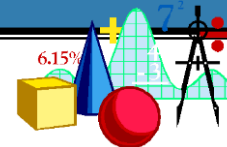Mathematics, Grade 5
Unit II: Lesson B3   Diagram / Display: **Invention Subtraction**

Imagine that you are going to invent a machine of some kind. It has to be something totally new, and it can be realistic or fanciful. Design your machine by drawing a detailed diagram and labeling each part to tell what it is and why it is there.

Under your diagram, write at least six story problems. Write them in both story and numerical form. All of your problems must be solved by using subtraction.

> **Example:** The machine produced 80 bubbles during the first minute it was running, but only 75 during the second minute. How many more bubbles did it produce during the first minute than during the second minute?

```
  80
-75
   5 more bubbles
```

Develop your diagram and story problems into an attractive visual presentation for the class to see.