

# BASIC SKILLS

## FLIP OVER MATH ACTIVITY BOOKS

Grades 1-5

These free-standing, 96-page, spiral bound books offer a progression of hands-on activities to make learning math easier. From basic skills to advanced problems, each book combines self-checking activities with various types of math manipulatives. Students build models and compare groupings to help them solve math problems in a fun, interesting way. Tub of manipulatives which can be used with all of these books includes pattern blocks, connecting people, connecting Cuisenaire rods, coins, and bean counters. Books are written to NCTM Standards. (Helaine Becker)

- WWLR 8524 Algebraic Thinking Gr. 1-4 .....\$18.95
- WWLR 8525 Add & Subt Gr. 1-4 .....\$18.95
- WWLR 8526 Mult & Div Gr. 2-5 .....\$18.95
- WWLR 8527 Story Problems Gr. 2-5 . .\$.18.95
- WWLR 8523 Tub of 522 Manipulatives \$39.95

## SUCCESS WITH MATH: FRACTIONS

Grades 3-9

With these exercises, students work sequentially through each concept in fractions and practice their skills before moving on to the next concept. Periodic cumulative review pages can be used for additional practice or for assessment. This step-by-step approach in these 64-page books can be used for independent study or to supplement the regular textbook. Meets NCTM standards. Reproducible. (Lisa Wood and Chandra Smith)

- WWPR 31332 Grades 3-5 .....\$11.95
- WWPR 31340 Grades 6-9 .....\$11.95

## CAMP FRACTION

Grades 4-6

This 52-page activity book is filled with interesting problems based on true facts to help get students excited about math. Set around a trip to summer camp, students work with fractions in a problem-solving format, while learning a little history, trivia, and fun facts about a number of different items such as crayons, paper clips, toothpaste, and chocolate chip cookies. Reproducible. (Heidi Lang and Lisa Allan)

- WWPR 30298 .....\$11.95

## FUNNYBONE BOOKS: PRACTICE PUZZLES

Grades 4-6

Math practice becomes super fun when students are motivated to solve problems to find the answers to rib-tickling riddles. Reinforce key math skills including multiplication, division, fractions, time, money, geometry, problem solving and more in these 48-page book. Limited reproduction. (Bob Hugel)

- WWSC 72085 Math .....\$8.99
- WWSC 67165 Multiplication .....\$8.99
- WWSC 51376 Division .....\$8.99
- WWSC 71857 Decimals & Percents . .\$.8.99
- WWSC 51377 Fractions .....\$8.99

## FUNNYBONE BOOKS: FRACTURED FAIRY TALES

Grades 4-6

Target key math skills with this collections of motivating, kid-pleasing practice pages that focus on patterns, measurement, graphing, and more. First, students read hilarious fractured fairy tales to capture their interest. Then using model problems and other examples as guides, kids solve problems with confidence. A great way to make math engaging for all students. Limited reproduction. (Dan Greenberg)

- WWSC 51897 Math .....\$8.99
- WWSC 51898 Multiplication & Division \$8.99



## MALL MATH

Grades 4-6

This 72-page book is the ideal way for students to reinforce and review their basic math skills while having fun. While shopping in the mall, students solve math story problems that deal with addition, subtraction, multiplication, division, fractions, decimals, and percentages. The object of the game is to visit five stores, solve a math problem, collect a token ticket from each store, and exit the mall. Chance cards and errand cards add variety to the game along the way. Questions are categorized by difficulty and include a self-checking feature. (Linda Schwartz)

- WWCP 204 .....\$11.99

## MATH

Grades 4-6

This innovative review and practice resource supports all math programs. Each level includes 15 comprehensive lessons that reinforce the basics and provide creative and varied approaches to skills practice--all conveniently correlated to NCTM standards. Thorough teacher information sections provide time-saving support with math vocabulary, reteaching ideas, extension activities, at-home activities, and more in each 128-page book. Each lesson included teacher information, exploration with manipulatives, practice, extension, word problems, and enrichment. Reproducible.

- WWSV 99406 Grade 4 .....\$14.99
- WWSV 99414 Grade 5 .....\$14.99
- WWSV 99422 Grade 6 .....\$14.99

## PRACTICE, PRACTICE, PRACTICE! SERIES

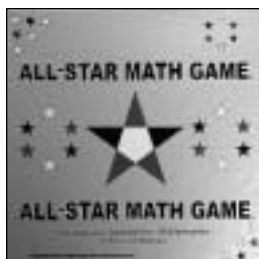
Grades 4-8

Brain-based research shows that kids need plenty of practice to really master skills. The 50 ready-to-use pages in the *Fractions & Decimals* provide kids with motivating skill practice in comparing fractions, converting improper fractions to mixed numbers, multiplying and dividing fractions, ordering and comparing decimals, multiplying and dividing decimals, converting fractions and decimals to percents, finding percents and much more. The *Word Problems* book covers fractions and decimals, multiplication, division, interpreting graphs, and more.

The *Algebra Readiness* book provides kids with motivating and fun skill practice in writing expressions, using order of operations, evaluating expressions, writing and solving equations, graphing ordered pairs and working with integers. Developed with the NCTM standards in mind, these books are perfect reinforcement, homework, and independent practice. Limited reproduction. (Judith A. Muschla & Gary Robert Muschla)

- WWSC 52962 Fractions & Decimals . .\$.8.99
- WWSC 52963 Word Problems .....\$8.99
- WWSC 52961 Algebra Readiness . .\$.8.99

# BASIC SKILLS-GAMES



## ALL-STAR MATH GAME

Grades 2 & up  
This game is actually five fun games in one that can be played and enjoyed again and again. It provides new challenges as a child progresses through the math operations of addition, subtraction, multiplication, and division. It can be played using addition only, subtraction only, both addition and subtraction, both multiplication and division, or all four operations together. The object of the game is to be the first player to score nine points with at least one point coming from each of the six stars. Scoring points is accomplished by laying down two cards and stating the math operation used to equal a number on one of the spaces. The center space of each star is worth two points and all others are one point. The game can be simplified for younger players by using only the first three stars instead of all six.

WWEG 00002 .....\$24.99



## BINGO BUS

Grades 2-8  
Get on board the Bingo Bus! The well-loved game of BINGO is transformed into fun topics for math. Each set includes 30 bingo cards and markers and 50 questions cards.

WWSR 1544 Frac/Dec/Per .....\$15.50  
WWSR 1545 Fraction Addition .....\$15.50  
WWSR 1546 Geometry .....\$15.50  
WWSR 1547 Mental Math .....\$15.50  
WWSR 1548 Pre-Algebra .....\$15.50  
WWSR 1552 Metric System .....\$15.50  
WWSR 1553 Money .....\$15.50  
WWSR 1554 Time .....\$15.50  
WWSR 1555 Addition & Subtraction ..\$15.50  
WWSR 1556 Multiplication .....\$15.50  
WWSR 1557 Measurement .....\$15.50  
WWSR 1558 Factors & Multiplis ...\$15.50  
WWSR 1559 Fraction Simplification ..\$15.50  
WWSR 1560 Rounding Whole Numb ..\$15.50  
WWSR 1561 Place Value .....\$15.50  
WWSR 1562 Calculator Math .....\$15.50

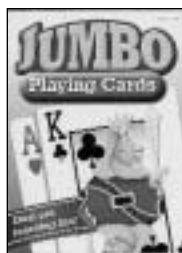


## RIDING THE WORD PROBLEM TRAIN INTO HISTORY

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.

WWNA 4325 .....\$21.95



## JUMBO PLAYING CARDS

Grades K & up

There are so many different games that can be used with the Jumbo Cards from traditional Solitaire to games like Go Fish.

However, the Jumbo Cards can also be used as a fun and engaging way for student to learn basic math

concepts. Included with this deck of 52 cards plus 2 jokers are fun ideas and games to teach addition and subtraction skills, patterning, sequencing, and more. Cards measure 4 1/2" x 7" and are coated for durability.

WWLR 7561 .....\$9.95



## NUMERACY

Grades 2 & up

This game provides five challenging, high interest games that build computational fluency with whole numbers. Ranging from simple to complex, these games constitute an indispensable learning aid through grades 2 and up. Players can play by themselves as well as up to 4 players or groups. In it's most simple form Make Ten, second graders can make a sum of 10 using 2 tiles. Games progressively add operations. In All-Ops, upper grade students combine three tiles to result in multiples of 10 using any combination of addition, subtraction, multiplication, division, squaring, or square roots.

WWCT 4724 .....\$22.95

## WACKY WORD PROBLEMS: GAME AND ACTIVITIES THAT MAKE MATH EASY AND FUN

Brimming with fun and educational games and activities this 128-page book provides everything you need to know to become a master of mathematics. You'll discover how to decode many different types of word problems--from counting, logic, and percentage problems to distance, algebra, geometry, and graphing problems--in order to solve real-world dilemmas. While you play exciting games like Measurement Jeopardy and Percentage War, you'll learn how to identify word cues, develop reasoning skills, and spot key formulas that will help you solve any problem with ease. You'll also boost your math skills as you enter into crazy contests with your friends, create mystery word problems, and play word-problem charades--and have a great time doing it. (Lynette Long)

WWJW 10617 .....\$12.95

## MATH MINUTES

Grades 6-8

This 112-page book features 100 "Minutes." Each minute consists of ten reproducible classroom-tested problems of varying degrees of difficulty, integrating problem solving and basic math skills. This unique format offers students an ongoing opportunity to improve their own fluency in a manageable, nonthreatening format. The quick, one-minute format combined with instant feedback makes this a challenging and motivational assignment students will look forward to each day. Students become active learners as they discover mathematical relationships and apply acquired understanding to complex situations and to the solution of realistic problems in each minute. Areas covered are basic multiplication and division facts; money; graphing; problem solving; math vocabulary; fractions; geometric shapes; probability; estimation; decimals; measurement; powers of ten; square roots; percents; multiple and factors; and much more. (Doug Stoffel)

WWCP 2595 .....\$13.99

## POWER BASICS: BASIC MATHEMATICS

Reading Level 4

Grades 6-12

Learners are guided toward mastery of essential math concepts from basic operations through fractions, decimals and percents. Through practice, review, word problems, and real-world activities, this program is designed to assure that students of all abilities master essential math concepts. This series' on-level content and below-level readability pack a powerful punch. The classroom set contains 10 student books, 1 teacher's guide, 10 student workbooks, 1 student workbook answer key, and 1 test pack. The classroom kit contains all reproducible activities including a binder, 1 student book, 1 teacher's guide, 1 student workbook, 1 student workbook answer key and 1 test pack.

WWWW 55800 Student book .....\$24.99

WWWW 55916 Student book/10 pk ..\$224.99

WWWW 55835 Student book/Teacher's guide .....\$5.99

WWWW 55843 Student workbook ...\$14.99

WWWW 5586X Student workbook/10pk .....\$109.99

WWWW 55894 Test pack .....\$19.99

WWWW 55568 Classroom set .....\$349.99

WWWW 55746 Classroom kit .....\$199.99