

**CLIFF QUICK REVIEW STATISTICS**

When it comes to pinpointing the stuff you really need to know, nobody does it better than CliffNotes. This fast, effective tutorial helps you master core statistical concepts--from numerical measures, probability, and sampling to principles of testing, univariate inferential tests, and bivariate relationships--and get the best possible grades. This 160-page book is dedicated to helping you do your best, no matter how challenging the subject. The veteran teachers are talented writers who know how to cut to the chase--and zero in on the essential information you need to succeed. (David H. Voelker, Peter Z. Orton, Scott Adams)

**OJW 63882 .....\$9.99**

**PROBABILITY ACTIVITIES**

Grades 7-11

Introduce probability concepts to students who might not otherwise experience them by using practical situations to sustain class interest and encourage participation while developing specific problem-solving techniques. Included in this 320-page book are a series of 61 lesson guides, each designed to be covered in one class period. Each lesson includes an outline of objectives, a list of required materials, and a description of class activities. These lesson guides include transparency masters for group work and problem sets. Most lessons include quizzes. Six unit tests and answer keys are included. (Robert Lovell)

**OMM 53067 .....\$23.00**

**PROBABILITY SIMULATIONS**

Grades 8-12

Graphing calculators are powerful tools for teaching and learning the concepts of probability. Each of the 13 investigations in this 144-page book begins with an interesting scenario and takes students through individual simulations. Students working within a group combine their simulations and are guided with questions through an analysis leading to the theoretical probability. Calculator simulations confirm the results of the analysis. For each investigation there are complete teacher notes, answers, blackline transparencies and activity masters. (Mary Jean Winter and Ronald J. Carlson)

**OMM 53401 .....\$23.00**

**STATISTICS FOR DUMMIES**

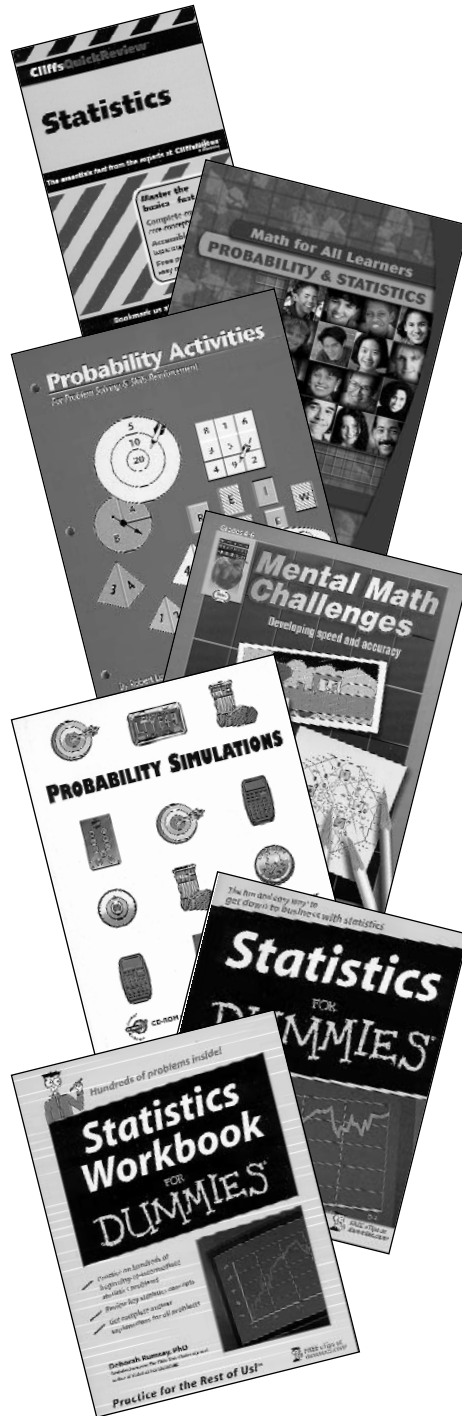
This 384-page book is for everyone who wants to sort through and evaluate the incredible amount of statistical information that comes to them on a daily basis. This book arms you with the ability to decipher and make important decisions about statistical results, being ever aware of the ways in which people can mislead you with statistics. Get the inside scoop on number-crunching nuances, plus insight into how you can determine the odds; calculate a standard score; find the margin of error; recognize the impact of polls; establish criteria for a good survey; and make informed decisions about experiments. This reference is chock-full of real examples from real sources that are relevant to your everyday life: from the latest medical breakthroughs, crime studies, and population trends to surveys on Internet dating, cell phone use, and the worst cars of the millennium. (Deborah Rumsey)

**OJW 54239 .....\$19.99**

**STATISTICS WORKBOOK FOR DUMMIES**

This handy 304-page guide complements the *Statistics for Dummies* book by presenting exercises and fully worked solutions that let students and professionals practice and sharpen their statistical skills and understanding of the subject.

**OJW 84664 .....\$16.99**

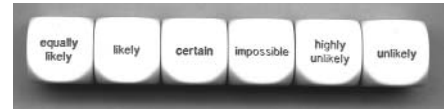


**HANDS ON MATH DATA ANALYSIS AND PROBABILITY**

Grades 9-12

Arm your students with the tools they need to survive the information age. Ideal for today's diverse classroom, this resource engages student interest through relevant and interesting investigations. With the active learning approach in this 96-page book, students can increase their understanding in this key area of mathematics. This comprehensive resource will ensure that all students have what they need to understand and interpret statistical information. (Robert Jenkins)

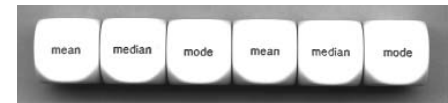
**OWW 63647 .....\$20.99**



**PROBABILITY DICE**

This set of 6 dice will help student learn those key phrases that are essential to probability. Equally likely, likely, certain, impossible, highly unlikely, and unlikely are all featured in this set. Each die is 20 mm.

**OLH 13556 .....\$4.00**



**STATISTICS DICE**

Statistics is all about mean, median, and mode. That is what this set of 6 dice features. Each die is 20 mm.

**OLH 13568 .....\$4.00**

**MENTAL MATH CHALLENGES**

Grades 2-6

Each book is a computational fluency kit, designed to provide practice and assessment to your students in a motivating and unique format. Each skill area starts with reproducible activities such as tapestry shapes, jigsaw puzzles, riddles, dot-to-dot pictures and cloze coding passages followed by a speed test for assessment. Complete answers follow. Book I includes addition, subtraction and multiplication. Book II covers subtraction, multiplication, division, and fractions. (Gunter Schymkiw)

**ODX 25256 Grades 2-4 .....\$9.95**

**ODX 25257 Grades 4-6 .....\$9.95**

**INTEGER CHESS**

Grades 3-7

The coordinate plane is the "playground" of algebra, the arena where algebraic concepts are displayed graphically. Integer Chess helps students understand and develop proficiency in skills involving graphing, making vector-like moves, etc. on the coordinate plane. Students will be prepared to use this vital algebraic tool well before format study of algebra begins. Can be played using simple to complex strategies, challenging novices and masters alike. 2-4 players.

**OCT 4794 .....\$22.95**

# 38 CRITICAL THINKING

## MATH MASTERPIECES

Grades 3-7

Students learn and practice algorithms and math facts while they solve puzzles to uncover great works of art. Each 70-page book includes blackline masters for twenty puzzles covering operations, fractions, place value, and geometry. Detailed teacher's notes for each puzzle include notes on the artist and work, internet image search, student instructions and "Talking Mathematically", with tips and ideas for enrichment. Artists include DaVinci, Cezanne, Rembrandt and more. This is a truly unique, yet extremely practical reproducible resource. (Gunter Schymkiw)

ODX 25258 Grades 3-5 .....\$9.95  
 ODX 25259 Grades 6-7 .....\$9.95

## MATH CRITICAL THINKING

Grades 5-8

Inside this 64-page book are fun, creative puzzles to enrich and supplement your math program. The reproducible activities give students the opportunity to develop their critical thinking and problem-solving skills. The activities cover convergent and divergent thinking, brainstorming, flexibility, originality, forecasting, synthesizing, and more. These brainteasers are ideal for problem of the day activities, extra credit, homework assignments, or center activities. (Pamela Amick Klawitter, Ed.D)

OCP 413 .....\$11.99

## MATH CHALLENGES FOR THE CRITICAL THINKER

Grades 5 & up

Teachers can supplement their curriculums with creative math that will enhance students' abilities to problem solve, learn and apply strategies, as well as think critically. Answer keys are included in this 48-page book. (Bob Olenych)

OCD 404009 .....\$7.99

## MATH BRAINTEASERS

Grades 6 & up

More than 100 problem-solving exercises in this 90-page book challenge kids to solve problems that relate to their everyday lives--car repairs, school lunches, yard work, "dish duty", and more. Students work with percents, geometry, probability, number theory, fractions, algebraic expressions, and other math concepts. Answers included. Limited reproduction. (April Blakely)

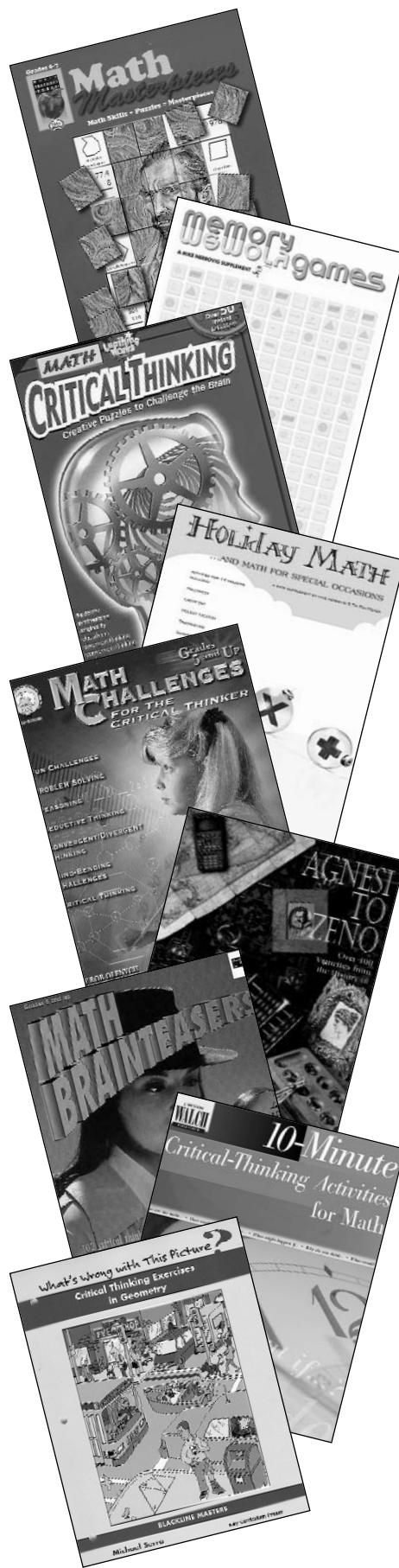
OGY 6318X .....\$12.95

## WHAT'S WRONG WITH THIS PICTURE? CRITICAL THINKING EXERCISES IN GEOMETRY

Grades 8-10

Students love to find errors in books and handouts, sometimes more than they love the material itself! This 82-page book uses this enthusiasm to exercise the basic skills of geometry and visual thinking in new and exciting ways. The book contains 72 pages of blackline masters that are perfect as warm-up exercises, homework, or group activities. Each page has up to four problems, of which at least one is worked correctly and at least one more contains an error, an optical illusion, or conflicting information; students reason through the problems to find the incorrect one. (Michael Serra)

OMM 58493 .....\$17.95



## MEMORY GAMES

Grades 9-12

From Algebra through Calculus, rekindle the fun and enjoyment of learning for your students through the use of memory games. Just as applications of number facts are essential to arithmetic problems, applications of properties, theorems, and graphs are essential to solve other mathematical problems. Consequently, students are expected to know certain relationships so they can investigate a wide array of mathematical topics. The intentions of these memory games in this 23-page book are to facilitate the acquisition of such knowledge in a nontraditional, but entertaining way.

OSR 1195 .....\$9.95

## HOLIDAY MATH (AND MATH FOR SPECIAL OCCASIONS)

Grades 9-12

Energize your students on school days that precede holidays and vacations by involving them in mathematical challenges and adventures. Whether romping through a haunted house, competing in a Thanksgiving Olympiad, or creating Valentine cards, your students will be able to apply mathematical reasoning and skills in a variety of different activities. Additionally, provide your students with enjoyable diversions from the regular class routine that include creating snowflakes, participating in recess games, and experiencing a summer camp. The 14 activities in this 68-page book are intended as a resource for teachers who wish to expose their students to a variety of nontraditional mathematical topics that range from basic probability to advanced math.

OSR 1549 .....\$19.95

## AGNESI TO ZENO: OVER 100 VIGNETTES FROM THE HISTORY OF MATH

Grades 9-12

This 266-page book of blackline activity masters highlights important achievements in the history of mathematics and is beautifully illustrated with historical art. Its engaging vignettes introduce concepts, events, and influential mathematicians and show the contributions of the world's many cultures to the development of mathematics. Written in a format that can be easily presented, understood, and appreciated in the classroom. Activities feature almost every branch of mathematics and encourage in-depth research, critical thinking, and group discussion. (Sanderson Smith)

OMM 53107 .....\$28.95

## 10-MINUTE CRITICAL THINKING ACTIVITIES FOR MATH CLASSES

Grades 9 & up

Reading Level 5  
 Introduce critical thinking skills to math students through math activities that require them to analyze, interpret, understand, and explain. Reproducible 10-minute warm-up activities encourage students to think independently as they develop logic and reasoning skills and evaluate, analyze, and compare information. Specific skills covered include critical thinking and algebra; logic problems; number theory and problem solving; patterns, codes, and sequences; and visual and geometric patterns. All activities in this 80-page book meet NCTM standards. You will appreciate pages explaining the skills addressed by each activity, background on thinking principles, and suggestions to help students overcome obstacles. Reproducible. (Hope Martin)

OWW 38167 .....\$19.99



**PRIMEPAK**

Grades 2 & up  
Think FACTOR! Don't just multiply and divide. That's what players must do while having fun playing rummy-like card games with this unique deck of 171 cards. Players form factor sets. Because  $20=4 \times 5$ , the numbers 20, 4 and 5 form a factor set. The rules booklet defines four different card games, six deck levels, and includes math rules and strategies. The durable, standard-sized cards are attractively packaged in a sturdy box. Adapts to many levels. For 1 to 6 players or teams. Winner of Dr. Toy's Best Vacation Children's Product Award.  
OCO 2001 .....\$15.00  
OCO 2030 Transparency deck .....\$15.00



**Advanced Play**

**EQUATE**

Grades 3 & up  
Your students improve thinking skills, develop number sense, and build a foundation for success in algebra while playing this equation thinking game. Players form horizontal and vertical equations by placing tiles on the board. The objective is to receive a high score by taking advantage of both the individual symbol scores as well as the premium board positions. Includes fractions and allows larger numbers and mixed numbers by placing number tiles adjacent to one another. With four levels of play, this board game is fun and challenging. Beginners form only horizontal equations without connecting, use only selected tiles, and draw from two draw piles to maintain a balanced hand of numbers and operations. For two to four players or teams. This equation thinking game is great for the classroom and family! Classroom set contains six boards, 6 original tile sets, and a rules booklet.  
OCO 1000 .....\$30.00  
OCO 1020 Additional tiles .....\$8.00  
OCO 1024 Additional Advanced tiles .....\$8.00  
OCO 1050 Color transparency .....\$6.00  
OCO 1002 Classroom set .....\$98.00



**MULTIFACTOR**

Grades 3-7  
This game offers challenging practice with basic multiplication facts, factoring, and finding prime factors at two levels of play. Offensive and defensive strategies add interest and intrigue. The playing field is divided into four zones distinguished by color. Points earned for placing a chip in a zone are shown as a background number - 1 through 5. The winner is the player with the highest number of points after a pre-determined number of rounds, a certain number of spaces have been claimed, or when a time limit is reached. For two players or teams.  
OCT 4790 .....\$20.95



**RIDING THE WORD PROBLEM TRAIN INTO HISTORY**

Grades 3-5  
Word problems involving higher level thinking skills other than just computation are featured in this game. Actual historical people, events and/or facts are the characters and settings in each scenario to be solved. Skills include single/multi-step problems, estimation, extra information and logic. Game includes a 17 1/2" square game board, four Flip-Card boards, instructional guide with extension activities.  
ONA 4325 .....\$21.95



**INTERMEDIATE MATH CHASE**

Grades 4-7  
Improve your students' test scores while having fun! Use this colorful game mat and color coded cards with questions to ensure mastery of grade level objectives. The four sets of color coded cards are in four categories: computation, numeration, measurement, and money. Three levels of questions and story problems are included on each card. The game mat is designed to be mounted on the chalkboard so that the entire class can compete as teams, or it can be placed on the floor or table.  
OSR 0201 .....\$44.50



**24® GAME EDITIONS**

Grades 4 & up  
Played by millions of kids all over the world, this game is fast paced, challenging and most of all- fun! Use as an exciting and innovative tool to reinforce skills such as mental math, problem solving, pattern sensing, number sense, concentration and critical thinking. The object of the games is to make 24. You can add, subtract, multiply and/or divide. Use all four numbers on a card, but use each number only once. There is at least one solution to every card.

**INDIVIDUAL GAMES**

These 96-card decks are 4"x4" for easy handling. There are 192 challenges per box. Each deck includes a mix of easy, medium and tough challenges. All Primer decks now have a self-check feature, enabling students to check answers.  
OSI 33976 Single Digit .....\$21.95  
OSI 34976 Fractions/Decimals .....\$21.95  
OSI 39976 Double Digit .....\$21.95  
OSI 38978 Single/Double Digits Vari . . \$21.95  
OSI 37976 Algebra .....\$21.95  
OSI 33576 Integers .....\$21.95

**ADVANCED MATH CHASE**

Grades 6-9  
This popular game is now available for middle school/junior high! 576 questions on algebraic thinking (patterns and functions), statistics and probability, measurement and geometry, and number theory. Questions support NCTM standards. An extra-large game board, playing cards, teacher's guide, playing pieces, and die are included. Series contains both the intermediate and advanced game.  
OSR 0210 .....\$44.50  
OSR 2011 Series of two games .....\$87.00