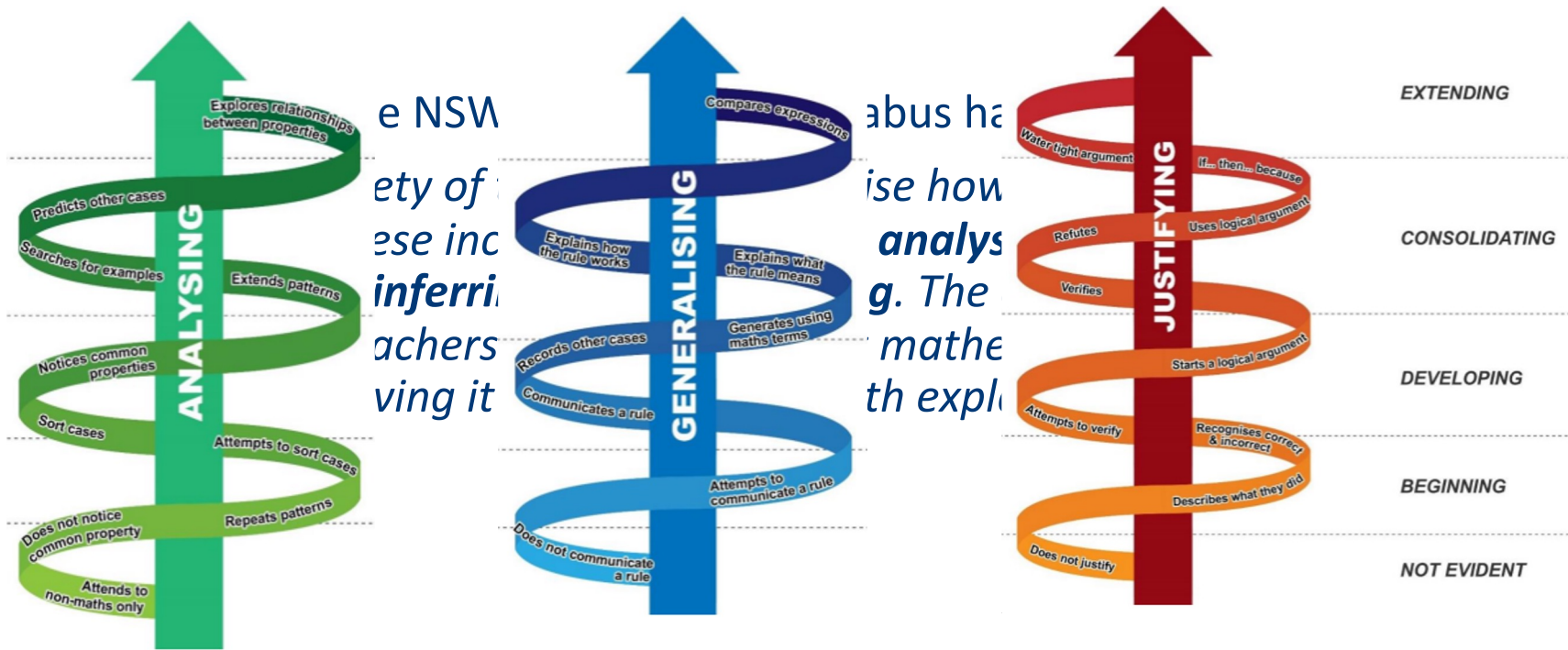
PROBLEM 4

e.g. Stage 2A Data
Represent the same dataset using more than one type of display and compare the displays (Statistical reasoning)

PROBLEM 3

e.g. Stage 3A 3D Spatial Structure
Visualise and sketch three-dimensional objects from different views, including top, front and side views (Reasons about spatial orientation)

Teaching reasoning: Three key actions



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Questions to encourage analysing

- What is the same and different about ...?
- What stays the same and what changes?
- Sort or organise the following according to ...
- Alter an aspect of something to see an effect. If we change this what will happen?
- What follows from this? What do you think will happen next if we do this?
- What do you notice...?
- When is it true?
- Is it just sometimes true, or is it always true?

COMPARE CORNER

This is a great strategy for encouraging student communication, reasoning and debate. It emphasises the power of working with students who are at the same point in the task and giving and receiving peer feedback.



The teacher invites students to move to a location in the classroom when they have achieved a particular milestone in the success criteria. Students work with the next available peer to compare, confirm, test or refine their thinking.

**SAME OR
DIFFERENT?**

supporting mathematical argument in the elementary grades

Questions to encourage generalising

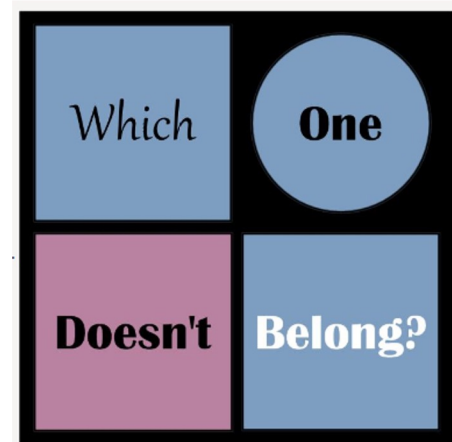
- How can you describe what is the same?
- What is the rule?
- What is the pattern here?
- How can you describe the pattern?
- What happens in general?
- Is that ... (pattern) always going to work?
- Are there other examples that fit the rule?
- How could you explain the rule to someone else?

THINK ALOUD

An ideal strategy for increasing student reasoning and communication and making visible where student thinking is efficient, needs to be refined or breaks down



A think aloud can be led by a teacher or a student. Students can work in pairs sharing and recording think alouds in the classroom. Think alouds can be captured in writing or using technology and provide a powerful form of assessment.



Questions to encourage justifying

JUSTIFYING

- Is this conjecture just sometimes true, or always true?
- How do you know?
- How could we show or prove that it is true?
- True or false? Why? Let's justify.
- Convince me...
- How can we be sure...?
- Tell me what is wrong with....
- Explain - why does this (process/rule/result) work?
- Can you go through that step by step?
- Can you explain that step by step?
- Why?
- If...then...

REASONING

Encourages students to justify or elaborate their own thinking, providing evidence and listen to the thinking of others.

"Why does ...?"

"How do you know that ... ?"

"Do you agree or disagree with the idea that ___ ?"

How could you convince ___ that ...?"



[Nrich](#)

PROVE IT

An ideal strategy for probing and increasing understanding, reasoning and communication.



When a student shares a theory that underpins an important mathematical idea, the teacher invites other students in the class to prove, disprove or build upon the theory in a way that will increase the understandings of the class.

Assessing reasoning: Rubrics

	ANALYSING	GENERALISING	JUSTIFYING
NOT EVIDENT	<ul style="list-style-type: none"> Does not notice common property or pattern. 	<ul style="list-style-type: none"> Does not communicate a common property or rule (conjecture) for a pattern. 	<ul style="list-style-type: none"> Does not justify.
BEGINNING	<ul style="list-style-type: none"> Recalls random known facts or attempts to sort examples or repeats patterns. 	<ul style="list-style-type: none"> Attempts to communicate a common property or rule (conjecture) for a pattern. 	<ul style="list-style-type: none"> Describes what they did and recognises what is correct or incorrect. Argument is not coherent or does not include all steps.
DEVELOPING	<ul style="list-style-type: none"> Notices a common property, or sorts and orders cases, or repeats and extends patterns. Describes the property or pattern. 	<ul style="list-style-type: none"> Generalises: communicates a rule (conjecture) using mathematical terms, and records other cases or examples. 	<ul style="list-style-type: none"> Attempts to verify by testing cases, and detects and corrects errors or inconsistencies. Starting statements in a logical argument are correct.
CONSOLIDATING	<ul style="list-style-type: none"> Systematically searches for examples, extends patterns, or analyses structures, to form a conjecture. Makes predictions about other cases. 	<ul style="list-style-type: none"> Generalises: communicates a rule (conjecture) using mathematical symbols and explains what the rule means or explains how the rule works using examples. 	<ul style="list-style-type: none"> Verifies truth of statements by confirming all cases or refutes a claim by using a counter example. Uses a correct logical argument.
EXTENDING	<ul style="list-style-type: none"> Notices and explores relationships between properties. 	<ul style="list-style-type: none"> Generalises cases, patterns or properties using mathematical symbols and applies the rule. Compares different expressions for the same pattern or property to show equivalence. 	<ul style="list-style-type: none"> Uses a watertight logical argument. Verifies that the generalisation holds for <i>all</i> cases using logical argument.
Comments (feedback, reasoning prompts for further development):			

Video of student explaining reasoning

With thanks to St Patrick's Mortlake

Assessing reasoning

Sample assessment

A *Magic V* is a number puzzle. The aim is to arrange five consecutive numbers so that the sum of each 'arm' of the V is the same. Below are two Vs. The left V is a Magic V ($4+2+3=9$ and $5+1+3=9$); the V on the right is not. Each number can be used only once.

ENABLING PROMPT:

Make as many Magic Vs as you can with 5 at the vertex. Write the totals of the numbers on the arms.



EXTENDING PROMPTS:

Can it be done with numbers 2-6? Generalise Sam's conjecture to all sets of five consecutive numbers.

Sam said, "It is impossible to make a Magic V with an even number at the bottom with the set of numbers 1 to 5."

Is Sam right? Explain why or why not.

What is the same and different about ...?

Alter an aspect of something to see an effect. If we change this what will happen?

What is the pattern here?

Is that... (pattern) always going to work?

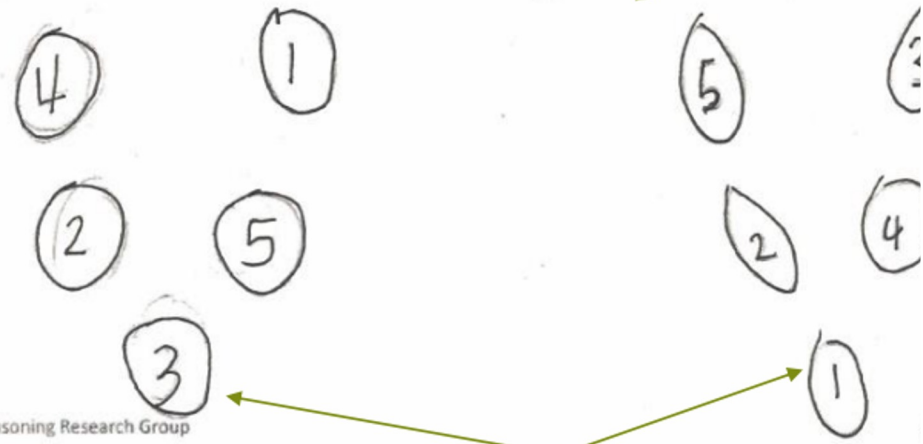
Convince me...

Explain - why does this work?

JUSTIFYING: Recognises what is correct or incorrect using materials, objects or words.

However, the second part of the statement does not make sense. The teacher would need to speak to the student to clarify what they mean. (Maybe just a slip?)

Sam is right it is impossible to make a r
with an even number at the vertex
One can make a magic V with
even number in the vertex.



Mathematics Reasoning Research Group

ANALYSING: Notices similarities across examples.
The student notices the importance of the vertex in creating a Magic V

Observation of student's reasoning:

- * Adding total of arms & comparing 'Vs' with an odd/even number at vertex.
- * developing a logical argument but no 'why'

	Analysing	Generalising	Justifying
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Beginning	<ul style="list-style-type: none"> Recalls random known facts or attempts to sort examples or repeats patterns. 	<ul style="list-style-type: none"> Attempts to communicate a common property or rule for the pattern. 	<ul style="list-style-type: none"> Describes what they did and recognises what is correct or incorrect. Argument is not coherent or does not include all steps.
Developing	<ul style="list-style-type: none"> Notifies a common property, or sorts and orders cases, or repeats and extends patterns. Describes the property or pattern. 	<ul style="list-style-type: none"> Generalises: communicates a rule (conjecture) using mathematical terms and records other cases or examples. 	<ul style="list-style-type: none"> Attempts to verify by testing cases and detects and corrects errors or inconsistencies. Starting statements in a logical argument are correct.
Consolidating	<ul style="list-style-type: none"> Systematically searches for examples, extends pattern or analyses structure to form a conjecture. Makes predictions about other cases. *'what will...' 	<ul style="list-style-type: none"> Generalises: communicates a rule using mathematical symbols and explains what the rule means or explains how the rule works using examples. 	<ul style="list-style-type: none"> Verifies truth of statements by confirming all cases or refutes a claim by using a counter example. Uses a correct logical argument.
Extending	<ul style="list-style-type: none"> Notifies and explores relationships between properties. 	<ul style="list-style-type: none"> Generalises cases, patterns or properties using mathematical symbols (including algebraic symbols) and applies the rule. Compares different expressions for the same pattern or property to show equivalence. 	<ul style="list-style-type: none"> Uses a watertight logical argument. Verifies that the generalisation holds for all cases using logical argument.

Comments (feedback, reasoning prompts for further development):

- * Look closer at properties of odd/even numbers
- * Develop justification → look at reasoning prompts.

JUSTIFYING: Verifies the statement is true or false.
The next step is to develop a watertight argument.

I think Sam is right because after you put a 5 of the V, the remaining numbers should add up to can be divided by 2.

1, 3, 4, 5
 $1+3+4+5=13$
13 can not be divided evenly the 2 arms.

1, 2, 4, 5
 $1+2+4+5=12$
12 can be divided by 3.

When you put the vertex, the add up to be divided



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ANALYSING: Extending
GENERALISING: Extending
JUSTIFYING: Extending
Teacher Prompt:
What if we use numbers from 2-6?
What if we have more even than odd numbers? Can you convince us that an even number at the bottom will make a Magic V? Why?

ANALYSING: relationships between properties
The student odd and even the significance in total.

Observation of student's reasoning:
* Watertight argument about odd/even & totals of arms - gave examples to support justification

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Comments (feedback, reasoning prompts for further development):
* Enhance justification by exploring other possible Magic Vs e.g using numbers 2-6.

Moving forward with Working Mathematically



- **Understanding** reasoning
- **Teaching** reasoning
- **Assessing** reasoning

What is **one thing** you will do in your mathematics lessons tomorrow to include working mathematically processes?



🔍 Andrea de Carvalho