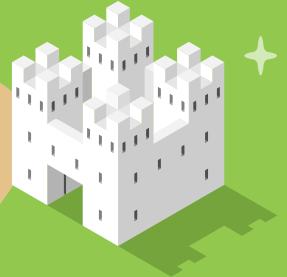


# The Quest

The Problem



## The Quester

## The Call for Courage

Important Information



## Prepare for Triumph

Do the  
three steps  
in any order

## Visit Fortune Teller

Answer Sentence



## Make Your Map

The Plan

## Master Combat

Draw or Model

## The Call To Action

Show Work



## Tell Your Tale

Justify Answer



# The Math Quest Directions

Start by placing the desired math word problem in **The Quest** box. The teacher can do this before distributing the template or by the student once received.

The student will place their name as **The Quester**. The student will place important information needed to solve the problem in **The Call for Courage** box.

Next, the student will **Prepare for Triumph**. There are three parts to this, and the student can do those three in any order that the student wishes.

- When they **Visit the Fortune Teller**, the student will write the answer to the problem in sentence form but leave a blank for the solution. It could be helpful to start by rewriting the question as a statement. Remember the labels.
- When they go to **Master Combat**, the student will draw a picture or a math model to help visualize the problem. Remember the labels.
- When they **Make their Map**, the students will explain what they plan to do to solve this problem.

Now, they are ready for battle. When they go to **The Call To Action**, they will solve the problem using the information they have gathered and created along the way. They should remember the labels as they show their work.

Finally, the student gets to **Tell their Tale** by justifying their answer. For this, they need only to restate the Answer Sentence they created when visiting the fortune teller, but this time, they should know what goes in the blank. Students should consider if this solution makes sense for this problem situation.