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The Grapes Of Math

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Synopsis

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Category: Math Skills

"How many grapes are on the vine? Counting each takes too much time. Never Fear, I have a hunch There is a match for every bunch! "

Greg Tang, a lifelong lover of math, shares the techniques that have helped him solve problems in the most creative ways! Harry Briggs's vibrant & inviting illustrations create a perfect environment for these innovative games. So open your mind—and have fun! "This...clever math book uses rhyming couplets... riddles... visual clues to help the reader find new ways to group numbers for quick counting... A winning addition! " --Kirkus

Book Information

Paperback: 40 pages
Publisher: Scholastic Paperbacks; Reprint edition (June 1, 2004)
Language: English
ISBN-10: 0439598400
Product Dimensions: 0.2 x 8 x 10.2 inches
Shipping Weight: 5 ounces (View shipping rates and policies)
Average Customer Review: 4.5 out of 5 stars  See all reviews (75 customer reviews)
Best Sellers Rank: #13,543 in Books (See Top 100 in Books)  #53 in Books > Children's Books > Literature & Fiction > Poetry > Stories In Verse  #93 in Books > Children’s Books > Education & Reference > Math
Age Range: 7 - 10 years
Grade Level: 2 - 5

Customer Reviews

Greg Tang has put together a series of counting riddles which challenge you to find short cuts to a faster answer. Each problem provides the introduction to a new challenge. The riddles are written in verse and encourage you to develop your skills in pattern recognition, grouping, and multi-step thinking. The book will be as much fun for parents as for youngsters, and can provide the basis for spotting interesting problems in the world around you. Clever rhymes, hints, and colorful illustrations combine to provide plenty of visual and mental stimulation. The riddles focus on natural objects like animals, insects, plants, and fruit to increase awareness of the patterns occurring around us. The riddles have fun names (like Fish School, Grapes of Math, Win-Doze, and For the Birds). My
The favorite riddles were Ant Attack and It's a Jungle Out There. The left hand page contains a colorful computer illustration provided by Harry Briggs. These are large and appropriately ambiguous to hide the patterns a little. Color and shape are especially used well to complicate the counting problem.

On the right hand page is a riddle, containing a clue at the end. "To help you find the right amount/Group by fives before you count" is one such clue. At the back of the book are the solutions to each riddle. Pattern recognition riddles help you to see squares and rectangles within more complex designs. You are also encouraged to see diamonds as being squares rotated by 45 degrees. Many times a pattern is repeated, and that becomes the basis of multiplication. Grouping encourages you to add common sums. An example would be sets of \((8 + 3) + (6 + 5) + (4 + 7) = 33\). By seeing that you can add to common subnumbers, you quickly find three elevens and then multiply by 3 in your head.

The Grapes of Math targets elementary students around the ages of 8-12, yet can be used in a simpler way with even younger children as an introduction to counting. There are sixteen colorful counting problems in the book, which are accompanied by a poem that provides a hint at counting the objects using a different method. Children are instructed not to count individual objects in the regular manner - "1...2...3..." - but rather to open their minds to new ways of perceiving the problems. Readers are encouraged to use creative methods, such as finding patterns, grouping, and using advanced problem-solving skills. These strategies direct students to solve a problem faster and more efficiently, and greatly incorporate the use of addition, subtraction and multiplication. A teacher could use The Grapes of Math in many ways. One could post a problem each day, or week, on the board for children to solve at the beginning of a math lesson, to get students thinking mathematically, and on a higher level. Instructors could also break a class into pairs or small groups and photocopy the sixteen different problems, passing out a different problem to each pair/group. The children could have an allotted amount of time in which to come up with creative ways to count the objects on the page. After the pair/group has found several ways, they could vote on the most efficient method. Then the students could take turns sharing their solutions with the class. Furthermore, a teacher could share the book with his/her class, taking suggestions for the various problems and solving as a whole-class group. As a follow-up activity, children could design their own "counting problems," making colorful pictures with accompanying poetry to give their readers hints - such as the layout of The Grapes of Math.

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