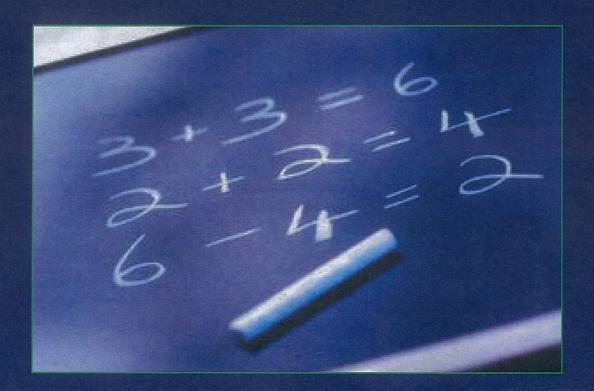
EFFICIENT ADDITION & SUBTRACTION



Creative Numeracy Cattai School of Aart The 3Rs The Professional Way

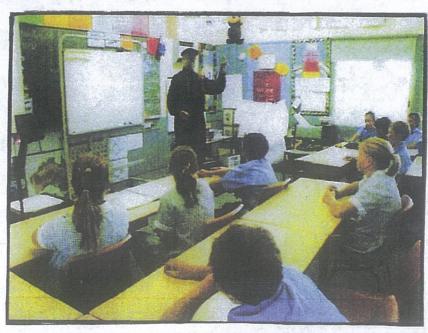
Efficient Addition & Subtraction

Copyright 2012, Aart Bark National Library of Australia ISBN 0 949384 85 2 From: Numbers in a Nutshell

Author's Background

Born in 1928

- 1. **Dutch Diplomas:** HSC, Naval College, 2nd Officer Dutch Merchant Navy, Commercial correspondence Spanish, French and English.
- 2. **Languages:** Dutch, English, German, French, Spanish, Portuguese and Italian.
- 3. High School Teacher: Holland (2 Years), Australia (12 Years).
- 4. **Subjects:** English, French, Latin, Spanish, Creative Writing, Art, Music, Technical Drawing & Mathematics.
- 5. Private Tutor since 1976.
- 6. Author of Text Books.
- 7. Musician.



Numbers In A Nutshell: Cattai Public School 2003

The Decimal System

- Learning to confidently add any set of numbers in record time without calculator may be achieved by applying 12 general rules and recipes (*). It heralds the end of Rote Learning, saying or copying the traditional tables over and over again, often without the hoped-for outcome.
- The success of this highly efficient course is the result of training eyes to look and see instead of relying on variable intelligence! The guided awareness of specific features combined with the use of Verbal Rehearsal, number cards and routine procedures satisfies the 5 requirements in

Professional Memory training: 1. Interest (created by the teacher)

2. Attention

3. Concentration (attention to detail)

4. Visualisation

5. Repetition

- My method completely bypasses the Failure Mechanism that is often activated by too many
 explanations, a modern phenomenon! That's why Subtraction is learnt by using its own rules and recipes.
 The relationship between Addition and Subtraction is not mentioned. However, since the transition
 from Addition and Subtraction to the concept of positive and negative numbers in year 7 always
 creates problems for many students, that topic has been summarily dealt with.
- As far as Numeracy is concerned, young children should be intelligently programmed like a calculator for their own benefit, especially since it takes at least ten years for the human brain to reach maturity (Uma História da Linguagem).
- Practising Arithmetic should be considered a practical as well as a therapeutic activity. With the advent of the Internet, Google, Facebook, IPhones and the like, memorising has almost become extinct causing braincells to die off (National Geographic); the price we have to pay for technology and progress. Many children now have a T.V. brain, one that is only suitable to watch the screen (Endangered Minds, Healey). It's not the apes we come from, it's where we are going!
 (*) A general rule generates an infinite number of answers. The word recipe is used here to find the answers to a limited group of additions or subtractions.

Program

- General rules and Recipes for Addition (pages 1&2). The use of Choral Reading.
- Exercises 1&2 on page 4.
- Exercise 3: The 36 additions are mixed, black numbers up. Students give oral answers and immediately
 check the ones on the back. Errors should be recorded on page 4 in the appropriate sections.
 The exercise should be repeated if necessary until the final score is 100%.
- Exercises 4&5.
- · Mentals.
- · Addition as a therapy.
- General rules and Recipes for Subtraction (pages 7&8).
- · Exercise 6: Guided revision.
- · Algorisms Type one.
- Exercise 7: Guided revision.
- · Algorisms Type two.

General Rules & Recipes for Addition.

Including the 12 Basic Ones.

If you add 1 to a number, you get the next number.

1.	1+12	1+23	1+34	1+45	1+56	1+67	1+78	1+89
----	------	------	------	------	------	------	------	------

SEE & SAY

If you add 2 to an odd number, you get the next odd number.

2.	2+3	2+17	2 +25	2+39	2+43	2 +51	2+69	2+77
----	-----	------	--------------	------	------	--------------	------	------

SEE & SAY

If you add 2 to an even number, you get the next even number.

3.	2+12	2+26	2+34	2+48	2+60	2+76	2+84	2+98	
----	------	------	------	------	------	------	------	------	--

THE 9 - PARTNERS

4.	1-8		2 ·	- 7	3-6		5-4	
	11+8	23+6	32+7	44+5	58+1	67+2	76+3	85+4

SEE & SAY

The first 9 - recipe: Think 1 less and teen.

5.	7+9	9+9	5+9	8+9	6+9	4+9	3+9	2+9

SEE & SAY

The second 9 - recipe: Think 1 more, 1 less.

11+9	23+9	49+9	76+9	87+9	95+9	104+9	232+9
19+2	29+4	59+3	79+7	99+2	119+3	129+5	89+9

General Rules & Recipes for Addition.

Including the 12 Basic Ones.

THE 10 - PARTNERS

6.	1-9	2-8	3-7	4-6	5-5						
	one - nine	two-eight	three - seven	next even	2 hands						
	SEE & SAY Think1 more and zero.										
	14+6	21+9	35+5	42+8	57+3						
	196+4	283+7	379+1	735+5	642+8						
	SEE & SAY The number and teen										
7.	9+10	6+10	8+10	5+10	3+10						
			SEE & SAY 1 more and keep.								
	14+10	51+10	99+10	188+10	515+10						
			DOUBLES								
8.	3+3	4+4	6+6	7+7	8+8						
	3	DOL	JBLES PLUS O	NE							
9.	3+4	5+6	6+7	7+8	8+7						
	Even down	Ŋ	4711	FOUR - SEVEN ELEVEN	4711						
	+ 6 4 teen	say aloud 3-5-8 5-8-13	If 4+7=11 5+7=12	If 4+7=11 4+8=12	If 4+7=11 3+8=11						
	10.	11.	- 3 -	12.							

Board for Groups & S	ingles. Laci cise	1 0. 2.					
2 + ODD 1 2 3	D						
2 + EVE . 1 2 3	U B L						
The 10 - Par	E 5						
The 9-Par-	1						
	The First 9 - Recipe: Think 1 Less & Teen						
	The Second 9 - Recipe: Think 1 More, 1 less						
Doubles	Doubles in Action						
The Four - Seven - Eleven Group	8 6 4 Teen	3-5-8 5-8	B-13				

2. NOTE: The Biggest Combination is 9+9=18So 20 can only Become 30 24+8 67 + 6See 20+12 See 60+13 Say Thirty - Two Say Seventy - Three 3. 13 21 + 3534 + 49See 50 + 6 See 70 + 13 Say Fifty - Six Say Eighty - Three

A Single Column

2 Columns

2.

EYES

1. Say Aloud

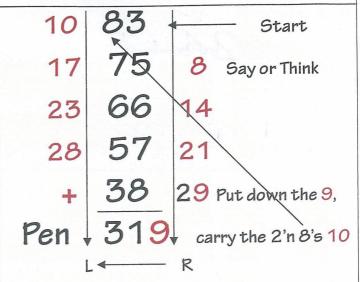
2. Think

6 14

21

8 29

Without crutch figures; it disturbs fluency. In a relay race, the baton is passed on, not thrown on the ground!



Check

379

523

+ 417 3

1319 5

Checking with the 9-remainder method (Trachtenberg): Reduce each number to one single digit by adding its digits. Mentally cancel nines or combinations totalling nine.

Note: The 9-Remainder is the sum of the digits.

Eg:
$$21 = (2 \times 9) + 3$$

3.

Finding Palindromic Numbers

- · Start with any number
- Add its reverse
- · Repeat this procedure
- · Eventually, you'll find one

379

+973

1352

+2531

3883

It reads the same both ways

General Rules & Recipes for Subtraction

If you take 1 from a number, you get the number before.

		II you ta	ake i irom	a number, y	ou get the	number be	тоге.			
1	20-1	11-1	18-1	39-1	47-1	54-1	66-1	74-1		
The difference between two consecutive numbers is 1										
2	17-16	15-14	20-19	31-30	49-48	56-55	64-63	100-99		
	The difference between two consecutive odd numbers is 2									
3	19-17	5-3	27-25	33-31	41-39	3-1	51-49	61-59		
The difference between two consecutive even numbers is 2										
4	2-0	14-12	26-24	38-36	50-48	62-60	70-68	100-98		
	If you take 2 from an odd number, you get the odd number before.									
5	3-2	11-2	25-2	37-2	49-2	51-2	63-2	75-2		
	lfy	ou take 2 f	rom an eve	n number, y	ou get the	even numb	er before.			
6	2-2	14-2	26-2	38-2	40-2	52-2	64-2	76-2		
			The	missing 9	-partners					
7	9-1	9-2	9-3	9-4	9-5	9-6	9-7	9-8		
			Replace th	e 9 by the	missing pa	rtner				
	19-1	29-3	39-2	49-4	59-8	69-7	79-6	89-5		

General Rules & Recipes for Subtraction

8			The	9 - rema	inder gr	oup			
	The 9-r	remainde	er is the	sum of	·• (means therefore)				
		the d	igits:		1				
		13 =	9+4		13 - 9	9=4	13-4	4 = 9	
	15-9		11	-9	16	-7	16	-9	
	11-2		18	-9	14	-9	15	-6	
	10-1		19-	10	13	-4	18	-9	
	13-9		10	-9	14-5		12-9		
	17-8		17	7-9 19-9		-9	12-3		
		Thes	econd 9 - r	ecipe in rev	erse: Think	1 less, 1 r	nore.		
9	20	1-9	37	-9	41-9		53	53-9	
	68	-9	72-9		84	-9	106-9		
			Thi	nk missing	10-partne	ers			
10	10-2	20-4	30-3	40-5	50-7	60-6	70-8	80-9	
			Th	ink 1 les	s and ke	ер			
11	18-10	75-10	34-10	83-10	92-10	61-10	56-10	47-10	
				The lef	t-overs				
12	7-3	8-5	7-4	8-3	11-4	14-8	11-7	12-7	

ALGORISMS

They must be done as an old fashioned routine! Explanations only activate the failure mechanism; the calculator doesn't provide them either. If you explain too much, you explain nothing.

TAKEAWAY is only for Fish & Chips or Hamburgers. Type 1 Algorisms

Say;

98 Positive 98

Not shown

- 55 Negative 55 43 Positive 43 1.

76

- 44 The negative sign is written in front! (As you say it)

Type 1

Year 7:

-7+5-3+4-2+1=-2

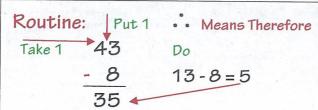
Think:

There are 12 Negatives & 10 Positives.

"The Negatives win by 2"

Exercise 6: Guided Revision with cards.

Exercise 7: The 45 Possibilities. Check Answers on the back of the cards. Type 2 Algorisms



3.

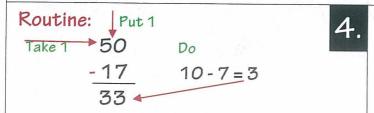
Stage 1: Using 10 - partners

13-8=5

Think 2+3

Stage 2: Exercise 7

Direct Answers



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