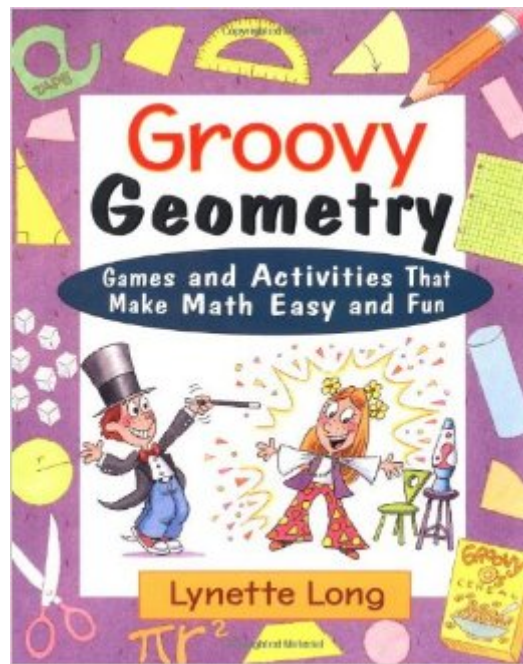


The book was found

Groovy Geometry: Games And Activities That Make Math Easy And Fun



Synopsis

Don't Just Learn Geometry...Master It! Brimming with fun and educational games and activities, the Magical Math series provides everything you need to know to become a master of mathematics! In each of these books, Lynette Long uses her unique style to help you truly understand mathematical concepts as you use common objects such as playing cards, dice, coins, and every mathematician's basic tools: paper and pencil. Inside Groovy Geometry, you'll find all the geometry basics, plus information on how to figure out the height of any object from its shadow, find distances "as the crow flies," estimate the area of any space, and much more. While you play the Name Game and Rectangle Race, you'll learn how to draw, measure, and identify different kinds of angles, triangles, and quadrilaterals. And with fun activities like Bull's Eye and Pizza Party, you'll practice plotting coordinate points on a graph and measuring the area and diameter of a circle. Most important, you'll have a great time doing it! So why wait? Jump right in and find out how easy it is to become a mathematics master!

Book Information

Paperback: 128 pages

Publisher: Wiley; 1 edition (January 23, 2003)

Language: English

ISBN-10: 0471210595

ISBN-13: 978-0471210597

Product Dimensions: 7.6 x 0.3 x 9.3 inches

Shipping Weight: 8 ounces (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #854,136 in Books (See Top 100 in Books) #91 in [Books > Children's Books > Education & Reference > Math > Geometry](#) #372 in [Books > Children's Books > Education & Reference > Math > Arithmetic](#) #1943 in [Books > Education & Teaching > Schools & Teaching > Instruction Methods > Mathematics](#)

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

I bought this because the title appealed to my Grand-daughter - who tutor. She thought it sounded like fun. And it does contain some pretty cute ideas for helping make geometry more hands-on. Straws and strings to make moveable triangles, games and other creative juice flowing exercises.

What it lacks is a way to keep kids going. As a tutor, you want kids wanting to try the next game/activity. I've had better success on that score with other work books.

This gave me some good ideas for teaching math. However, most of the projects do not translate well into the lessons I needed. Most of the concepts are not core concepts. However, would be great enrichment activities.

This book was good in parts. I had explored many of the topics already with my grandchildren.

ok

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