#### DOCUMENT RESUME

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INSTITUTION
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89

NOTE

45p.; For related documents, see SE 051 867-869. Contains some colored pages which may not reproduce well. Square One TV can be taped off the air for in-school use. The tapes must be erased within three

years of taping.

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IDENTIFIERS

\*Square One TV

#### ABSTRACT

This guide focuses on the Square One TV game shows, which explore areas ranging from probability and statistics to geometry. Eight game shows are described including the game rules, materials, directions, strategies for plaving the games, actual game questions, and reproducible student pages. Follow-up activities provide ideas for using the games on a continuing basis. Also included are curriculum goals for Square One TV. Topics covered include place value, probability, multiplication, strategic thinking, addition, geometry, percentages, estimation, mathematical operations, cubed numbers, and mathematical misconceptions. (KR)

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SQUARE ONE TV is a unique television series all out mathematics, produced by the Children's Television Workshop (CTW), creators of SESAME STREET, THE ELECTRIC COMPANY, and 3-2-1 CONTACT. The first thing you should know about SQUARE ONE TV is that WE WANT YOU TO COPY OR VIDEOTAPE IT OFF THE AIR, AND USE IT IN THE CLASSROOM. It's perfectly legal, as long as you erase the tapes within three years SQUARE ONE TV airs Monday through Friday or most member stations of the Public Broadcasting Service (PBS). It's aimed at the nation's fourteen million eight- to twelve-year-olds. Each half-hour show includes several segments, many of which parody familiar television formats, such as game shows, sit-coms, cartoons, must videos, and commercials.

In its recently published "Curriculum and Evaluation Standards for School Mathematics" the National Council of Teachers of Mathematics outlines its recommendations for the future of mathematics education. The NCTM document expresses overarching concerns with mathematics as reasoning, problem solving, and communication

Teachers of Mathematics outlines its recommendations for the future of mathematics education. The NCTM document expresses overarching concerns with mathematics as reasoning, problem solving, and communication SQUARE ONE TV shares these concerns, as demonstrated by its curriculum goals and its overall approach to mathematics education. You can use SQUARE ONE TV and the activities in this teacher's guide to support the NCTM's approach and to develop several of the specific content areas recommended in the Standards.

## USING THE TEACHER'S GUIDE This teacher's guide focuses on the game shows, which are an important part of SQUARE ONE TV. Each game

viewers, the teacher's guide provides a range of activities that we hope will be suitable in a variety of circumstances.

The guide devotes two pages to each of the game formats. In the sections titled "In Brief," you'll find show introductions to help you tell at a glance which games are suitable for the subjects you're working on with you class. The "Game Rules" will give you an idea not only of how the games are played on TV, but also of how you can play them in class. Each "Step-by-Step Activity" is accompanied by a reproducible student page, which can be used as the basis for a class-length activity. Feel free to copy these pages or any other material in the guide for you

own in-school use. Follow-up activities are also included to provide ideas for using the games on a continuin basis. Also included in the guide is a pull-out program usting. This insert contains segment-by-segment rundown

format explores one or more mathematical content areas. Just as the games were designed for a broad spectrum of

of each program, along with curriculum goals for each segment (see SQUARE ONE TV Curriculum Goals of pages 21–22).

USING THE GAME SHOWS IN THE CLASSROOM

SQUARE ONE TV was primarily designed for home viewing; still, many teachers find it suitable for the class room. The key to in-class use of the series is selecting material that best matches your curricular goals. Most often

to help you make the most of the game shows and other segments of SQUARE ONE TV in your class.

1. Try to tape as many of the SQUARE ONE TV programs off the air as you can. This will give you the broades possible selection of game shows to choose from.

this involves the use of segments rather than entire thirty-minute programs. The following suggestions are intended

2. Be sure you preview the program, familiarize yourself with the game rules, and review the printed material before using the games in class. You may also want to encourage students to watch a whole show at home, so they'll be familiar with its spirit.

- 3. When using one of the game shows, we suggest you:
  - Prepare a few questions to help focus students' attention prior to viewing
  - Show an entire game show once or twice to familiarize students with the games
  - Review the rules prior to in-class game play
- Follow up watching and playing the games with the related activities and extensions provided
  4. The SQUARE ONE TV game shows can make excellent ongoing activities for your class. Once the class had
- mastered a game, challenge another class to a match, or move on to another game for more fun.
- \*As you become familiar with the game rules for each show you'll find that there are varietions on how to play some of the games. In "Close

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#### STEP-BY-STEP ACTIVITY:

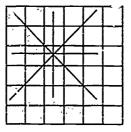
It's not always easy to see what strategies the players are using on "But Who's Multiplying?"—but the following activity will convince your students that there's more to this game than just knowing the multiplication tables. In this activity, we have explored only one of the many possible strategies. Examine the game further with your class, and see what other possibilities there are.

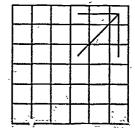
What you need: copies of the activity page, colored checkers or markers. It may also help to have an overhead transparency of the game board.

What to do: 1. Watch a couple of games of "But Who's Multiplying?" with your class. Then distribute the activity page.

- 2. Have the class examine the game board. Certain numbers—for example, 11 and 13—are left out. Why? Is it only primes that are missing? Does the game board contain any primes at all? Why do you think the game board is designed this way?
- 3. Try a sample game (forget about the time limit for now). Suppose that Red goes first and plays the red factor ring on 2 and the blue factor ring

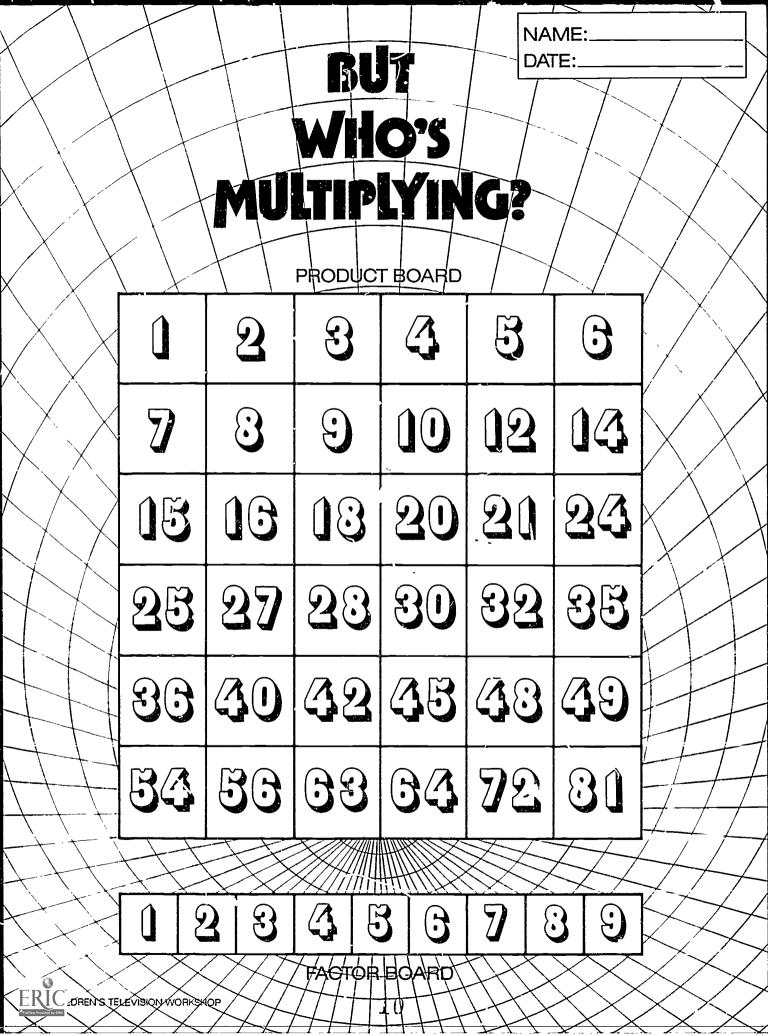
on 9. How many possible three-in-a-rows are there that include the product 18? Why might this be a better move than red ring on 2 and blue ring on 3? To help students visualize this problem, have them consider the geometry of the game board. A bla 'grid like those below will help them see that squares near the center of the game board have many more possible three-in-a-rows than squares near the edges.





4. Have the class consider every square on the game board. In each one they should record the number of three-in-a-rows that include that square. What patterns emerge? What strategies does this pattern suggest—are there some squares that seem to be better plays than others?

Follow-up: Consider the strategy suggested by the main activity. If Red goes first and puts the red ring on 5 and the blue ring on 4, what would be a good response for Blue? Why might blue ring on 1 be a bad idea? Why might blue ring on 8 be better? Why might blue ring on 2 be better still? Don't forget to consider Blue's ability to block Red's potential three-in-a-rows.



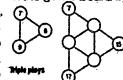


#### IN BRIEF:

No, it's not baseball—this triple play involves addition, multiplication, and geometry. It's an exciting way to practice basic arithmetic while learning to recognize equilateral triangles. It's also a game of strategy and quick think g.

#### **GAME RULES:**

The object is to make an equilateral thangle on the game board by claiming three numbers that are its vertices, Treat the numbers on the game board as either products or sums. Spin the two game wheels until each one stops at a number. Then either multiply or add the



humbers to match a number on the game board. If a wheel happens to stop on a SQL'ARE ONETV symbol, you're in luck! Use it to represent any number you want. Call out the product or sum of the numbers you've spun, and claim the matching number on the rame board. Whoever makes an equilateral triangle\* on the garr a board first-and shouts "Triple Play!"-wins. With "Triple Play," your class will have fun and see each problem from three angles!

\*Note that only triangles whose sides are formed by the lines on the game board are valid,

#### STEP-BY-STEP ACTIVITY:

"Triple Play" moves very quickly-but understanding the mathematics of the game board will help you make the right moves.

What you need: copies of the activity page, scissors, paste, dice, colored checkers or markers. It may also be helpful to duplicate the master of the game board onto an overhead transparency.

What to do: 1. After viewing "Triple Play," distribute copies of the activity page. In place of the game wheels, let your students construct special "Triple Play" dice by cutting out the numbers and logo on the activity page and pasting them to the faces of two dice. Numbers 1 through 6 should go on one die; numbers 7, 8, 9, 10, 12 and the logo should go on the other. Then let the class play several games of "Triple Play."

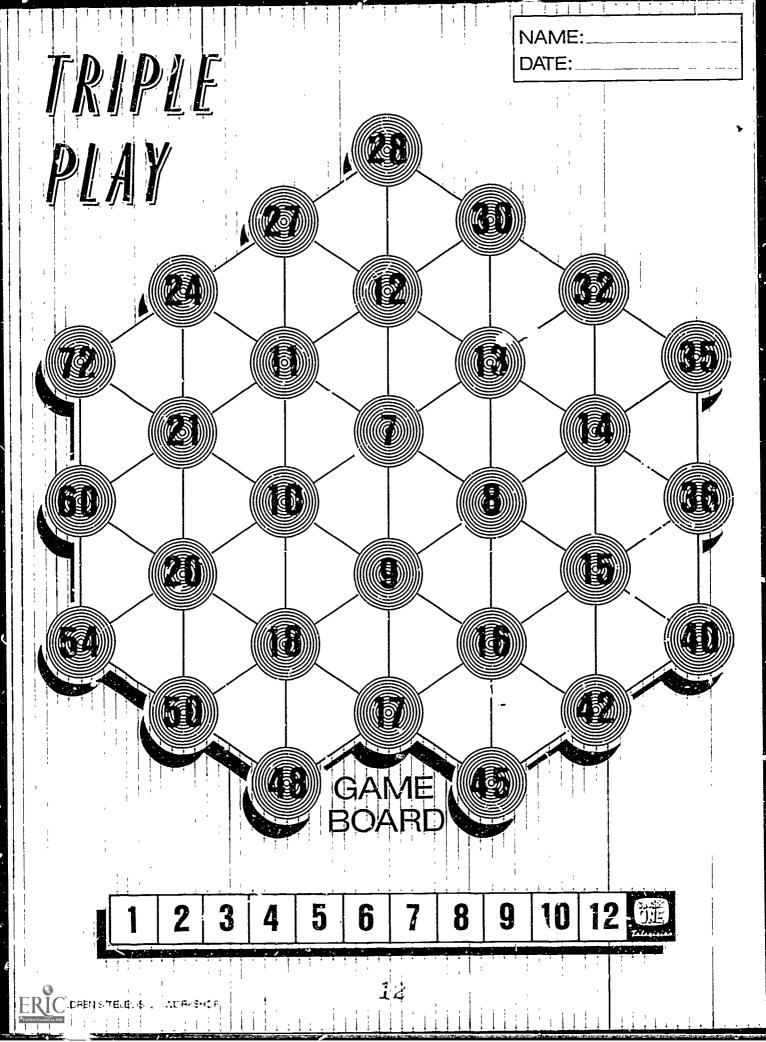
- 2. Look at the game board. Each number on it is a vertex of more than one equilateral triangle. Let your students find the six triangles which have 24 as a vertex. How many triangles have 54 as a vertex? How about 10? Once the class has counted these, ask them which of the three numbers might be the best starting move, and why.
- 3. Next to each number on the board, let the class record the number of equilateral triangles for which it is a vertex.
- 4. What patterns do students see in their answers? Is there any symmetry? Why are all the answers down the middle line even numbers?

Follow-up 1: a. Using the strategy suggested by the main activity, can the class locate the best starting positions on the board? Are there some they would like to avoid? Why?

b. Discuss a hypothetical game with the class. You're first. On your first roll, you get 10 and 1. Should you multiply or add? Why might it be better to multiply? Now suppose your opponent rolls 7 and 7. Should he multiply or add? Consider that it might pay for him to try to block one (or more) of your triangles if he can. What if your opponent gets 3 and 8 on his first spin? How about 9 and 4? In each case, discuss (1) the number of your triangles that your opponent's move would block, and (2) the number of triangles that would be opened up for your opponent,

Follow-up 2: How many equilateral triangles are there on the whale board? It isn't just the sum of all the numbers you found in the first part of the activity!





#### **GAME RULES:**

Name your favorite snack. Is it pizza? Ice cream? Raw cauliflower? Think hard before answenng, because in this game, only the most popular answers count!

Here's how to play. There are two teams, each with three contest ants. At the beginning of the game, the host reads a survey question, like, "Name something you see at a parade." Then, alternating

teams, he asks each contestant to guess at the most popular

choices made by elementary school students in an actual survey. Each team is allowed a "huddle," in which they can discuss their answer among themselves.

When one of the five top choices\* is guessed, the appropriate

\*Note that the loss popular choices made in the survey are actually discarded. The top fire choices serve as the base

AND BECOME	DUEST -	GROUP:  DATE:
•		HTFI C
	ANSWERS	NUMBER OF RESPONSES
	TOTAL:  100	

#### **GAME RULES:** All eyes are on stage for each exciting episode of "Close Call." The

one of these: How many pieces are in this jigsaw puzzle? How many peanut-butter jars tall is that elephant on stage?

There are three rounds. After they're shown an estimation task and a referent, contestants get ten seconds to make their estimate and write it down. Ther they reveal their answers one by one. Whoever makes the closest estimate in each of the first two rounds qualiies for the final championship round.

Once your class understands how the game works, try playing or points: the better the estimate, the higher the score. You can even get the class audience into the act by asking them to vote on now close the contestants' championship estimations come to the eal answer. Is there a game show that's faster, wilder, more unpredictable? If there is, it's a close call!

THE STATE OF THE S

nost presents student contestants with a visual estimation task like

e methods. Then try the following activity. jestion. Have students answer these, using the referent provided ferent is a line which is I cm long. This can be used to estimate Since the curve zigzags a total of 16 times, the total length world a variety of ways and to keep track of their methods. Do different ompare their analyses with one another. Does the class believe

ur class to think about how they would make their own estimates

ach group should create one or more estimation tasks, along with lassmates to their own game of "Close Call!" us. Pose a daily or week estimation challenge for your class.

once around the whole school building? orium?

I weigh together?

he school in square meters? rooms in the entire building?

rs? Why?



This guide is a quick reference to the various segments of the daily shows on SQUARE ONE TV. Two seasons are represented, a total of 115 shows.

To assist you in identifying subject matter that fits with your lessons, each segment description is followed by a content code which is based on the SQUARE ONE TV curriculum goals (see Teacher's Guide contents). You can use this information to integrate segments into your lesson plans. Each segment has also been timed; segment lengths are provided to help you plan your lessons. We encourage you to tape programs or program segments off the air for in-class use. It's perfectly legal, as long as you erase the tapes within three years.

Titles of the Mathnet episodes appear at the end of each show listing. Short pieces such as Warnings and Newsbreaks are not indicated in this guide.

You can also use the program guide to get a sense of a whole show's contents before it is broadcast (broadcast schedules for your area can be obtained from your local PBS station). Each show is identified by a show number noted here. You'll see the number on your TV screen during the opening credits of the program.

openin	g credits of the program.	•
	SEASONI	
	WEEK ONE-	<del></del>
Lengt	h > Title and Description > Co	ontent Areas
SHOW	NUMBER 101	
3:18	Infinity: Graphic suggestions of	
	infinity	D1 B1
1:21	Mathman: Multiples of 3	B2
2:23	Phoner—The Answer is 3:	
	Algorithm that always gives	
	the answer 3	D2 B1
4:41	Battle of the Bulge Caterers—	
	Sandwiches: Combinations from	
1.07	2 meats and 3 cheeses	E1 D2
1:2/	Oops! Subtraction 300 — 163:	
2.25	Borrowing mistake in subtraction	A2 B1
3:20	Perfect Squares: Square numbers	B2 B1
1:59	Bureau of Missing Numbers: Attributes of 14	
Q.05		B2 B1
0:05	Mathnet: Problem of the Missing Monkey—1	62.51
	Monkey-1	C3 D1
SHOW I	NUMBER 102	
7:34	Star Truck Blandstand: Average	
	not higher than highest score	F5 F6 F2 B1 B4
2:40	Rappin' Judge: Round-trip rate	
	problem	B5 C2 B1
2:04	Blackstone-Dime, Penny,	

Nickel: Trick based on odd and

B3 B1

Dodecahedron

10

**G6 G1** 

even numbers

Lengi	th ► Title and Description ► G	ontent Areas
2.34	Nines: Song/digits of multiples of	
2.54	9 add up to 9	B2 D2 B1
1.27	The Map: Estimating	
• • •	time/distance using map/scale	G4 C3 B1
9:40	Mathnet: Problem of the Missing	G-7 C5 51
,	Monkey-2	G4 C3 B1 E1
	, _	0.000.1.
SHOW	NUMBER 103	
2:45	Spade Parade: In Search of Yucca	Puck-1:
	Logic problem sorting cut truth and	
1.19	Mathman: Decimals less than .5	
	Spade Parade: In Search of	
	Yucca Puck-2	
2:05	Less Than Zero: Negative	
	numbers	A6 D;
5:48	<b>But Who's Counting?:</b> Smallest	
	5-digit number	A2 D1 F4
	Data Headache II: Pie chart	F6
1:58	You Can Count on It:	
	Mathematics in the world	C1
8:18	Mathnet: Problem of the Missing	
	Monkey-3	G4 B5
	NUMBER 104 Major emphasis: Scale	-1- 40
	Tony and the Togas: Roman nume	rals A2
1:11	Oops! Ruler: Mistake in lining up	<b>CO</b>
4.20	a ruler  Wrong Building: Importance of	C2
4.50	proper scaling	G4 C2
3.30	Shoemaker & Elves: Interpreting	G4 C2
5.57	scale and ratio	G4 B5 A3
2:29	Comic-Shrunken Toothbrush:	04 03 A3
	Confusion of scale	G4 P5
8.17	Mathnet: Problem of the Missing	Aonkey-4
	_	•
	NUMBER 105 Major emphasis: Percents	
3:58	Prime Time Programming	
۰ ۵ ۲	Meeting: Prime numbers	B2
2:25	Percents: Equivalent	
.50	fractions/decimals/percents	A5 A3 A4
;50	<b>Soda Shoppe:</b> Computing a tip and rounding up	45 44 04
1.10	Trout on Your Head: Horizontal	A.5 A4 B4
1.10	bar graph	F6 A5
6·5 <i>4</i>	But Who's Counting?: Largest	FOAJ
0.54	sum of two 3-digit numbers	A2 D1 F4
10:01	Mathnet: Problem of the Missing A	
		, ,
	WEEK TWO	
	NUMBER 106 Majar emphusis: Angles	
6:08	Robin Hood: Odd and even	
1 45	numbers	B3 B1
1:45	Cabot & Marshmallow—Hey	
1,15	Cabot: Multiplying by zero	B1
1;13	Person on the Street: Dodecahedron	C/
.ე∩	Dance of the Geo Shapes:	G6
.20	PANCE OF THE MED SHUDES:	

### ---PROGRAM GUIDE----

Length	ı ≻ Title and Descriptian ≻ Ca	ntent Arcas	Length	ı > Title and Description > Ca	ntent Areas
5:17	But Who's Counting?: Largest		SHOW N	lUMBER 110 Major emphasis: Cambinatai	rics
	5-digit number	A2 D1 F4	3:10	Superguy: New Cape Caper—1:	
2:23	Angle Dance: Body movements			Combinations of 3 belts and 3	
	mustrate arigios	G6		capes	E1 D2 B1
ડે:00	Playing the Angle: Angles and	04 F4 C0 43 45		Dweezil-Combinatorics:	r-1
	area irr basicerban	G6 F4 C2 A3 A5 G2 G6		Defining combinetorics	E1
.19	Pong Game: Billiard geometry Mathnet: Case of the Missing	G2 G0		Superguy: New Cape Caper—2 Mistakes: Learning from	
0:27	Mathnet: Case of the Missing Baseball—1	G6 G4		mistakes	
	baseball— i			Building Go Boom: Calculating	
				height	B1 C1
SHOW N	IUMBER 107 Majar emphasis: Percents			Ice Cream Store—Galories: Bar	
4:38	Identity Crisis: Attributes of zero	A2 A4 B1 D1		chart and percents	A5 A3 D1 F6
	Lemonade Stand in the Desert:		2:36	Me and My Shadow: Comparing	
	Percent and decimal relationships	A5 D1 A3		2 and 3 dimensions	G1 C2
	Eight Percent of My Love:			Mathnet: Case of the Missing	
	Percentages and a pie chart	A5 F6	ì	Baseball—5	G4 G6
	Harry's Hamburger Haven: Equivalent fractions/decimals/				
	percents	A4 A5 A3		WEEK THRI	E E
	Matinee Movie—Cartablanca:		1		
	Rounding up weights	B4 91		NUMBER 111 Majar emphasis: Praba. ility	
	Yes, General, Sir: Permutations	4		Cabot & Marshmallow:	
	of 3 items	E1		Probability—1: Probability of 1	FI DI
5:23	Mathnet: Case of the Missing			On the Midway: Unequal probability	F4 F1 A3
	Baseball—2	G4		Cabot & Marshmallow:	1411 A3
CUOWA	NUMBER 108 Minar emphasis: Valume		۷.	Probability—2: Probability of zero	Fì
	Suds-Popcorn: Doubling		4:20	Ghost of a Chance: Probabilities	
3.30	dimensions octuples volume	C2 C1 D2	6	in several situations	F1 F3
1:38	Oops! Decimals: Vistake lining		4:27	Handshake Contest: Triangular	
	up decimals in addition	A4 81		numbers	B2 D2 D1
2:20	Cabot & Marshmallow—Wooden		2:02	Blackstone-Mental Speller:	
	Condy Bars: Different		0.51	Trick based on counting letters	D2
	dimensions—same volume	C2 C1	9:51	Mathnet: Problem of the Passing Parade—1	B4 B1 B5 G4
1:56	Country and Western Music	42 DI	İ	raidae-i	04010304
2.15	Pitch: Fractions Tessellations: Tessellated	A3 D1	SHOW	NUMBER 112	
(413	patterns on the beach	G3 G6		Paper Race: Rounding up to	
5.33	But Wha? Multiplying?: Select	00 00		estimate cost	B4 B1 A4
0.00	factors and give products	B1 B2 C1 F4	3:16	Burger Pattern: Triangular	
	Muthman: Factors of 18	B2		number pattern	D2 D1 B1
1:09	Groaning Wall: Mathematical		5:48	But Who's Counting?: Largest	
= -	riddles		1 252	sum of 2- and 3-digit numbers	A2 D1 F4
6:17	Mathnet: Case of the Missing	<b>74.40</b>	2:53	It's a Palindrome: Generating palindromes	A2
	Baseball—3	F4 A9	0.07	Mathnet: Problem of the Passing	AZ
CHOW	NUMBER 109 Minar emphasis: Odd and E	van Numbare	9:07	Parade-2	C3 G6 G4
	Phoneymooners—Hole in the	ven rumbers	}	·	<b>3. 3. 3.</b>
7.00	Wall: Area of an irregular shape	C2 C1 G4 B1	SHOW	NUMBER 113 Majar emphasis: Fractions	
3:47	Navigaror: Using maps and tools		1:15	<b>Groaning Wall:</b> Mathematical	
	to chart a course	C2 G4 G6		riddles	
2:54	Blackstone-Heads or Tails: Coin		3:11	Samurai Mathematician:	
	trick involving parity	B3		Comparing fractional pieces of	D1 42
3:33	XIt's the Sign of the Times:		2,22	board  Diet Lite Wet Faujvalent	D1 A3
	Multiplication symbol	B1	3:22	<b>Diet Lite Wet:</b> Equivalent fractions/decimals/percents	A3 A5 A4
	Mathman: Odd numbers	B3	1.24	Mathman: Fractions equivalent	~~ ~~ ~~
EKIC	Mathnet: Case of the Missing Baseball-4	B4 G4 C3 B5	2	+0 1/2	A3
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2.24 Action at the Fraction Bor: Fraction vecochulary A3 44 A5 345 Good Sports—Fractional Basebalt: Scroing IV: for each base Basebalt: Scroing IV: for each base Basebalt: Scroing IV: for each base A3 B1 1:00 Ops1 Division 6 into 4212: Place value mistake in division A2 B1 1:00 Mathnet: Problem of the Possing Parade—3 Cable Marshmallow—What Is A Name Rate problem using logic B4 B5 B1 4.27 Whither Whather: Averages 12 B1 D1 2.32 Square Sang: Geometric properties of squares 1.27 Person on the Street: Rhombus 6.30 Silickstone—The Imagination Dice: Algorithm olvoys giving the answer I0 2.28 Date of the Giant Squid: Scale on a submorine map 1.29 Date of the Giant Squid: Scale on a submorine map 2.21 Tessellation Animation—Tile: Tessellated pattern on a tile mossic: W E E K S O U R  SHOW NUMBER 116 Majer emphasis: Spatial Measurement SSP Laves Lupy: Elephants—1 Estimating room area 1.21 Fame the Cat: Smaller units/more accurate measurement Counting beats in a musicol measure Countria Out the Rhythm: Counting beats in a musicol measure Countria Out the Rhythm: Counting beats in a musicol measure Countria Out the Rhythm: Counting beats in a musicol measure Countria Out the Rhythm: Coun	Lengt	h ► Title and Description ► C	antent A	reas	Lengt	h ► Title and Description ► C	antent Area
Fraction vocabulary 3.45 Good Sports—Fractional Baseboll: Scoring ½ for each base A 3 D B1 Bo Oops I Division 6 into 4212: Place value mistake in division A 2B1 10.06 Mathnet: Problem of the Passing Parade—3 C2 SHOW NUMBER 114 Mejor emphasis: Two Dimensional Shopes 333 Cabot & Marshmallow—What Is A Name Rate problem using logic Ba Bs B1 A 27 Whither Wather: Averages 12.7 Person on the Street: Rhombus G6 12.8 I Sauch of the Giant Squid Socle on a submorine map G1 G2 C3 SHOW NUMBER 118 Mejor emphasis: Figurate Numbers 11.2 Museum—1: Pointing square numbers 11.2 Museum—2: Square numbers 12.3 Sur Mo's Multiplying? Select factors and give products 92.1 Mathnet: Trial of George Frankly—3 11.2 Museum—3: Square and perimeter of ectongles 2.2 Mathnet: Trial of George 11.1 Museum—1: Proliting square 12.2 Perfect Squares: Square numbers 12.3 Sur Mo's Multiplying? Select factors and give products 92.6 Blackstone—Now the Clip: Trick using symmetry 12.0 Date Headache I: Bar chart 69.01 Mathnet: Troil of George Frankly—1 12.8 Blackstone—Now the Clip: Trick using symmetry 13.9 Romance of Geometry: Two congruent triangles 14.8 Blackstone—Now the Clip: Trick using symmetry 14.8 Blackstone—Now the Clip: Trick using symmetry 15.5 Callaus—Candy Box: Prime numbers 15.5 Callaus—Candy Box: Prime numbers 15.6 Granning room or 15.7 Museum—15. Square and nonprime 15.1 Cabre & Marshmallow—Round to Confound: Inappropriate 15.1 Cabre & Marshmal	2:24	Action at the Fraction Bar:			1:31	Oops! Perimeter: Mistake in	
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peeling apples Tessellation Animation—Tile: Tessellation Animation Tile: Tessellation Animation—Tile: Tessellation Animation Tessellation Off: Rounding numbers B4 A2  1:21 Cabot & Marshmallow—Round to Confoundi: Inappropriate rounding Numbers B4 A2  1:22 Cabot & Marshmallow—Round to Confoundi: Inappropriate rounding Numbers B4 A2  1:23 Cabot & Marshmallow—Round to Confoundi: Inappropriate rounding Numbers B4 A2  1:24 Blackstone—Awove the Clip: Trick using symmetry C2  Romance of George Frankly—1  SHOW NU	2.27		BIAID2		4:35		
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Tessellated pattern on a tile mosaic G3 G6 6:41 But Who's Counting?: Largest sum of 2- and 3-digit numbers A2 D1 F4 1:10 Data Headache I: Bar chart F6 9:01 Mathnet: Problem of the Passing Parade-5  WEEKFOUR  SHOW NUMBER 116 Major emphasis: Spatial Measurement 3:59 I Love Lupy: Elephants—1: Estimating room area C3 C2 G4 1:41 Frame the Cat: Smaller units/more accurate measurement C2 G1 C3 3:58 I Love Lupy: Elephants—2 2:58 Countin' Out the Rhythm: Counting beats in a musical measure  Counting beats in a musical measure  Blackstone—Move the Clip: Trick using symmetry G2 3:60 Mathnet: Trial of George Frankly—1  SHOW NUMBER 119 Major emphasis: Raunding 100, or 1000  B4 A2  1:21 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4  2:48 Blackstone—Move the Clip: Trick using symmetry G2 3:50 Romance of Geometry: Two congruent triangles G6 13:26 Mathnet: Trial of George Frankly—4  B1  SHOW NUMBER 119 Major emphasis: Raunding 5:27 Round Off: Round to nearest 10, 100, or 1000  B4 A2  1:21 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4  2:48 Blackstone—Move the Clip: Trick using symmetry G2 3:50 Romance of Geometry: Two congruent triangles G6  13:26 Mathnet: Trial of George Frankly—1  5HOW NUMBER 119 Major emphasis: Raunding 100, or 1000  B4 A2  1:21 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4  2:48 Blackstone—Move the Clip: Trick using symmetry G2 3:60 Mathnet: Trial of George Frankly—1  5HOW NUMBER 119 Major emphasis: Raunding 100, or 1000  Cabot & Marshmallow—Round to Confound: Inappropriate rounding mumbers G2  1:21 Cabot & Marshmallow—Round to Confound: Inappropriate rounding mumbers B4  2:48 Blackstone—Move the Clip: Trick using symmetry G2 3:02 Round It Off: Rounding numbers G2 4:48 Blackstone—Move the Clip: Trick using symmetry G2 3:02 Round It Off: Rounding numbers G2 4:48 Blackstone—Move the Clip: Trick using symmetry G2 3:02 Rounding 100, or 1000  6:02 Rounding 100, or 1000  84 B1  1:21 Cabot & Marshmallow—Round to Confounding mumbers A2	1.12		05 A0 51		9:24	Mathnet: Irial of George Frankly-	-3 F4 A2
mosaic But Who's Counting?: Largest sum of 2- and 3-digit numbers A2 D1 F4  1:10 Data Headache I: Bar chart F6 9:01 Mathnet: Problem of the Passing Parade-5  W E E K F O U R  SHOW NUMBER 116 Majar emphasis: Spatial Measurement 3:59 I Love Lupy: Elephants—1: Estimating room area C3 C2 G4  1:41 Frame the Cat: Smaller units/more accurate measurement 2:58 Countin' Out the Rhythm: Counting beats in a musical measure D2 B1  1:27 Mathmon: Factors of 12 B2  8:35 Mathnet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  Mosaic  G3 G6  5:27 Round Off: Round to nearest 10, 100, or 1000  B4 A2  Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4  1:21 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4  1:24 Blackstone—Move the Clip: Trick using symmetry G2  3:30 Mathnet: Trial of Geometry: Two congruent triangles G6  13:26 Mathnet: Trial of Geometry: Two congruent triangles G6  13:26 Mathnet: Trial of Geometry: Two congruent triangles G6  13:26 Mathnet: Trial of George Frankly—1  5HOW NUMBER 120 Majar emphasis: Prime Numbers  5:55 Callous—Candy Box: Prime numbers S1:00 Multiplication Rap: Importance of multiplication					SHOW	NUMBER 119 Major emphasis: Raundina	
100, or 1000 B4 A2  1:10 Data Headache I: Bar chart F6 9:01 Mathnet: Problem of the Passing Parade-5  SHOW NUMBER 116 Majar emphasis: Spatial Measurement 3:59 I Love Lupy: Elephants-1: Estimating room area C3 C2 G4 1:41 Frame the Cat: Smaller units/more accurate measurement Counting beats in a musical measure D2 B1 1:27 Mathman: Factors of 12 B2 3:58 Blackstone—The Coin Puzzle: Coin trick based on order and logic C D2 8:35 Mathnet: Trial of George Frankly-1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  100, or 1000 B4 A2 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4 B4 B1 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4 B4 B1 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4 B4 B1 Cabot & Marshmallow—Round to Confound: Inappropriate rounding numbers B4 B4 B1 B4			G3 G6				
sum of 2- and 3-digit numbers   1:10 Data Headache I: Bar chart   9:01 Mathnet: Problem of the Passing   Parade-5	6:41				0.2,		B4 A2
9:01 Mathnet: Problem of the Passing Parade-5  D2 F4  W E E K F O U R  SHOW NUMBER 116 Majar emphasis: Spatial Measurement 3:59   Love Lupy: Elephants—1: Estimating room area C3 C2 G4  1:41   Frame the Cat: Smaller units/more accurate measurement measurement 2:58   Love Lupy: Elephants—2 2:58   Countin' Out the Rhythm: Counting beats in a musical measure D2 B1 1:27   Mathmon: Factors of 12 B2 3:58   Blackstone—The Coin Puzzle: Coin trick based on order and logic D2 8:35   Mathnet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  SHOW NUMBER 117 Majar emphasis: Area and Perimeter	1.10	sum of 2- and 3-digit numbers			1:21	•	
Parade-5  W E E K F O U R  SHOW NUMBER 116 Major emphasis: Spatial Measurement 3:59   Love Lupy: Elephants-1: Estimating room area			F6			Confound: Inappropriate	
SHOW NUMBER 116 Major emphasis: Spatial Measurement 3:59   Love Lupy: Elephants—1:	9:01		D2 E4				B4 B1
SHOW NUMBER 116 Majar emphasis: Spatial Measurement 3:59   Love Lupy: Elephants—1:		Furdue-3	D2 F4				B4
SHOW NUMBER 116 Majar emphasis: Spatial Measurement  3:59   Love Lupy: Elephants—1:		WEEK 5011D_			2:48		
SHOW NUMBER 116 Majar emphasis: Spatial Measurement  3:59   Love Lupy: Elephants—1:		#			.30		G2
3:59   Love Lupy: Elephants—1: Estimating room area	SHOW	NUMBER 116 Majar emphasis: Spatial Me	asurement	;	.50		G6
Estimating room area  1:41 Frame the Cat: Smaller units/more accurate measurement  3:58 I Love Lupy: Elephants—2 2:58 Countin' Out the Rhythm: Counting beats in a musical measure  1:27 Mathman: Factors of 12 3:58 Blackstone—The Coin Puzzle: Coin trick based on order and logic  8:35 Mathnet: Trial of George Frankly—1  SHOW NUMBER 120 Majar emphasis: Prime Numbers  5:55 Callous—Candy Box: Prime number 101; sum of squares 82 C2 B1 2:16 Bureau of Missing Numbers: Attributes of 101 82 B1 A1 2:42 Prime Club: Prime and nonprime numbers 1:55 Square Dance: Square number arrays 2:04 Multiplication Rap: Importance of multiplication 32 B1 3:49 Mathman: Fractions less than 1/2 34 Mathman: Fractions less than 1/2 35 Mathman: Fractions less than 1/2 36 Mathman: Fractions less than 1/2 37 Mathman: Fractions less than 1/2 38 Mathman: Fractions less than 1/2 39 Mathman: Fractions less than 1/2 30 Mathman: Fractions less than 1/2 30 Mathman: Fractions less than 1/2 30 Mathman: Fractions less than 1/2 31 Ma	3:59	Love Lupy: Elephants-1:			13:26		-
units/more accurate measurement  3:58   Love Lupy: Elephants—2 2:58   Countin' Out the Rhythm: Counting beats in a musical measure  1:27   Mathman: Factors of 12   B2   3:58   Blackstone—The Coin Puzzle: Coin trick based on order and logic  8:35   Mathmet: Trial of George Frankly—1  SHOW NUMBER 120 Majar emphasis: Prime Numbers  5:55   Callous—Candy Box: Prime numbers number 101; sum of squares B2 C2 B1  2:16   Bureau of Missing Numbers: Attributes of 101   B2 B1 A1  2:42   Prime Club: Prime and nonprime numbers Square Dance: Square number arrays  2:04   Multiplication Rap: Importance of multiplication S2 B1  3:59   Show NUMBER 117 Majar emphasis: Area and Perimeter		Estimating room area	C3 C2 G4				B1
measurement 3:58 I Love Lupy: Elephants—2 2:58 Countin' Out the Rhythm: Counting beats in a musical measure 1:27 Mathman: Factors of 12 3:58 Blackstone—The Coin Puzzle: Coin trick based on order and logic  8:35 Mathnet: Trial of George Frankly—1  SHOW NUMBER 120 Majar emphasis: Prime Numbers  5:55 Callous—Candy Box: Prime number source of Missing Numbers:  1:216 Bureau of Missing Numbers: Attributes of 101  2:42 Prime Club: Prime and nonprime numbers  1:25 Square Dance: Square number  2:55 Square Dance: Square number  2:04 Multiplication Rap: Importance of multiplication 32 B1  3:58 SHOW NUMBER 117 Majar emphasis: Area and Perimeter	1:41					•	
3:58   Love Lupy: Elephants—2 2:58   Countin' Out the Rhythm:					5110		-
2:58 Countin' Out the Rhythm: Counting beats in a musical measure  1:27 Mathman: Factors of 12 Coin trick based on order and logic  8:35 Mathmet: Trial of George Frankly—1  D2 B1  D3 B2  D4 B2  D5 B2  D5 B2  D6 B2  D7 B2  D8 B2  D8 B2  D8 B2  D9 B3  D9 B	3.50		C2 G1 C3				bers
Counting beats in a musical measure  1:27 Mathman: Factors of 12 Sissa Blackstone—The Coin Puzzle: Coin trick based on order and logic  8:35 Mathmet: Trial of George Frankly—1  Counting beats in a musical 2:16 Bureau of Missing Numbers: Attributes of 101  82 B1 A1  2:42 Prime Club: Prime and nonprime numbers numbers Square Dance: Square number arrays Coin trick based on order and logic  8:35 Mathmet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  2:16 Bureau of Missing Numbers: Attributes of 101  82 B1 A1  2:42 Prime Club: Prime and nonprime numbers arrays Coin trick based on order and logic Coin trick					3.33		R2 C2 R1
measure D2 B1  1:27 Mathman: Factors of 12 B2  3:58 Blackstone—The Coin Puzzle: Coin trick based on order and logic D2  8:35 Mathnet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  D2 B1  Attributes of 101  2:42 Prime Club: Prime and nonprime numbers of numbers 2:55 Square Dance: Square number arrays 2:04 Multiplication Rap: Importance of multiplication 3:2 B1  3:49 Mathman: Fractions less than 1/2  D1 A3	2.50				2.16		DZ CZ D.
1:27 Mathman: Factors of 12 B2 3:58 Blackstone—The Coin Puzzle: Coin trick based on order and logic 8:35 Mathmet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  2:42 Prime Club: Prime and nonprime numbers suz 3:58 Square Dance: Square number arrays D2 B2 G6 G2 3:59 Multiplication Rap: Importance of multiplication 3:49 Mathman: Fractions less than 1/2 D1 A3		<del>-</del>	D2 B1				B2 B1 A1
Coin trick based on order and logic D2 arrays D2 B2 G6 G2  8:35 Mathnet: Trial of George Frankly—1 2:04 Multiplication Rap: Importance of multiplication Rap: Importance of multiplication S2 B1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter 3:49 Mathman: Fractions less than 1/2 D1 A3	1:27	Mathman: Factors of 12			2:42	Prime Club: Prime and nonprime	5
logic D2 arrays D2 B2 G6 G2 8:35 Mathnet: Trial of George Frankly—1 2:04 Multiplication Rap: Importance of multiplication Rap: Importance of multiplication S2 B1 3:49 Mathman: Fractions less than 1/2 D1 A3	3:58					numbers	<b>L</b> 2
8:35 Mathnet: Trial of George Frankly—1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter  2:04 Multiplication Rap: Importance of multiplication Rap: Importance 1:04 Multip					:55	<b>Square Dance:</b> Square number	
of multiplication \$2 B1  SHOW NUMBER 117 Majar emphasis: Area and Perimeter 1:49 Mathman: Fractions less than 1/2 D1 A3	0.05	<u> </u>					D2 B2 G6 G2
SHOW NUMBER 117 Majar emphasis: Area and Perimeter   3:49 Mathman: Fractions less than 1/2 D1 A3	8:35	Mathnet: Trial of George Frankly-	-1		2:04		00.01
	SHOW	NUMBER 117 Majar emphasis: Area and P	orimeter		1.40		
shapes C2C1 3 Frankly-5 B5				40	9.30		DI A3
			C2 C1	1 0 j	7.50		B5

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Lengti			-	_	Mathnet: Problem of the Dirty	
					Money-3	
	NUMBER 121 Majar emphasis: Camman M	ultiples				
:11	Hundred Square: Common		1	SHOW N	IUMBER 124 Major emphasis: Factors and	Primes
	multiple of 15 and 18	B2 D2	ı	1:30	Mathman: Prime numbers	B2
5:00	Clown School Investigation:		ł	:36	Matinee Movie: Dialing for	
	Common multiple of 15 and 18	B2 B1			Factors—1: Factors of 84	B2 B1
5:32	But Who's Counting?: Largest		ļ	3:02	Mr. Bland Builds His Dream	
	sum of 2- and 3-digit numbers	A2 D1 F4	ł		House-1: Rectangular window	
4:71	Common-Multiple Man:				using 17 panes	B2 B1 G6
	Common multiples of 12, 16,				Matinee Movie: Dialing for Factor	s-2
	and 24	B2	l		Mr. Bland Builds His Dream	_
2:05	Less Than Zero: Negative					
	numbers	A6 D1			House-2: Rectangular window	
:26	Pos vs. Neg Jousts-		- 1		using 15 or 16 panes	_ 2
	Paratroopers: Adding positive				Matinee Movie: Dialing for Factor	5-3
	and negative numbers	A6 B1	- 1		Bureau of Missing Numbers:	00.00
2:25	Ratings War: Double bar graph	F6 F5	- 1		Attributes of 9	B2 B3
	Mathnet: Problem of the Dirty Mo	ney-1			Nines: Song/digits of multiples of	
0.00	,	•	ļ		9 add up to 9	B2 D2 B1
SHOW	NUMBËR 122		i		But Who's Adding?: Select	
	Thirty-Two Divided by 5-1:		- 1		addends and give sum	B1 D1
0.00	Arithmetic problem of men in a			7:56	Mathnet: Problem of the Dirty Mo	ney-4
	boat	B1 B4	- 1			
.24	Concave/Convex: Concave and		ı	1 WOH2	NUMBEP '25 Minar emphasis: Multiples	
.27	convex shapes	G6	ŀ	4:31	Amazing Story of 9s-1: Digits of	
2.02	Thirty-Two Divided by 5–2:		1		multiples of 9 add up to 9	B2 D2 B1 A1
2.02	Arithmetic problem of yards of		i	:20	Dance of the Geo Shapes:	
	material	B1 B4	- 1		Hexahedron	G6 G1
.21	Concave/Convex: Concave and	0104	l		Amazing Story of 9s—2	
:21		G6	- 1	:20	Dance of the Geo Shapes:	
0.50	convex shapes	GO			Pentagonal pyramid	G6 G1
2:58	Thirty-Two Divided by 5–3:		ı	1:42	Amazing Story of 9s-3	
	Arithmetic problem of people and	B1 B4 A4	I	3:26	Change Your Point of View:	
4.00	a bill	B1 D4 A4	- 1		Problem-solving heuristic	D2
4:00	BlackstoneName the Number:	D2		2:44	Blackstone-1 to 8 Mind	
25	Coin trick based on arithmetic	В3		,	Reading: Trick involving odd	
:35	Odd and Even Hands: Odd and				numbers	B3 D2
0.00	even numbers	B3	Ì	2:40	The Fraction Rap: Defining	
2:30	Jenny Didn't Call: Mathematical		- 1		fractions	A3 B1
	pattern of behavior	D2	Į	8:41	Mathnet: Problem of the Dirty	
9:24	Mathnet: Problem of the Dirty		İ	0	Money-5	A3
	Money-2	A9 A3 G4 B5	l			
			ı		——WEEK SIX—	
	NUMBER: 123 Major emphasis: Area of Irr	egular Shapes		_	— WEEK SIX	
5:45	King for a Day: Dividing a		1	CHOW	WILLIAM TO 194 Main annahada Data Orga	nination
	trapezoid	G6			NUMBER 126 Majar emphasis: Data Orga	
	Person on the Street: Trapezoid	G6			Data Headache III: Line graph	F6
2:29	Trapezoid Monks: Defining a				Dragon Maintenance: Pie chart	F6 A5
	trapezoid	G6			Graph of Love: Broken line graph	F6 D1
	Mathman: Even numbers	B3	ļ	」 <b>3:4</b> 5	Blackstone—A Card Trick	
2:22	Daddy Knows Different: Lawn				Without Cards: Trick based on	<b>50.51</b>
	Mowing-1: Area of irregular			2.5	inverse operations	D2 B1
	shape	C2 C4		3:18	Infinity: Graphic suggestions of	
3:07	Roman Numeral Blues: Roman				infinity	D1 B1
	numerals	A2		:41	Infinity (Infinita Regress):	
3:18	Daddy Knows Different: Lawa				Dynamic suggestion of Infinite	
(3)	Mowing-2				regress	D1 G2
RICO	Oops! Division 6 into 4212:		1	<b>p</b> 10:18	Mathnet: Mystery of the Maltese	
II Text Provided by ERIC	Place value mistake in division	A2 B1		1	Pigeon—1	B1 D1 G4

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SHOW	NUMBER 127 Majar emphasis: Scale			1:10 Trout on Your Head: Horizontal	
2:24	Eagle Express: Tulsa-1: Using a			bar graph ` F	F6 A5
	map scale to find distance	C1 G4 B1		1:05 Grocery Packing-4	
2:14	Draw a Map: Making a map with			4:11 But Who's Adding?: Select	
4.00	landmarks and scale	G4 C2		, -	B1 D1
4:22	Eagle Express: Tulsa-2:	1-		9:27 Mathnet: Mystery of the Maltise	
2.22	Importance of knowing proper sca	ie		Pigeon-5	
2.52	Appliance Pull—1: Measuring perimeter	C2 B ! G6 G4			
2.04	Fortune Teller: Trick based on	C28; G6 G4		WEEK SEVEN	
2.04	inverse operations	D2 B1			
1:35	Appliance Pull—2: Measuring	D2 01		SHOW NUMBER 131 Majar emphasis: Place Value	
	inside and outside perimeter			2:25 Mathematics R Us: Place value holder	
10:59	Mathnet: Mystery of the Maltese	Pigeon-2	F4	5:01 Battle of the Bulge Caterers:	42 D1
				Bonbons—1: Place value to	
	NUMBER 123 Majar emphasis: Prabability	,		1	<b>42</b>
2:37	Suds: Raffle Ticket-1:			2:18 Mistakes: Learning from mistakes	42
, , , ,	Probability of 1/1000	F1 A3 A2		5:23 Battle of the Bulge Caterers:	
1:15	Person on the Street:			Bonbons-2	
.20	Dodecahedron	G6		:35 Pos vs. Neg Jousts—The Wall:	
:20	Dance of the Geo Shapes: Dodecahedron	04.01		Adding positive and negative	
2.12	Suds: Raffle Ticket-2: Using	G6 G1		1 ·	A6 B1
2.12	percentage to divide winnings	A3 F4 B1	ł	1:34 <b>Dropped Coin:</b> Subtraction	
2:18	Gremps d and Blotmo—Sponge	A3 P4 DI			31
	Candy: Probability of 1/4	F1 A3			A2 B1
1:10	Suds: Raffle Ticket-3: Changing			6:47 Mathnet: Problem of the Trojan	
	probability	A3			4
6:25	Tony and the Togas: Roman				
	numerals	A2		SHOW NUMBER 132 Majar emphasis: Metric Measu	uromon*
2∙∩⊿	Blackstone Dime Venny Mishala			O 5 / 5	uremem
2.04	Blackstone-Dime, Penny, Nickel:			1 2:56 Eagle Express: Bemidii—1: Using	
	Trick based on odd and even numb			2:56 Eagle Express: Bemidji—1: Using a map scale to find distance	
				a map scale to find distance c	C2 G4 B1
8:19	Trick based on odd and even numb Mathnet: Mystery of the Maltese I			a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters	C2 G4 B1
8:19 <b>SHOW</b> 1	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent			a map scale to find distance C 1:07 Feet Into Meters: Converting feet into meters C 3:43 Eagle Express: Bemidji—2:	C2 G4 B1
8:19 <b>SHOW</b> 1	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic	Pigeon-3		a map scale to find distance Converting feet into Meters: Converting feet into meters Converting feet into meters Converting Eagle Express: Bemidji—2:  Triangular route between cities	C2 G4 B1
8:19 <b>show</b> 8 3:25	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers			a map scale to find distance Converting feet into Meters: Converting feet into meters Converting feet into meters Converting Feet into meters Converting Feet into meters Converting Feet Into meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters Converting Feet Into Meters: Con	C2 G4 B1
8:19 <b>show</b> 8 3:25	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S. btraction 300—163:	Pigeon-3		a map scale to find distance Converting feet into Meters: Converting feet into meters Converting feet into meters Converting feet into meters Converting feet into meters Converting feet into meters Converting feet into meters Converting feet feet feet feet feet feet feet fee	C2 G4 B1
8:19 <b>SHOW</b> 8 3:25 1:27	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers	Pigeon-3		a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters 3:43 Eagle Express: Bemidji—2: Triangular route between cities 3:20 Metric Electric Lover: Metric/standard system units 4:33 But Who's Adding?: Select	C2 G4 B1
8:19 <b>SHOW</b> 8 3:25 1:27	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S. btraction 300–163: Borrowing mistake in subtraction Matinee Movie—Cartablanca:	Pigeon-3		a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters 3:43 Eagle Express: Bemidji—2: Triangular route between cities 3:20 Metric Electric Lover: Metric/standard system units 4:33 But Who's Adding?: Select addends and give sums B	C2 G4 B1
8:19 <b>show</b> 1 3:25 1:27 6:20	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Sabtraction 300—163: Borrowing mistake in subtraction	Pigeon—3  B2B1  A2B1		a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters 3:43 Eagle Express: Bemidji—2: Triangular route between cities 3:20 Metric Electric Lover: Metric/standard system units 4:33 But Who's Adding?: Select addends and give sums 10:55 Mathnet: Problem of the Trojan	C2 G4 B1 C1 C1 C1 S1 D1
8:19 <b>SHOW</b> 8  3:25  1:27  6:20  2:25	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Sabtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents	Pigeon—3  B2B1  A2B1		a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters 3:43 Eagle Express: Bemidji—2: Triangular route between cities 3:20 Metric Electric Lover: Metric/standard system units 4:33 But Who's Adding?: Select addends and give sums 10:55 Mathnet: Problem of the Trojan	C2 G4 B1
8:19 <b>SHOW</b> 8  3:25  1:27  6:20  2:25	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Subtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less	B2B1 A2B1 B4B1 A5 A3 A4		a map scale to find distance 1:07 Feet Into Meters: Converting feet into meters 3:43 Eagle Express: Bemidji—2: Triangular route between cities 3:20 Metric Electric Lover: Metric/standard system units 4:33 But Who's Adding?: Select addends and give sums 10:55 Mathnet: Problem of the Trojan Hamburger—2	C2 G4 B1 C1 C1 S1 D1 C2 B1 C3
8:19 <b>show</b> 1 3:25 1:27 6:20 2:25 1:13	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S. btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½	B2B1 A2B1 B4B1		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations, Sequences	C2 G4 B1 C1 C1 S1 D1 C2 B1 C3
8:19 <b>show</b> 1 3:25 1:27 6:20 2:25 1:13	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S. btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid:	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence	C2 G4 B1 C1 C1 S1 D1 C2 B1 C3
8:19  show 1 3:25  1:27  6:20  2:25  1:13  3:51	Trick based on odd and even numb Mathnet: Mystery of the Maltese I  NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S., btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than 1/2 In Search of the Giant Squid: Scale on a submarine map	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning	C2 G4 B1 C1 C1 B1 D1 C2 B1 C3 ; Fibanacci
8:19  show 1 3:25  1:27  6:20  2:25  1:13  3:51	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S. btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid:	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based	C2 G4 B1 C1 C1 C1 C2 B1 C3 ; Fibanacci
8:19 <b>SHOW</b> 9  3:25  1:27  6:20  2:25  1:13  3:51  7:05	Trick based on odd and even numb Mathnet: Mystery of the Maltese I NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Sabtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese I	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence	C2 G4 B1 C1 C1 B1 D1 C2 B1 C3 ; Fibanacci
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW:	Trick based on odd and even number Mathnet: Mystery of the Maltese In NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! St. btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In NUMBER 130	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations, Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more	C2 G4 B1 C1 C1 C1 C2 B1 C3 C3 Fibanacci C3 D2
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW:	Trick based on odd and even number Mathnet: Mystery of the Maltese In NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Subtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In NUMBER 130 Phoneymooners—Juggling the	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2:     Triangular route between cities  3:20 Metric Electric Lover:     Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NUMBER 133 Minar emphasis: Tessellations;     Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning     Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½	C2 G4 B1 C1 C1 C1 C2 B1 C3 ; Fibanacci
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW:	Trick based on odd and even number Mathnet: Mystery of the Maltese In NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! St. btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In NUMBER 130	Pigeon—3  B2 B1  A2 B1  B4 B1  A5 A3 A4  A5 D1  C1 G4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables	C2 G4 B1 C1 C1 C1 C1 C2 B1 C3 ; Fibanacci C3 D.? C3 B1 C5 D1
8:19  show if 3:25  1:27  6:20  2:25  1:13  3:51  7:05  show if 5:18	Trick based on odd and even number Mathnet: Mystery of the Maltese In Number 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Statraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In Number 130 Phoneymooners—Juggling the Books: Rearranging piles to find the average Grocery Packing—1:	Pigeon—3  B2B1  A2B1  B4B1  A5 A3 A4  A5 D1  C1 G4  Pigeon—4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables	C2 G4 B1 C1 C1 C1 C2 B1 C3 C3 Fibanacci C3 D2
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW: 5:18	Trick based on odd and even number Mathnet: Mystery of the Maltese In NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Subtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In Number 130 Phoneymooners—Juggling the Books: Rearranging piles to find the average Grocery Packing—1: Noncomputational olgorithm	Pigeon—3  B2B1  A2B1  B4B1  A5 A3 A4  A5 D1  C1 G4  Pigeon—4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables of 4 for 20 people  1:04 Person on the Street: Tessellations	C2 G4 B1 C1 C1 C1 C2 B1 C3 ; Fibanacci C3 D.? C3 B1 C5 D1 C5 C6
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW: 5:18	Trick based on odd and even numb Mathnet: Mystery of the Maltese I  NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S., btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese I  NUMBER 130 Phoneymooners—Juggling the Books: Rearranging piles to find the average Grocery Packing—1: Noncomputational olgorithm You Can Count on It:	Pigeon—3  B2B1  A2B1  B4B1  A5 A3 A4  A5 D1  C1 G4  Pigeon—4		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2:     Triangular route between cities  3:20 Metric Electric Lover:     Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NUMBER 133 Minar emphasis: Tessellations;     Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning     Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables of 4 for 20 people  1:04 Person on the Street:     Tessellations: Tessellations on	C2 G4 B1 C1 C1 C1 C2 B1 C3 ; Fibanacci C3 D.? C3 B1 C5 D1 C5 C6
8:19  SHOW: 3:25  1:27  6:20  2:25  1:13  3:51  7:05  SHOW: 5:18	Trick based on odd and even number Mathnet: Mystery of the Maltese In NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! Stabtraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese In NUMBER 130 Phoneymooners—Juggling the Books: Rearranging piles to find the average Grocery Packing—1: Noncomputational olgorithm You Can Count on It: Mathematics in the world	Pigeon—3  B2B1  A2B1  B4B1  A5 A3 A4  A5 D1  C1 G4  Pigeon—4  F2B1  D2  C1		a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations, Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables of 4 for 20 people  1:04 Person on the Street: Tessellations: Tessellations on the beach	C2 G4 B1 C1 C1 C1 C2 B1 C3 ; Fibanacci C3 D.? C3 B1 C5 D1 C5 C6
8:19  show ( 3:25  1:27  6:20  2:25  1:13  3:51  7:05  show ( 5:18  :54  1:58	Trick based on odd and even numb Mathnet: Mystery of the Maltese I  NUMBER 129 Minar emphasis: Percent Perfect Squares: Graphic suggestions of square numbers Oops! S., btraction 300—163: Borrowing mistake in subtraction Matinee Movie—Cartablanca: Rounding up weights Percents: Equivalent fractions/decimals/percents Mathman: Percentages less than ½ In Search of the Giant Squid: Scale on a submarine map Mathnet: Mystery of the Maltese I  NUMBER 130 Phoneymooners—Juggling the Books: Rearranging piles to find the average Grocery Packing—1: Noncomputational olgorithm You Can Count on It:	Pigeon—3  B2B1  A2B1  B4B1  A5 A3 A4  A5 D1  C1 G4  Pigeon—4  F2B1  D2  C1	C2	a map scale to find distance  1:07 Feet Into Meters: Converting feet into meters  3:43 Eagle Express: Bemidji—2: Triangular route between cities  3:20 Metric Electric Lover: Metric/standard system units  4:33 But Who's Adding?: Select addends and give sums  10:55 Mathnet: Problem of the Trojan Hamburger—2  SHOW NU/ABER 133 Minar emphasis: Tessellations; Sequences  2:08 Phoner: Fibonacci sequence  2:33 Blackstone—Lightning Calculator: Number trick based on Fibonacci Sequence  1:17 Mathman: Percentages more than ½  6:13 King's Stooges: Arranging tables of 4 for 20 people  1:04 Person on the Street: Tessellations  3:15 Tessellations: Tessellation with  Tessellation: Tessellation with	C2 G4 B1 C1 C1 C1 C2 B1 C3 C3 D2 C3 B1 C5 D1 C5 C6 C6 C6 C6 C6 C6 C6 C6 C6 C6 C6 C7 C6 C6 C7 C6 C7

9.01 Mathnet: Problem of the Trojan Hamburgar—3  SHOW NUMBER 134 Major emphasis: Percent 3.2 Stephan's Stereo: Equivalent fractions/decimals/percents A5 A4 A3 A3 A47 Welcome Back Blother: Illustrations of percent A5 A4 A3 A3 A47 Welcome Back Blother: Illustrations of percent A5 A4 A3 A3 A47 Welcome Back Blother: Illustrations of percent A5 A4 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A5 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A4 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A4 A4 A3 A3 A3 A47 Welcome Back Blother: A5 A5 A4 A4 A5 A3 A3 A47 Welcome Back Blother: A5 A4 A4 A3 A3 A3 A47 A5 A3 A48 A4 A5 A3 A3 A48 A48 A48 A5 A3 A3 A48 A48 A48 A5 A3 A3 A48 A48 A48 A48 A48 A48 A48 A48 A48 A48	Length > Title and Description > Content Areas			Length > "itle and Description > Content Areas				
SHOW NUMBER 134 Majar emphasis: Percent 3:22 Stephan's Stereo: Equivolent fractions/decimals/spercents A5 A4 A3 5.47 Welcome Back Blotter:   Blustrotions of percent   A5 A4 A3 2.47 Elight Percent of My Love: Percentages and a pie chort   A5 A4 A3 2.47 Elight Percent of My Love: Percentages and a pie chort   A5 A4 A3 2.47 Elight Percent of My Love: Percentages and a pie chort   A5 A4 A3 2.23 Side By Side: Using your head to estimate B4B1   3.20 Mothnet: Problem: of the Trojan Hamburger—4   5.5 Sade Shoppe: Computing: Largest   5.6 Jain number   A5 A4 B4   5.17 But Who's Counting?: Largest   5.215 Don's Be Nosey: Rotte on B5 A3 3.05 Blackstone—1089: Algorithm olivoys giving the onswer 1089   D2 G2 B1   2.27 Problem Song: Rate problem   peeling apples   B5 A3 B1   3.50 Coatrack: Logic r-oblem pouring liquid   3.15 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentagon   C1 C2   3.10 Double Star Polygon: 5-point star and pentago	-			:20	Quadrilaterals: Different quadrilate	erals <b>G6</b>		
SHOW NUMBER 138 Major emphasis: Percent 3.22 Stephan's Sterea: Equivolent froctions/decimals/percents			B1 C1 C3	9:40		04/22 51 51		
3.22 Stephan's Steree: Equivalent fractions/decimals/percents AS A4 A3 5.47 Welcome Back Blotter:					Monkey-2	G4 C3 81 E1		
3.22 Stephan's Steree: Equivalent fractions/decimals/percents AS A4 A3 5.47 Welcome Back Blotter:	SHOW N	UMBER 134 Majar emphasis: Percent		SHOW	NUMBER 138 Maio, emphasis: Parity			
froctions/decimals/percents	3:22	Stephan's Stereo: Equivalent						
illustrations of percent 2.47 Eight Percent of My Love: Percentages and a pie chort S-43 But Who's Counting?: Largest S-digit number 3.2 Side By Side: Using your head to estimate B4B1 8.02 Mathnet: Problem of the Timos 1.14 Don't Ratio Without It: Ratios 1.15 Don't Be Nosey: Ratios 1.16 Don't Be Nosey: Ratios 1.17 Problem Song: Rate problem peeling apples 1.18 Double Star Polygon: 5-point star and pentagon 1.19 Double Star Polygon: 5-point star and pentagon 1.20 Mathnet: Problem of the Trojan Hamburger—5 1.21 Double Star Polygon: 5-point star fractions/decimals/percents 1.22 Action on the Fraction Bar: Fraction vocabulary 1.23 So-Fari, So-Goodi—4 1.24 Mathnet: Problem of the Trojan Hamburger—5 1.25 So-Fari, So-Goodi—4 1.26 But Who's Multiplying?: Select foctors and give products 1.27 Mathnet: Problem of the Missing Monkey—1 1.28 Mathnet: Problem of the Missing Monkey—3 1.29 Action on the Fraction Bar: Fraction vocabulary 1.24 Action on the Fraction Bar: Fraction vocabulary 1.25 Mathnet: Problem of the Missing Monkey—1 1.26 Mathnet: Problem of the Missing Monkey—1 1.27 Mixed Numbers: A3 A4 A5 A3 1.28 Janne by the Dozen: Using fractions to divide popsicles 1.29 Kubrick's Rube: Computer program to suggest infinity 1.20 Snowflake: Suggestion of a fraction where the Missing Monkey—1 1.26 Mathnet: Problem of the Missing Monkey—1 1.27 Mathnet: Problem of the Missing Monkey—1 1.28 Mathnet: Problem of the Missing Monkey—1 1.29 Mathnet: Problem of the Missing Monkey—1 1.20 And Mathnet: Problem of the Missing Monkey—1 1.21 Mixed Numbers: A3 D1 1.22 Mathnet: Problem of the Missing Monkey—1 1.23 Mathnet: Problem of the Missing Monkey—1 1.24 So-Gari, So-Goodi—1 1.25 Mathnet: Problem of the Missing Monkey—1 1.26 Mathnet: Problem of the Missing Monkey—1 1.27 Mathnet: Problem of the Missing Monkey—1 1.28 Mathnet: Problem of the Missing Monkey—1 1.29 Mathnet: Problem of the Missing Monke	1	fractions/decimals/percents	A5 A4 A3			B3 D1		
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manipulations and counting A1 a tray C2 C4	EDIC.	Blackstone-21 Card Trick: Card	21					
1:15 Mathman: Factors of 60 B2 & 2:47 Forestry 1: Collecting data F5 B4	EKIC	manipulations and counting						
	Full Text Provided by ERIC	Mathman: Factors of 60	B2	6 2:47	7 Forestry I: Collecting data	F5 B4		

Lengt	th > Title and Description > C	ontent Areas	Lengi	th ► Title and Description ► C	antent Area
2.23	Angle Dance: Body movements		2:58	Countin' Out the Rhythm: Countin	ng
	illustrate angle^	<b>G</b> 6		beats in a musical measure	D2 B1
3:00	Playing the Angle: Angles and		3:21	But Who's Adding?: Select	
10	arcs in basketball	G6 F4 C2 A3		addends and give sums	B1 D1
	Pong Game: Billiard geometry	G2 G6	7:42	Mathnet: Case of the Missing	
0:27	Mathnet: Case of the Missing Baseball—1	č.c.	Ì	Baseball-4	B4 G4 C3 B5
	basebali— i	Ğ6 G4	SHOW	NUMBER 145 Majar emphasis: Additivity	,
				Fhoneymooners—At the Lodge:	
SHOW	NUMBER 142 Majar emphasis: Data Frac	essing		Venn diagrams and additivity	F6 C4
	Pollster-1: Nonrepresentative	_		Forestry V: Linear programming	C3 C2 G6 C4
	sample*	F4 A5 F5 F6	1	Oops! Ruler: Mistake in lining up o	ruler C2
	Forestry II: Statistical sampling	C3 C2 F5 C1	3:31	Cosmic Carpets: Measuring the	
	Pollster-2		2.22	same area twice	C4 C2 G4 G6
3:17		D.	2:32	<b>Square Song:</b> Geometric properties of squares	C.
1.30	oin trick based on 9s	B1	2.58	Blackstone—Faceup, Facedown:	G6
	Pollster—3: Representative sample	S	2.50	Logical card trick	В3
:42	<b>Hundred Squares Table:</b> Number patterns of multiples	B2 D2	:24	Pos vs. Neg Jousts—Taking a Brea	- <del>-</del>
3.50	Neighborhood Superspy:	B2 02		Adding positive and negative num	
0.50	Alphanumeric code	D2 D1	6:41	Mathnet: Case of the Missing Bas	
3:14	Top Secret No Peeking:	02.01	]	,	
	Parentheses in arithmetic problem	B1	i ——	WEEK TEN-	
5:23	Mathnet: Case of the Missing				
	Baseball-2	G4 ´		NUMBER 146 Majar emphasis: Square Nu	mbers
			3:01	Phoner: Squaring 2-digit number	
	NUMBER 143 Majar emphasis: Geametric	: Objects		ending in 5	D2 B1
3:20	How to Build a Bridge-1: Unstable line segment struts	G6	6:05	Broadway: Square number	
-16	Juxtaposing the Angles of a	Go	2.05	patterns	B2 D2 G6 B1
0	Triangle: Angles and degrees in		2:05	Bureau of Missing Numbers: Attributes of 36	B2 B1 A4
	triangles	G6	.55	Square Dance: Square number	DZ D1 A4
:58	Haw to Build a Bridge-2: Unstabl			arrays	D2 B2 G6 G2
	Triangle Song; Triangle shapes in	J	3:25	Perfect Squares: Graphic	
	the world	G6		suggestions of square numbers	B2 B1
:52	How to Build a Bridge-3: Stable	:	1:27	The Map: Estimating	
2.00	right triangle supports			time/distance using map/scale	G4 C3 B1
	Forestry III: Trigonometry	C3 C2 G6 F5	9:51		
	Mathematics R Us: The cube Baloney: Making a list of possible	G1 G6		Parade-1	B4 B1 B5 G4
1 43	combinations	E1 F6	CHUM	NUMBER 147 Majar emphasis: Raunding	
:31	Bridge Montage: Triangles in			Mathematics R Us: Rounding	B4 D1 A4
	bridges	G6		Stick Squares I: Dividing a	2121A4
5:48	But Who's Counting?: Smalest			square into square units	G6
	5-digit number	A2 D1 F4	3:02	Round It Off: Rounding numbers	64
6:17	Mathnet: Case of the Missing		2:40	Artisi's License: Doubling	
	Baseball-3	F4 A9		dimensions quadruples area	C2 D2
CHOW	NUMBER 244 1	_		Area (6 x 8): Area of a rectangle	C2
	NUMBER 144 Majar emphasis: Spatial Mo Cabot & Marshmallow—Wooden	easurement	1:20	Five-Nineteen Bluus: When to	5.4
2.20	Candy Bars: Different		6,26	round numbers	B4
	dimensions —same volume	C2 C1	0:20	But Who's Counting?: Largest sum of 2- and 3-digit numbers	A2 D1 F4
3:47	Forestry IV: Approximating	02.01	9.07	Mathnet: Problem of the Passing	AZ DI F4
	volume	C2 C1 C3	7.07	Parade-2	C3 G6 G4
1:51	Oops! Decimals/Multiplication	-			
	4.3 x 2.6: Wrong decimal point		SHOW	NUMBER 148 Minar emphasis: Multiplica	tion
3	placement	A4 B1	1:27	Mathman: Factors of 24	B2
<b>ERIC</b>	Queen's Bed: Nonstandard units	C1 C2 D1 22	5:37	But Who's Multiplying?: Select	
Full Text Provided by ERIC	Mathman: Multiples of 6	B2	7	factors and give products	B1 B2 D1 F4

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_	Oaps! Multiplication 603 x 7:			2:05	Perpendicular Lines: Examples in the	ne warld 😘
	Mistake multiplying with zero	B1			Mathnet: Trial of George Frankly-	
	Birthday Party: 56 people at 7			0.00	,	
	tables	B1	á	4 WOHZ	NUMBER 152	
2:30	Jenny Didn't Call: Mathematical			4:29	Mike Mery Shaw: Angles and	
2.20	pattern af behavior Blackstane—Magic Sacial	D2		0.17	parabola af factball flight	G6 F6
2:39	Security Number: Cyclic		- 1		Average American: Statistical over	ages F2
	permutations	D2 B1		2:55	Blackstane—The Elimination	Da
	Number Pattern: Cyclic number	D2	1	-58		B3 B3
10:06	Mathnet: Problem of the Passing		- 1		Life Raft: Zera divided by	
	Parade-3	C2			nan-zera number is zera	B1
				:40	Multiply by Zero: Multiplying by ze	ero B1 A1
	NUMBER 149 Majar emphasis: Functions  Mathematics R Us: Function		ı	2:40	Rappin' Judge: Raund-trip rate	
3:40	rachine	D2		0.50	p	B5 C2 B1
1:21	Mathman: Multiples of 3	<b>B2</b>		8:52	Mathnet: Trial af George Frankly—2	B4 B5 C2
1:00	Dain' Nathin I:		1		Frankly—2	54 53 C2
	Multiplying/dividing by 1	D2 B1		SHOW	NUMBER 153 Majar emphasis: Place Value	e
6:41	Celebrity Kitchen: Function	DO D1 + 4 + 0		7:56	Willy Gluttan Bank Rabber:	
1.06	machine  Dain' Nathin II:	D2 B1 A4 A3			Dividing by regrauping numbers	A2 B1 A1
1.00	Adding/subtracting zero	D2 B1		1:58	Yau C n Caunt on It: Mathematics in the warld	Cl
1:56	Cabat & Marshmallaw—Sq. Pegs		l	<b>4</b> ∙35	But Wha's Mutliplying?: Select	C1
	in Rd. Hales: Ratatianal		Į	4.00	factors and give products	B1 B2 D1 F
224	symmetry	G2	l		Tetrahedran: Tetrahedran shape	G1 G6
2:34	Nines: Sang/digits of multiples of 9 add up to 9	B2 D2 B1			Zera Pacs: Multiplying by 10s	A2 B\
:23	Ratational Symmetry: Rotational	D2 D2 D1		9:24	Mathnet: Trial of George Frankly	? F4 A2
	symmetry af a star	G2		CHOW	NUMBER 154 Admin amphasia Religional	
7:21	Mathnet: Problem of the Passing	Parade-4			NUM <sup>P</sup> ER 154 Minar emphasis: Palindram Baba's Dilemma: Lagic proolem	es
			ŀ	0.50	using geametry	G6 C2
	NUMBER 150		1		Person an the Street: Palindrame	A2
4:21	I Love Lupy: Packing Licarice—1: One-dimensional packing	C2 B1 B2		2:53	It's a Palindrame: Attributes of a	40
-31	Pas vs. Neg Jausts-Straight	CLUIDL		.25	palindrame Palindrome: Generating	A2
.0 .	Ahead: Adding positive and		1	.55	palindrames	A2 D2 B1
	negative numbers	A6 B1		:47	Graaning Wall: Mathematical	
	Love Lupy: Packing Licarice-2				riddles	
4:32	Sugar Ray Sketch: Weighing a	C2 B1		3:08	Blackstane—The Magic Spells:	
2.56	dag Think Abaut the Prablem:	CZDI		.20	Trick based an lagic and caunting Pas vs. Neg Jousts—The Abyss:	D2 B2
2.00	Prablem-salving heuristics	DI		:50	Adding pasitive and negative	
9:01	Mathnet: Prablem of the Passing		1		numbers	A6 B1
	Parade-3	D2 F4		13:26	Mathnet: Trial af George	
					Frankly-4	B1
	-WEEK FLEVEN		_	SHOW	NUMBER 155 Majar emphasis: Quadrilate	erals
CHOW	NUMBER 151 Minar emphasis: Pentamin				King far a Day: Dividing a trapeza	
	But Wha's Caunting?: Largest	162			Mathman: Multiples of 4	B2
7.10	difference 2- and 3-digit numbers	A2 D1 F4			Person on the Street:	
	Person on the Street: Pentamina	G6			Quadrilaterals	G6
2:27	Joke in the Bax: Open-tap baxes			2:55	An Interesting Game of Football:	C2 C2 C4 C4
. 22	fram pentaminaes	G6 G1		•20	Irregularly shaped quadrilaterals <b>Quadrilaterals:</b> Quadrilateral	C2 C3 G6 G4
_	Peritaminoes: 12 passible ari angements of a pentamino	G2 G6	23	.20	shapes	G6
2ÎC 6	Really Gross Profit: Pay bills	<b>4- 40</b>	~ 0	2:40	The Fraction Rap: Defining	
Provided by ERIC	befare calculating prafit	B1	Ė	3	fractions	A3 B1

	1 1% (		W. G. C.		
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9:30	Mathnet: Trial of George Frankly-5	B5	sum af	no's Counting?: Largest 2 3-digit numbers 5 Book: Dimensianality	A2 D1 F4 G1
	-WEEK TWELVE	<del></del>	7:56 Mathn Money	et: Problem of the Dirty —4	
SHOW	NUMBER 156		SHOW NUMBER	160 Minar emphasis: Large Num	bers
	Spade Parade: Fishy Anchovy—1:			Neg Jousts—Taking a	
-1.00	Chart used to salve logic problem	F6		Adding pasitive and	
2:39	More Than One Way: Ways to			re numbers	A6 B1
2.07	salve prab'ems		-	nan Zero: Negative	
2:42	Spade Parade: Fishy Anchovy-2		numbe	<del>-</del>	A6 D1
	Mathman: Factors of 8	B2	5:04 Million	Dollar Giveaway:	
4:12	Gypsy Rose Amicable: Amicable			,000 for 20,000 people	A1 C3 B1 C1
	numbers	B2 B1	:54 Person	on the Street: Gaagal	A1
:41	Stick Squares!!!: Dividing a		:53 Googo	I: Discussing the number	
	square into square units	G6	gaagal		A1 B1
3:05	Blackstone-Cups: Lagic prablem			tone—M . a the Clip: Trick	
	af parity and abservation	B3		ymmetry	G2
6:35	Mathnet: Problem of the Dirty Mo	ney_1		ing Wall: Mathematical	
			riddles		
	NUMBER 157 Major emphasis: Scale			(Mandrell Concert):	
3:23	Scales on the Brain-1: Change in			matics in setting up a	
	scale	G4 B5 A3	concer		ÐI
2:14	Draw a Map: Making a map with			et: Problem of the Diríy	4.3
١.٥٥	landmarks and scale	G4 C2	Money	<b>–</b> 3	A3
1:22	Scales on the Brain—2:				
E.33	Handshake ratio of 1 to 500		W E E	K THIRTEE	N
5:33	But Who's Multiplying?: Select	B1 B2 D1 F4	CHOWNIA	121 Min	
4,03	factors and give praducts <b>Gingerman Sketch:</b> Dividing a bill	B1 F2		t 161 Minar emphasis: Permutatio graph All About It:	ins
	Soda Shoppe: Camputing a tip	DI FZ		le araers af 2, 3 4, and	
:50	and rounding up	A5 A4 B4	5 thing		E1 B1
9.24	Mathnet: Problem of the Dirty	A3 A131		e Your Point of View:	2. 51
, , _ ,	Money-2	A9 A3 G4 B5	_	m-salving heuristic	D2
	,			Gloves: Different	
	NUMBER 158 Majar emphasis: Data Prac	essing	cambir	nations of 5 colors	E1
2:06	Callous: The Survey—1:		:16 Conce	ntric Circles	G6
	Callecting and arganizing data	F5 F6 A5 F4	4:39 But W	ho's Adding?: Select	
	Data Headache I: Bar graph	Fô		ds and give sums	B1 D1
	Callous: The Survey—2		:27 Numb	er Pattern: $9 \times 1 + 2 = 11$ ,	
	Data Headache II: Pie chart	F6	and sa		D2 B1
	Callous: The Survey—3			nan: Decimals less	
1:13	Mathman: Percentages less than 1/2	A E D1	than .5		A4 D1
1.50	Smokestacks Go Boom: Thirds	A5 D1 A3		et: Mystery of the Maltese	
		AS	Pigeon	<b> − </b>	B1 D1 G4
1.03	Counting the Elephants: Braken line graph	F5 F6	CHOW SHIMBER	142 Min an annah asia D-4aa	
2.58	Graph of Love: Braken line graph	F6 D1		R 162 Minar emphasis: Rates Ruy—Flying Down to	
	Data Headache III: Line graph	F6		: Functions; converting	
	Mathnet: Problem of the Dirty Mo		maney		B5 D2 B1
0.02	matismett i toblem of the birty me		,	Aoschita—Robin Hood:	03 02 01
SHOW	NUMBER 159		Living		F5 F6 B5 D2
	The Duelists: Taxi geametry	G4 C1 G6		m Song: Rate prablem	
	Phoner-Consecutive Odd			g apples	B5 A3 B1
	Numbers: Add to get square			ho's Counting?: Largest	
(3)	number	B3 B2 B1		2- and 3-digit numbers	A2 D1 F4
RICB	<b>Shape Up:</b> Geametric shapes and	24		et: Mystery of the Maltese	
kt Provided by ERIC	vacabulary	G6 - 1	Pigeon	<b>1–2</b>	F4

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_			_	Multiple Pizzas: Lawest camman	
	NUMBER 163 Mojor emphosis: Probability		5.00	multiple 8 and 12	52 A3
	Cabot & Marshmallow:	FI DI	.12	Multiples of 8 and 12: Multiples	
	Probability—1: Prabability of 1	וטו	• 1 4	af 8 and 12 an a 100 grid	B2 D2
2:50	Grempod and Blotmo—Alien	E1 42 D1	3.33	XIt's the Sign of the Times:	
	Visit: Changing prababilities	F1 A3 D1	5.55	Multiplication symbol	В1
	Mathman: Odd numbers	B3	•30	Factor Tree: Prime factors of 300	B2 B1
2:19	Gabot & Marshmallow:	_,		Factor Tree: Prime factors of	<b>52</b>
	Probability—2: Probability of zera	F1	5:55	different numbers	B2 B1
4:20	Ghost of a Chance: Prababilities		2.46	But Who's Multiplying?: Select	0201
	in several situations	F1 F3	3.40	factors and give products	B1 B2 D1 F4
4:50	Tuesday Noon Football:		.57	Mathman: Multiples of 6	B2
	Probabilities of ½	F1 A3		Mathnet: Problem of the Trojan H	
1:11	Tessellation Animation—Quilt:		0:47	Matthet. Froblem of the frojunti	umbarger—1 14
	Tessellations on a quilt	G3 G6	SHOW	NUMBER 167 Minor esphasis: Tessellation	ns
8:19	Mathnet: Mystery of the Maltese			Mathwoman and the Boy	
	Pigeon-3			Number-1: One-dimensional	
	the appropriate to the first three of			packing with baards	C2 B1 B2
	NUMBER 164 Mojor emphosis: Functions (	Joaing	.21	Number Pattern-1: Multiples of	
4:35	Spade Parade: Missing Michael		****	3 and 37	B2 D2
	Angelo-1: Lagic problem	F4 F5 F6	1-114	Person on the Street: Tessellations	63
2.05	invalving cade	r4 r3 r0		Tessellations: Tessellations on the	
3:25	Mathematics R Us-1:	D2 D1		Mathwoman and the Boy Number	
/ 25	Wardswarth table	D2 B1	3:19	Number Pattern—2	D2 '
6:35	Spade Parade: Missing Michael		:21	Blackstone—Mental Speller:	
	Angelo-2		2:02	Trick based an caunting letters	D2
	Mathematics R Us-2		10.55	Mathnet: Problem of the Trojan	VZ.
:20	Dance of the Geo Shapes:	C/ C1	10:55		C2 B1 C3
2 50	Triangular prism	G6 G1		Hamburger–2	CZDIGO
3:50	Neighborhood Superspy: Alpha-	D0 D1	เทาก	NUMBER 158 Mojor emphosis: Fractions	
20	numeric cade	D2 D1	3000	Mathematics R Us: Fraction	
:20	Dance of the Geo Shapes:	G6 G1	J.J4	reducing machine	A3 D1
7.05	Hexahedron	Godi	1.24	Mathman: Fractions equivalent to	
7:05	Mathnet: Mystery of the Maltese			Sloppy Kitchen Commercial:	,,
	Pigeon-4		2.43	Fractions equivalent *5 1/s	A3
CHOW	NUMBER 165 Mojor emphosis: Infinity, Po	i.	.42	Stick Squares II: Dividing a	~~
	Kubrick's Rube: Camputer	rity	,42	square inta square units	G6
2.57	pragram to suggest infinity	D1 D2	2.24	Action at the Fraction Bar:	
3.18	Infinity (Song): Graphic	0.02	2.27	Fraction Vocabulary	A3 A4 A5
5.10	suggestians of infinity	D1 B1	4.11	But Who's Adding?: Select	
.41	Infinity (Infinite Regress):	<b>5</b> , 5,	7.11	addends and give sums	B1 D1
-4 1	Dynamic suggestian of infinite		-32	Overlapping Squares: Squares in	
	regress `	D1 G2	.02	a 4 x 4 array	C4 G6
.25	Odd and Even Hands: Odd and	J. 02	1.35	Cabot & Marshmallow—What	• • • • • • • • • • • • • • • • • • • •
.55	even numbers	B3		Day Is It?: Fractional parts of a we	eek A3B1
4.14	Odd Pair: Adding add and even		0.01	Mathnet: Problem of the Trojan	
7.17	numbers	B3 B1	7.01	Hamburger—3	B1 C1 C3
1.11	Moebius Trip: Demanstrating			ridinburger-3	D1 C1 C3
	one-sided Maebius strip	G6 G7	SHOW	NUMBER 169 Mojor emphosis: Area and I	Perimeter
.49	Moebius Trip: One-sided car trip	G6 G7		Angle Dance: Bady movements	
	Blackstone-Heads or Tails: Cain		-:	illustrate angles	G6
	trick invalving parity	В3	4:40	How Does Your Garden Grow?:	
9.27	Mathoet: Mystery of the Maltese	Pigeon-5	""	Area, perimeter, and scale	C2 G4
,,,		- J	3:16	Burger Pattern: Triangular	
\	WEEK FOURTEE	N	]	number pattern	D2 D1 B1
,		~ .	7:06	McMath: Finding largest area of	
cunur	NUMBER 166 Mojor emphosis: Multiples	ond Factors	ł.	a rectangle	C2 G6 B1
DIC.	Hundred Square: Camman		:58	Mathman: Even numbers	B3
at Provided by ERIC	multiples of 8 and 12	<b>B2 D2</b>		Mathnet: Problem of the Trojan P	Hamburgez-4
	•				

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	NUMBER 179 Minor emphasis: Percents Spade Parade: Faul Bail—1: Logic			9:24	Mathnet: Trial of George Frankly	-3 F4 A2
3:30	problem	B3 B2		CHOWN	NUMBER 174	
2.25		D3 D2				
2:25	Percents: Equivalent fractions/			3:5/	Very Nice: Lagic problem dividing	
0	decimals/percents	A5 A3 A4		•	up rails of milk	A3 B1
	Spade Parade: Foul Ball—2			:24	Groaning Wall: Mathematical	
2:27	Harry's Hamburger Haven:				riddles	
	Equivalent fractions/decimals/				Perpendicular Lines	G6
	percents	A4 A5 A3	ļ	2.05	Perpendicular Lines: Examples in	
12:08	Mathnet: Prablem of the Trajan H	Surge	r–5		the warld	G6
	•			:47	Groaning Wall	
					Cat, Bird, Kibble-1: Classical	
	-WEEK FIFTEE	N			lagic prablem	E3
SHOW	NUMBER 171 Minar emphasis: Metric Mea	suromont		-10	Jahn Moschita—Peter Piper:	
	Oaps! Ruler: Mistake in lining up	isurcincint			Living graph of rate af speed	F5 F6 B5 D2
1,11	gruler	CO		1.42		FJ 70 DJ DZ
2.17		C2			Cat, Bird, Kibble—2	
3:17	Mathematics R Us: Tape			13:20	Mathnet: Trial of George	
2.00	measure for perimeter	C2 C1 G6			Frankly~4	B1
3:20	Metric Electric Lover: Metric/					
	standard system vacabulary	Cl			NUMBER 175	
1:03	Symmetry Patterns: Repeating			2:30	Hald It Nobady Eat—1: Fractions	
	symmetrical pattern	G2 G6		_	af a pie	A3
<i>-</i> 1:27	Caunting the House: Caunting			1:20	Five-Nineteen Blues: When to	
	the same section twice	C4B1			raund numbers	B4
4:33	But Wha's Adding?: Select			1:05	Hald It Nobady Eat-2	
	addends and give sums	B1 D1			Drapped Cain: Subtraction	
8.35	Mathnet: Trial of George Frankly				problem	Bi
0.00		•		:40	Hold It Nabady Eat—3	
SHOW	NUMBER 172				Number Pattern: Sum of	
	Mathman: Factors of 18	B2		.20	cansecutive odd numbers	D2 B2
	Harry & Elma: Efficient counting	-	i	4.05		D2 B2
3.07	by grouping	C2 B1		4:05	Arthur Benjamin—Squaring II:	D1 . 1
2.56	Think About the Problem:	CZBI		0.50	Shartcuts for squaring numbers	B1 A1
2.50		<b>n</b> 1		2:58	Countin' Out the Rhythm:	
2.24	Problem-solving heuristics	DI			Caunting beats in a musical	
2.54	Bert and Ernie—Dag: Cast of				measure	D2 B1
22	raising a dog	B4 B2		2:13	Sale!: Rearranging digits to get	
:33	Pas vs. Neg Jousts—2 on 1:				lawest sum	A2B1
	Adding positive and negative			9:30	Mathnet: Trial of George	
	numbers	A6 Bi			Frankly-5	B5
3:03	Blackstane-Miraskill-Candies:					
	Trick based on even numbers	B3 A2				
1:42	Plant a Spoan—1: 3 seeds				SEASON II	
	give 2 spaons the same calor	D2	i		SEASON II	
8:52	Mathnet: Trial of George				WEEK ONE	
	Frankly-2	B4 B5 C2			WEEK ONE	
	,	J 1 D J W Z		SHOW	ŇUMBER 201	
SHOW	NUMBER 173 Major emphasis: Lagical Thi	nkina			Square One Squares: Game of	
	Spade Parade: Des Moines	5		5.45	•	DE CO E( CO CA
	Duck -1: Chart used to salve lagic			5.20	mathematical miscanceptions	25 C2 F6 G2 G4
	problem			5:39	Dirk Niblick: Foal Mast of the	
3.40	Spade Parade: Des Maines	F6			Peaple—1: Discount is t as	
3.47	Duck-2				advertised	Α5
1.00				3:14	One Billian Is Big: Relative sizes	
1:09	The Sale: Finding percent from a				of millian and billion	A1 A2
o	discount	A5 B1 A3		2:35	Dirk Hiblick: Foal Mast of the	
2:47	Eight Percent of My Love:				Peaple-2	
	Percentages and a pie chart	A5 F6	1	:21	Number Pattern 37: A simple	
_3:10	Sinbad and the 20 Cains:				number pa. rn	D2
ĬC.	Lagic prablem with different		20	8:44	Mathnet: Case of the Willing	
vided by ERIC	salutions	83	26	ī	Parrot-1	C2 D2 G4

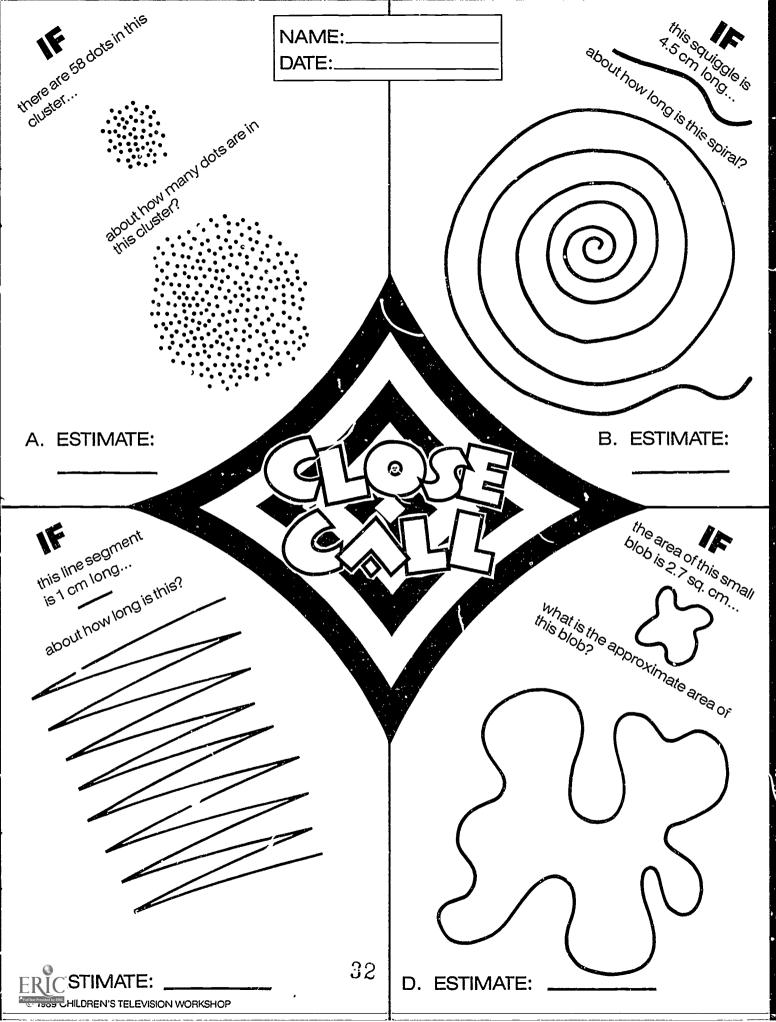
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2		2,20	Dirk Niblick: To Heck and Back-2	
SHOW NUMBER 202 Minor emphasis: Estimation	D4		Close Call: Estimation game	A5 C1 C2
1:01 Dirklet: Estimation	B4		Mixed Numbers 1/3: Graphic	
3:51 Estimation: Sang about the	63	:13	depiction of mixed numbers	A3 D1
usefulness of estimation	C3	3.42	Prime Numbers: Sang abaut	
7:43 Close Call: Estimation game	C1 C3	3:42	prime numbers	B2 B3
:35 Multiply by Zero: Praduct of any		-22	Prime Numbers: Prime numbers	D2 00
number and zera is zera	B1 A1	:23	an a 100 grid	B2
:26 Spot the Quadrilaterals:		. 41	Square One Puzzler:	D2
ldentifying quadrilaterals amang		:41	•	
polygans	G6		Haw many rectangles are in the	C.
1:39 Mathman: Palygans that are		<b>5</b> 40	diagram?	G6
rectangles	G6	5:43	Mathnet: Case of the Great Car	4 F D4 FF F6
12:06 Mathnet: Case of the Willing			Robbery-1	45 B4 F5 F6
Parrot—2	A5 D2 F1 F4 G6			
			NUMBER 207	
SHOW NUMBER 203	1	3:45	Blackstone-Magic Safari: Trick	
3:18 Blackstone-Crossed Out		0.07	based upon caunting	D2
Numbers: Trick based an		8:07	Square One Squares: Game af	
numbers in a 4 x 4 array	D2		mathematical	A2 C4 D1 G2
6:02 Piece of the Pie: Game af data			miscanceptians	G6
, representation	A5 B1 D1 F6	:41	Stick Squares III: Dividing a	
3:41 Combo Jombo: Cambinatarics	B1 E1		square inta square units	G6
1:18 Mathman: Square numbers	B2		Mathman: Multiples of 5	B2
12:13 Mathnet: Case of the Willing		2:36	Me and My Shadow: Camparing	
Parrot—3	B3 G6		2 and 3 dimensians	G1 C2
,		10:39	Mathnet: Case of the Grat Car	
SHOW NUMBER 204			Robbery–2	A5 B4 F2 F5 F6
5:39 <b>Triple Play:</b> Geametric strategy				
game	B1 G6		NUMBER 208	
4:34 Dirk Niblick-Illegal Lawyr-1:		5:48	Triple Play: Geametric strategy	
Errar in adding fractions	A3		game	B1 <b>G</b> 6
2:23 Phoner—The Answer Is 1:		1:17	Dirklet—Use Graphs:	
Algarithm that always gives the			Prablem-salving heuristic	
result 1	B1 D2	1:37	<b>OOPS!</b> $\frac{1}{2} + \frac{1}{3} = \frac{2}{5}$ : Camman	
2:20 Dirk Niblick: Illegal Lawyer-2			mistake in adding fractians	B1 A3
1:15 <b>Groaning Wall:</b> Mathematical ridd	lles	4:21	Common-Multiple Man: Cammon	
11:03 Mathnet: Case of the Willing			multiples af 12, 16, and 24	B2
Parrot—4	B3	1:33	Mathman: Palygans that are	
			pentagans	G6
SHOW NUMBER 205 Major et phasis: Modular A	rithmetic	2:56	Archimedes: Inventians and	
1:45 Mathman: Multiplying by 5 and			discaveries af Archimedes	
adding 2	B2 B3	9:39	Mathnet: Case of the Great Car	
4:40 Blackstone—5-Envelope Spelling:			Robbery-3	35 F5 F6
Trick based an remainders	D2			
1:22 Calvin Klein Boy Defining		SHOW	NUMBER 209	
cambinatarics	<b>E1</b>	4:58	Dirk Niblick: The Lint Trap—1:	
3:31 Time Keeper: Sang abaut clack			Miscalculation of praper wages	B3
arithmetic	B3	1:58	You Can Count on It:	
1:32 Data Headache II: Using a pie ch	art <b>F6</b>		Nuchematics in the world	C1
11:58 Mathnet: Case of the Willing		2:48	Dirk Niblick: The Lint Trap—2	
Parrot-5	B1 B3 D2		Spot the Hexagons: Identifying	
	<u>-</u>	ļ <sup></sup> `	hexagans amang palygans	G6
W 1/ W -		5:27	Piece of the Pie: Game af data	
WEEK TWO		•••-/	representation	A5 B1 D1 F6
SHOW NUMBER 206		1.21	Cabot & Marshmallow—Round to	
5:31 Dirk Niblick: To Heck and Back-	1: On	l <u>-</u> .	Confound: Inapprapriate	
Distance, rate, and time	C2 C3	ļ	raunding	B4 B1
RIC37 Mathman: Fractions greater		10-31	Mathnet: Case of the Great Car	
than I	A3 1	10.0.  2	Robbery-4	B1 84 85 F6
111011	· ·			

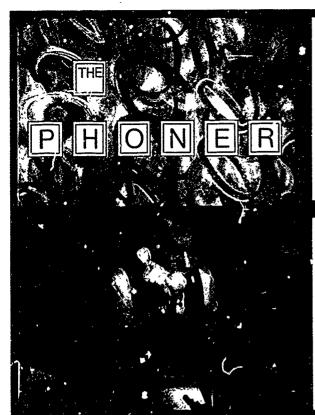
Length :	► Title and Description ► Co	ntent Arcas	Lengt	h ► Title and Description ► Co	ntent Areas
SHOW NU 2:12 PI	MBER 210 Minor emphasis: Numerical l honer—The Answer Is 6:		2:23	Phoner—The Answer Is 3: Algorithm that always gives the	P2 P1
re	lgorithm that always gives the esult 6 irklet—Look for a Pattern:	B1 D2	14:10	answer 3 Mathnet—Case of the Deceptive Data—4	D2 B1 C3 F5 F6
3:10 BI	roblem-solving heuristic lackstone—Liar and Truthteller: ogic is used to determine who	D2	1:25	NUMBER 215  Mathman: Polygons that are quad	rilaterals <b>G6</b>
ho 1:43 <b>B</b> o	as coin aloney: Making a list of possible			Think About the Problem: Problem-solving heuristics Piece of the Pie: Game of data	DI
1:29 M	ombinations Nathman: olutions to 19—C<5	E1 F6 B1 D1 D4	14:48	representation  Mathnet—Case of the Deceptive  Data—5	A5 B1 D1 F6 A5 B4
	Nathnet: Case of the Great Car obbery—5	B4 35 F2 F5 F6			
	WEEK THRE	<b>E</b>		NUMBER 216 Minor emphasis: Numerical Blackstone—Magic Dice: Sum of	Patterns
	<b>quare One Squares:</b> Game of		1:19	opposite faces of a die is 7 <b>Dirklet–Order of Multiplication:</b> Multiplying whole numbers in any	D2
6:07 <b>D</b>	nathematical misconceptions  wirk Niblick: Do Not Fold,  pindle—1:360-minute tapes vs.		:52	order Square One Squares: Game of	81
2:04 <b>L</b> e	90-minute tapes essThan Zero: Negative integers	B5 A6 D1	10	mathematical misconceptions	A3 D1 F1 F3 G6
Sį	irk Niblick: Do Not Fold, pindle—2 lathnet—Case of the Deceptive			Number Pattern: Square numbers Perfect Squares: Graphic	D2 B2
	ata-1	A3 B4 F1		suggestions of square numbers  Mathnet—View from the Rear	B2 B1
:53 <b>D</b>	irk Niblick: Go West Young Nath- 1: Redistribution of land is			Terrace-1 NUMBER 217	B4 B5 F5 F6
1:59 Bi	ecessary ureau of Missing Numbers attributes of 14	C2 D2 . B2 B1	0:00	Dirk Niblick: Mall or Nothing at Mall—1: Biased survey leads to problems	A5 F5
:10 <b>D</b>	irk Niblick: Go West Young Aath—2	52 51		Close Call: Estimation game Number Pattern 37: A simple	C1 C3
15:33 M	Nathman: 3/8 + 5/8 = 1 Nathnet: Case of the Deceptive	A3 A5 B4 F1 F5 F6	2:38	number pattern  Dirk Niblick: Mall or Nothing at  Ma!1—2	D2
SHOW NU		G6		Palindrome: Create palindromes Mathnet—View from the Rear	A2 B1 D2
2:23 A	ingle Dance: Body movements ustrate angles	G6		Terrace—2 NUMBER 218 Minor emphasis: Numerical Dirk Niblick—Itty Bitty	A5 B4 F2 F5 F6 Functions
ge	riple Play: Geometric strategy ame Aathman: Polygons that are	B1 G6	3.30	Business—1: Misplaced decimal points cause problems	A4 A5
р	arallelograms  Aan at Desk (Head Calculator):	G6		Kubrick's Rube: Computer program to suggest infinity  Mathman: 1/3 + 1/3 = 1	D1 D2
17:20 M	Nental arithmetic  Nathnet: Case of the Deceptive	B1 82		Dirk Niblick: Itty Bitty Business—2	A3
SHOW NU		F1 F2 F5 F6		<b>Perpendicular Lines:</b> Examples of perpendicular lines	G6
ൂ-ാ0 BI	lose Call: Estimation game lackstone—Number Affinity: lackstone demonstrates a numbe	A5 C1 C3 r trick B1 D2	2:03	Phoner—The Answer Is 5: Algorithm that always gives the result 5	B1 D2
Text Provided by ERIC		1	3 <u>28</u>		

Lengti	n ► Title and Description ► Co	ntent Areos	Lengt	h > Title ond Description > Co	ontent Areos
1.42	OOPS! 34 x 12: Multiplication		2:34	Nines: Song/digits of multiples of	
		B1		9 add up to 9	B2 D2 B1
9:32	Mathriet: View from the Rear		6:35	Mathnet: Case of the Missing	
	Terrace-3	A5 B4 F5 F6		Air-2	C3 F5
			SHOW	NUMBER 223	
	IUMBER 219			Blackstone—Dice and Cards:	
	Piece of the Pie: Game of data			Trick based on the roll of the	
		A5 B1 D1 F6	1	dice	D2
	Blackstone—13 Turns: Trick based upon parity of turned die	В3	:21	Pos vs. Neg Jousts-Paratroopers:	
	Pos vs.Neg Jousts—The Wall:	DJ		Adding positive and negative	
	Adding positive and negative		0.00	numbers	A6 B1
		A6 B1	2:00	Triangle Song: Triangle shapes in	G6
	Mathnet: View from the Rear		4.22	the world <b>Triple Play:</b> Geometric strategy	Go
	Terrace-4	A5 B1 F2	0:55	game	B1 G6
			-52	Person on the Street-	5. 00
	NUMBER 220		.52	Hypotenuse: Define	
	Rappin' Judge: Round-trip rate	B5 C2 B1		"hypotenuse"	G6
	problem  Triple Play: Geometric strategy	DJ C2 D1	13:46	Mathnet: Case of the Missing	
		B1 G6	ļ	Air-3	D1 F1 F4 F5 F6
18:17	Mathnet: View from the Rear	2.00		AUTHARRA 004 MA	
	Terrace-5			NUMBER 224 Minor emphasis: Percents  Piece of the Pie: Game of data	
			7.00	representation	A5 B1 D1 F6
	WEEK FIVE-		5:39	Dirk Niblick: Fool Most of the	
CHUM P	NUMBER 221			People—1: Discount isn't as	
	Tony and the Togas: Roman			advertised	A5
	numerals	A2		Mathman: $45\% + 55\% = 100\%$	A5
	Dirk Niblick: Illegal Lawyer-1:		2:35	Dirk Niblick: Fool Most of the	
	Error in adding fractions	A3		People—2	
1:23	The Map: Estimating		2:4/	<b>Eight Percent of My Love:</b> Percentages at pie chan	A5 F6
	time/distance using map/scale	G4 C3 B1	.10	Percentages a vie chan  Parallel/Not Para I: Parallel vs.	A3 F0
2:20	Dirk Niblick: Illegal Lawyer-2		.,5	nonparallel	G6
2:45	Spade Parade: In Search of		8:30	Mathnet: Case of the Missing	
	Yucca Puck-1: Logic problem sorting truth from lies	E3		Air-4	G4
-14	Sum of the Angles of a Triangle:				
.17	Juxtaposing the angles of a			NUMBER 225	
	triangle	G6	9:29	Square One Squares: Game of	
2:32	Spade Parade: In Search of			mathematical misconceptions	B5 F4 F6 G2 G6
	Yucca Puck-2		3:15	Blackstone—Quarter Parity: Coin	
1:13	Mathman: Decimals greater		1.45	trick based on parity  Mathman: Solutions	B3
<b>-</b>	than ½	A4 D1	1:45	to 3 + X > 10	A4 B1 D1 D4
5:46	Mathnet: Cuse of the Missing	C	.46	Multiples of 8 and 12: Multiples	
	Air-1	C3		of 8 and 12 on a 190 grid	B2
SHOWN	UMBER 222 Major emphasis: Arithmetic	of 9s	:49	Soda Shoppe: Computing a tip	
	Close Call: Estimation game	C1	i	and rounding off	A5 A4 B4
	Amazing Story of 9s-1: Digits on		8:40	Mathnet: Case of the Missing	
	multiples of 9 add up to 9	B2 D2 B1 A1	1	Air-5	F6
:18	Multiples of 9: Multiples of 9 on a				
	100 grid	<b>B</b> 2		WEEK SIX	
1:03	Amazing Story of 9s—2: Digits of		611611	hittiaded 224	
1.27	multiples of 9 add to 9  Divisible by 9: Divisibility			NUMBER 226 Dirklet—Divisible by 5: Divisibility	
	<b>Dirklet—Divisible by 9:</b> Divisibility test for nine	B1 90	'.'0	test for 5	В1
DIC 42	Amazing Story of 9s-3	B1 29	3:13	Blackstone—Turning the Die:	<del>-</del> -
	Double Star Polygon: Symmetry	G6	14	Trick based on pattern of turned d	ie B3 D2
Full fext Provided by ERIC			. •	•	·

2-25 Rotings War: Double bor graph 6:10 Pizece of the Pie: Game of data representation As BID I F6 2:11 Draw a Map: Making a map with londmarks and scale little and Description > Content Areas 2-2%: Equivalence: decimal, representation and scale little and Description > Content Areas 2-2%: Equivalence: decimal, fractions—2-2%: Equivalence: decimal, fractions/decimals/percents and part of the Map with a graph of the Map with a						
6-10 Piece of the Pie: Game of dator representation or presentation or present	Lengt	h ► Title ond Description ► Co	ontent Areos	Lengt	h ► Title ond Description ► Co	ontent Areos
representation 2-11 Draw Alep: Moking a map with landmarks and scale 11:47 Mathnet: Case of the Map with a Gap-1    Mathnet: Case of the Map with a Gap-1    SHOW NUMBER 227 3.51 Estimation: Song about the usefulness of estimation and Blotmo-Sponge Candy: Probability of ½   2.27 Harry's Hamburger Haven: Equivolent fractions/ decimals/percents   2.18 Grempod and Blotmo-Sponge Candy: Probability of ½   2.27 Harry's Hamburger Haven: Equivolent fractions/ decimals/percents   2.18 Dirk Number 288 Minor emphosis: Triongles trick with whole numbers   2.29 Sport the Pentagons: Identify pentagons among polygons   3.09 Blotsforme: Aporthm had always gives the result 2   3.09 Blotsforme: Aporthm had always giving the answer 1089   3.01 Average American: Statistical overages   3.02 Average American: Statistical overages   3.01 Average American: Statistical overages   3.02 Average American: Statistical overages   3.03 Dirk Niblick: To Heck and Back1: Distance, rate, and time   3.04 Time Keeper: Song about Lock cirithmetic   3.05 Blotsforme: Apoptoms   4.05 Cap   3.06 Blotsforme: Apoptoms   3.07 Average American: Statistical overages   3.08 Blotsforme: Statistical overages   3.09 Average American: Statistical overages   3.00 Average American: Statistical overages   3.01 Dirk Niblick: To Heck and Back2   3.02 Mathmen: Polygons that cre   1.03 Dirk Niblick: To Heck and Back2   3.04 Mathmet: Case of the Map with a   3.05 Blotsforme-players   3.06 Blotsforme-players   3.07 Average American: Statistical overages   3.08 Blotsforme-players   3.09 Average American: Statistical overages   3.00 Average American: Statistical overages   3.01 Dirk Niblick: To Heck and Back2   3.02 Dirk Niblick: The Limi Trop-1:   3.03 Dirk Niblick: The Limi Trop-2:   3.04 Cap   3.05 Blotsforme   3.05 Blotsforme   3.05 Blotsforme   3.05 Blotsforme   3.06 Blotsforme   3.07 Cap   3.07 Cap   3.08 Blotsforme   3.09 Average   3.09 Average   3.00 Average   3.00 Average   3.00 Average   3.00 Average   3.00 Average   3.00 Average   3.00 Average   3.00 Aver			F6 F5			
2.11 Draw a Map; Making a map with landmarks and scale 11:47 Mothmet: Case of the Map with a Gap—1 3.51 Estimation: Song about the usefulness of estimation of 23 Support of mothematical misconceptions 2:18 Grempod and Blotmer—Spange Candy: Probability of ¼ 2.27 Harry's Hamburger Haven: Equivalent fractions/decimals/percents 2.28 Dirk Vish Habilites and Back—1: Distance, rate, and Back—1: Distance, rate, and Back—1: Distance, rate, and Back—1: Distance, rate, and Back—1: Distance, rate, and Back—2: 20 Dirk Niblick: To Heck and Back—2 8.10 Morthmet: Case of the Map with a Gap—3  SHOW NUMBER 239 Minor emphosis: Numeration 3:31 Time Keeper's Song about toke or rithmetic 4:59 Dirk Niblick: The Lint Trap—1: Missoclucition of proper wcyes 6:10:10 Morthmetic Case of the Map with a Gap—3  SHOW NUMBER 239 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 233 Minor emphosis: Numeration 3:31 Time Keeper's Song about clock or rithmetic Case of the Map with a Gap—4  SHOW NUMBER 233 Minor emphosis: Num	01.70		A5 B1 D1 F6			
Inadmarks and scale   Ga Ga Cz	2:11					A5 A3 A4
SHOW NUMBER 27   SI Estimation: Song about the usefulness of estimation of cap—1   SI Estimation: Song about the usefulness of estimation of cap—2   Si Estimation: Song about the usefulness of estimation of morhemotical misconceptions of morhemot			G4 G4 C2	3:22		
SHOW NUMBER 227  3:51 Estimation: Song about the usefulness of estimation Conditions of Estimation Song about the usefulness of estimation Conditions Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song Conditions to Conditions Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song about the usefulness Song Conditions to Conditions t	11:47					A3 A5 A4
SHOW NUMBER 227  3.51 Estimation: Song about the usefulness of estimation 6.24 Square One Squares: Game of mothermatical misconceptions 2.18 Grempad and Blotmo-Sponge Candy: Probability of ½ 2.27 Harry's Hamburger Haven: Equivalent fractions/ decimals/percents 1.45 Dirklet-Mumber Trick: Simple trick with whole numbers 4.2 2.25 Sport the Pentagons: Identify pentagons among polygons 10:04 Mathnet: Case of the Map with a Gap-2  SHOW NUMBER 228 Minor emphasis: Triongles 1:09 Dirklet: Pape and Pencil-1 2:50 Phoner-The Answer 1s 2: Algorithm that always giving the answer 1089 3:05 Blackstone: Algorithm Julvays giving the answer 1089 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:03 Dirk Niblick: To Heck and Back—1: Distance, rate, and time 4:50 Dirk Niblick: To Heck and Back—2 3:03 Dirk Niblick: To Heck and Back—2 3:04 Dirk Niblick: To Heck and Back—2 3:05 Blackstone: Algorithm Julvays giving the answer loss 4:05 Cade Statistical overages 3:06 Slackstone: Algorithm Julvays giving the answer loss 4:07 Slackstone: Algorithm Julvays giving the answer loss 4:08 Authmet: Case of the Map with a Gap-3  3:09 Dirk Niblick: Do Hot Fold, Spindle—1: 36 O-minute tages vs. 4:2 Dirk Niblick: Do Not Fold, Spindle—1: 36 O-minute tages vs. 2:0 Area: Determine area of rectongular figure 2:143 Mathment: Solutions to 7:4 40 < 75 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:45 Dirk Niblick: Do Hot Fold, Spindle—2 8:46 Mathment: Case of the Willing Parrot—1 8:46 Mathment: Case of the Willing Parrot—1 8:47 Mathment: Case of the Willing Parrot—1 8:48 Mathment: Case of the Map with a Gap—3 8:40 Mathment: Case of the Willing Parrot—1 8:49 Mathment Solutions to To Cace All Estimation of the Map with a Gap—3 8:40 Mathment: Case of the Map with a Gap—3 8:40 Mathment: Case of the Map with			A4 B4 E3 G2 G5	:58		
SHOW NUMBER 227  3.51 Estimation: Song about the usefulness of estimation 6.24 Square One Squares: Game of mothermatical misconceptions 2.18 Grempad and Blotmo-Sponge Candy: Probability of ½ 2.27 Harry's Hamburger Haven: Equivalent fractions/ decimals/percents 1.45 Dirklet-Mumber Trick: Simple trick with whole numbers 4.2 2.25 Sport the Pentagons: Identify pentagons among polygons 10:04 Mathnet: Case of the Map with a Gap-2  SHOW NUMBER 228 Minor emphasis: Triongles 1:09 Dirklet: Pape and Pencil-1 2:50 Phoner-The Answer 1s 2: Algorithm that always giving the answer 1089 3:05 Blackstone: Algorithm Julvays giving the answer 1089 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:02 Average American: Statistical overages 3:03 Dirk Niblick: To Heck and Back—1: Distance, rate, and time 4:50 Dirk Niblick: To Heck and Back—2 3:03 Dirk Niblick: To Heck and Back—2 3:04 Dirk Niblick: To Heck and Back—2 3:05 Blackstone: Algorithm Julvays giving the answer loss 4:05 Cade Statistical overages 3:06 Slackstone: Algorithm Julvays giving the answer loss 4:07 Slackstone: Algorithm Julvays giving the answer loss 4:08 Authmet: Case of the Map with a Gap-3  3:09 Dirk Niblick: Do Hot Fold, Spindle—1: 36 O-minute tages vs. 4:2 Dirk Niblick: Do Not Fold, Spindle—1: 36 O-minute tages vs. 2:0 Area: Determine area of rectongular figure 2:143 Mathment: Solutions to 7:4 40 < 75 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:44 Mathment: Case of the Willing Parrot—1 8:45 Dirk Niblick: Do Hot Fold, Spindle—2 8:46 Mathment: Case of the Willing Parrot—1 8:46 Mathment: Case of the Willing Parrot—1 8:47 Mathment: Case of the Willing Parrot—1 8:48 Mathment: Case of the Map with a Gap—3 8:40 Mathment: Case of the Willing Parrot—1 8:49 Mathment Solutions to To Cace All Estimation of the Map with a Gap—3 8:40 Mathment: Case of the Map with a Gap—3 8:40 Mathment: Case of the Map with		•			What day is 20 days from	
usefulness of estimation Squares Game of candity robobility of // 2:27 Harry's Hamburger Haven: Equivalent fractions/ decimals/percents 4.4 A5 A3 1:45 Dirklet-Number Trick: Simple trick with whole numbers 2:25 Spot the Pentagons: Identify pentagons among polygons 10:04 Mathnet: Case of the Map with a Gap—2 SHOW NUMBER 228 Minor emphosis: Triangles 1:09 Dirklet: Pape and Pencil—1 2:50 Phoner—The Answer Is 2: Algorithm that always gives the result ? 3:05 Blockstone: Algorithm ulways giving the answer 1089 3:02 Average American: Statistical averages 12:17 Mathnet: Case of the Map with a Gap—3 8:14 Close Call: Estimation game 1:25 Mathman: Polygons that cre hexagons 6:31 Dirk Niblick: To Heck and Back—1: Distance, rate, and time fagp—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper: Song about clock orithmetic 4:58 Dirk Niblick: To Heck and Back—2 3:09 Mathnet: Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper: Song about clock orithmetic 4:58 Dirk Niblick: To Heck and Back—2 3:79 Dirk Niblick: To Heck and Back—1 3:70 Dirk Riblick: To Heck and Back—2 4:59 Mathnet: Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper: Song about clock orithmetic 4:59 Prick Mathnet: Case of the Map with a Gap—4  SHOW NUMBER 230 Minor emphosis: Numeration 3:31 Time Keeper: Song about clock orithmetic 4:59 Polyhedrons—1: Illustrating a 4:50 Polyhedrons—2: Illustrating a 4:50 Polyhedrons—2: Illustrating a 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2: Illustration game 4:50 Polyhedrons—2:	SHOW	NUMBER 227			Wednesday?	B3
usefulness of estimation  2:43 Squeroe Nos Squares: Same of mathematical misconceptions archematical misconceptions  2:18 Grempad and Blotmo-Sponge Candy: Probability of 1/4  2:27 Harry's Hamburger Haven: Equivalent fractions/ decimals/percents  4:45 Dirklet-Number Trick: Simple trick with whole numbers  2:25 Sport the Pentagons: Identify pentagons among polygons (Go) Purk Niblick: Do Not Fold, Spindle-1: 3:60-minute tapes vs.  2:25 Sport the Pentagons: Identify pentagons among polygons (Go) Purk Niblick: Do Not Fold, Spindle-1: 3:60-minute tapes vs.  2:26 Show NUMBER 228 Minor emphosis: Triangles 1:09 Dirklet: Pape and Pencil-1  2:50 Phoner-The Answer Is 2: Algorithm that always gives the result 2: Algorithm that always gives the res	3:51	Estimation: Song about the		7:58	Mathnet-Case of the Map with a	
mothematical misconceptions 2.18 Greenpod and Blatormo-Sponge Candy: Probability of 1/4 2.27 Harry's Hamburger Haven: Equivalent frications/ decimals/percents 1.45 Dirklet-Number Trick; Simple trick with whole numbers 2.25 Spot the Pentagons: Identify pentagons among polygons 10:04 Mothmet: Case of the Map with a Gap-2 3.05 Blackstone: Algorithm Jlways giving the answer 1029 3.05 Blackstone: Algorithm Jlways giving the answer 1089 12:17 Mathnet: Case of the Map with a Gap-3 8.14 Close Call: Estimation game 1.25 Mathmen: Polygons that cre hexagons 66 SHOW NUMBER 229 8.14 Close Call: Estimation game 1.25 Mathmen: Polygons that cre hexagons 66 SHOW NUMBER 230 Minor emphosis: Numeration 3.31 Time Keeper: Song about clock orithmetic  SHOW NUMBER 230 Minor emphosis: Numeration 3.31 Time Keeper: Song about clock orithmetic  SHOW NUMBER 230 Minor emphosis: Numeration 3.31 Time Keeper: Song about clock orithmetic  A4 A5 A3 A4			C3		Gap-5	C1 C2 G4 G6
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Miscalculation of proper wages B3 A+5 A4 B1 B 1 D4  3 Rotational Symmetry G2 :28 Polyhedrons—2: Illustrating  R IC 36 Matheman: Polyagons G6 G1 G2	. = =		B3			A5 C1 C2 C3
© 31 Rotational Symmetry G2 :28 Polyhedrons—2: Illustrating	4:58	•		1:32		
RIC36 Matheman Polygons G6G1G2	. 11					A4 B1 C / D4
with a line of symmetry G2 3 (15) a cube, a hexahedron G6 G1 G2			G2	:28		
with a line of symmetry G2 J (35	KUC 36		20	_	a cube, a hexahedron	G6 G1 G2
	- Condesion Enter	with a line of symmetry	G2 J ()	5		

	b. Tist. and Decarination b.C.	ntont Aroas	i anati	h ► Title and Description ► Co	ntent Areas
_	h > Title and Description > Co	Intent Areas	-		arear Areas
	Phoner-Fibonacci Sequence:	D2 D2		Mathnet: Case of the Great Car	A E D4 EE E4
	Fibonacci sequence trick	B3 D2		Robbery-1	A5 B4 F5 F6
12:13	Mathnet: Case of the Willing Parro	ot—2 B3 G6	SHOW	NUMBER 237	
CHOWN	UU.4DED 004			Prime i iumbers: Song abaut	
	IUMBER 234		012	prime numbers	B2 F3
	Dirk Niblick: Go West Young Math-1: Redistribution of land is		7:05	Close Call: Estimatian game	C1
		C2 D2		Dirklet—Look for a Pattern:	
	necessary Tessellation Animation—Tile:	C2 D2		Problem-solving heuristic	D2
	Tessellation leads to a tile design	G3 G6		Mathman: Solutions to $7 + P < 7$	A6 B1 D1 D4
	Dirk Niblick: Go West Young	93 63		Percents: Equivalent	
	Math-2			fractions/decimals/percents	A5 A3 A4
	Mathman: Extra Short	j		Mathnet: Case of the Great Car	
	Stick Squares 1: Divide a square			Robbery-2	A5 B4 F2 F5 F6
	into square units	G6		•	
	Sugar Ray Sketch: Weighing a	00		NUMBER 238	
	dog	C2 B1	7:36	Square One Squares: Game of	
	Stick Squares II: Divide a square			mathematical misconceptions	
	into square units	G6	5:36	Dirk Niblick: Itty Bitty	
	Mathnet: Case of the Willing			Business—1: Misplaced decimal	
	Parrot-4	В3		points cause problems	A4 A5
			1:30	<b>OOPS! 804 – 236:</b> Borrowing	
4 WOHZ	NUMBER 235			mistake in subraction	B1 A2
	One Billion Is Big: Relative sizes		2:59	Dirk Niblick: Itty Bitty	
	of million and billion	A1 A2	0.00	Business-2	
:47	Dirklet: Triple Play		9:39	Mathnet: Case of the Great Car	5 F F F F
	Promo/Triangles	G6		Robbery-3	B5 F5 F6
	Pong Game: Billiard geometry	G2 G6	CHOW.	MILLIANTE COOLA 1	
6:15	<b>Triple Play:</b> Geometric strategy			NUMBER 239 Major emphasis: Data Prese   Ice Cream Store—Calories: Bar	πτατιοπ
	game	B1 G6	3:10	chart and percents	A5 A3 D1 F6
1:39	Mathman—Square Numbers:		3.12	Tessellations: Tessellations on	A3 A3 5110
	Square numbers	B2	3.12	the beach	G3 G6
:48	Square One Puzzler—Salary:		1.40	Dirklet—Divisible by 3: Divisibility	00 00
1.07	Which is more, .5 or .25?	A3 A4 D1	1.50	test for 3	B1
1:07	The Sale: Finding percent from a	4 F D3 A 3	5.48	Piece of the Pie: Game of data	-
1150	discount	A5 B1 A3	5.40	representation	A5 B1 D1 F6
11:58	Mathnet: Case of the Willing	B1 B3 D2	:13	Mixed Numbers 3/2: Graphic	
2.00	Parrot-2 Closing	D1 D3 D2		depiction of mixed numbers	A3 D1
2:00	Closing		1:10	Data Headache III: Using a	
	WEEK EIGHT	Γ		broken line graph	F6
	,,	•	1:17	Mathman: Percentages more	
SHOW	NUMBER 236			than ½	A5 D1
	Mathman: Salutions to 19-C<5	B1 D1 D4	10:31	Mathnet: Case of the Great Car	
	Triple Play-Playoff: Geometric			Robbery-4	B1 B4 B5 F6
3.47	strategy game	B1 G6			
6:06	Dirk Niblick: Mall or Nothing at		,	NUMBER 240	
	Mall-1: Biased survey leads to		1:31	Dirklet: Compare Fractions	
	problems	A5 F5	١ , ,,	(1/3, 1/4)	A3 D1
3:03	Blackstone—Miraskill-Candies:		4:40	Blackstone—5-Envelope Spelling:	D2
	Trick based an even numbers	B3 A2	25/	Tricks based on remainders	D2
2:38	Dirk Niblick: Mall or Nothing at		2:56	Archimedes: Inventions and	
	Mall-2		1.27	discoveries of Archimedes	
1:08	Person on the Street—		1:3/	Mathman: Fractions greater	A3
	Combinatorics: Define		15.24	than 1  Mathnet: Case of the Great Car	MO
	combinations	E	15:24	Robbery-5	B4 B5 F2 F5 F6
<u>⊕</u> .ఎ	Pos vs. Neg Jousts—The Abyss:		2.00	Closing	54 55 FZ F3 F0
ERIC	Adding positive and negative		2.00		
Full Text Provided by ERIC	numbers	A6 B1	16	31	
				·	





#### IN BRIEF:

Did you know that you can go through a sequence of mathematical operations that will give you the same result every time, regardless of what number you start with? No, we're not playing games with you. "The Phoner" does exactly that. "Phoner" segments can help students understand how such sequences work.

#### **RULES:**

How does the Phoner work? Mysteriously. He never identifies himself. He simply calls a cast member and dictates a set of directions: Pick a number; add five; double it; subtract four; divide by two; subtract the original number. The answer is always three!

And that's only one of the Phoner's tricks. In functions, there are lots of possibilities. There's a sequence that will always yield an answer of two; there's another sequence for which the answer is always six. Make up your own Phoner routines. Can you make up one where the answer is always ½? Who knows where the possibilities end? Only one thing is certain—the Phoner is always right.

#### STEP-BY-STEP ACTIVITY:

What you need: copies of the activity page.

What to do: 1. Watch a few episodes of "The Phoner" with your class. The episode in shows 101 and 214 is particularly suitable for the activity which follows.

2. Test the Phoner's routine several times with the whole class. Have individual students suggest different starting numbers and do these computations together:

Pick a number
Add 5
Multiply by 2
Subtract 4
Divide by 2
Subtract the original number.

If your students are really ambitious, have them start with a fraction, a decimal, or even a negative number. The activity will convince them that the answer is always 3.

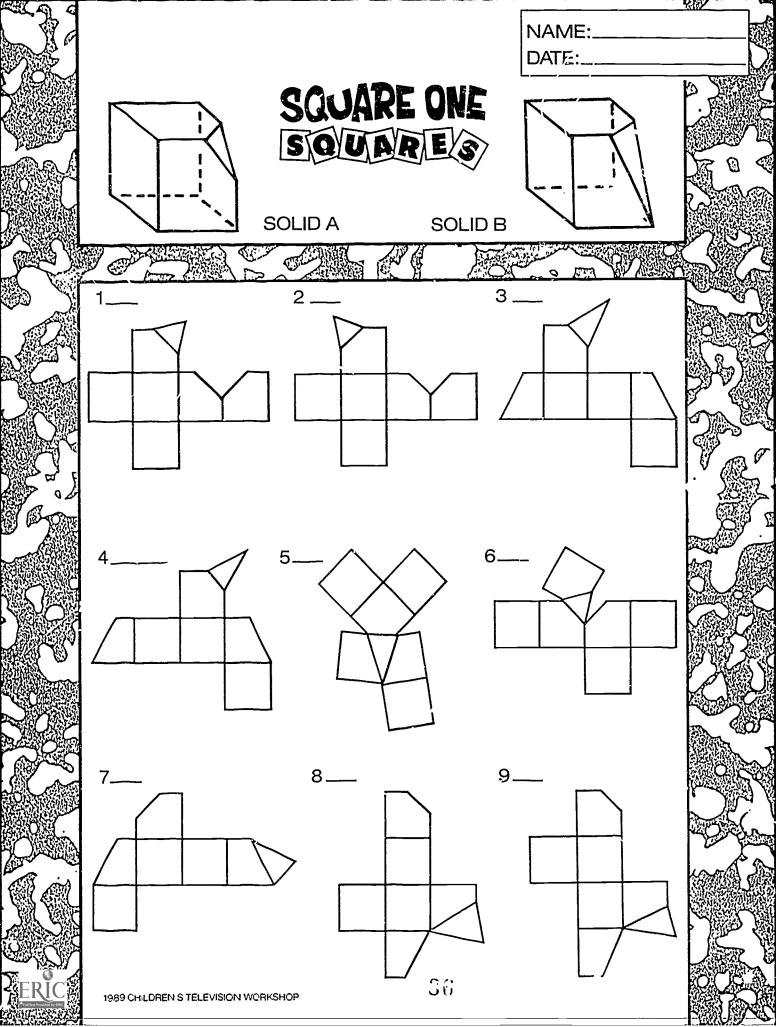
- 3. Distribute copies of the activity page and have the class work on Phoner #1. How are the rules for this routine different from those of the original one you tried? And how is the answer different?
- 4. Students should each pick their own number to add in the second step of Phoner #2. Have each student complete the chart, and then compare results as a class. How are the answers related to the ambers each student chose to add?

- **5.** Have the class pick new numbers and complete Phoner #3. Notice that in the fourth step students are asked to subtract 6 instead of 4. How are the answers *now* related to the numbers each student chose to add?
- 6. In Phoner #4 students should pick the numbers for both step 2 and step 4. Use a chart like the one below to keep track of the results as a class. What do you notice?

	Exa	mple		
	Original Phoner	Phoner #1	Student #1	Student #2
Step 2	5	7		
Step 4	4	4		
Answer is always	3	5		

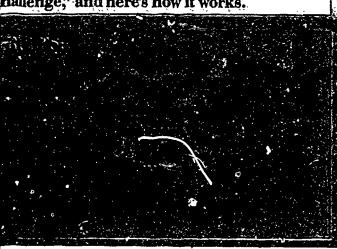
Follow-up: Make up a Phoner routine in which the answer is always 10. Make up two others in which the answer is always 10. Make up a Phoner in which the answer is always -2. Make up a Phoner in which the answer is always ...

P			H			D N E
	ATA AT	A GA G	y <del>e</del> y u	<b>9 49</b> (	73. (73. (73.	ABC
						2
PICK A NUMBER	4					PICK A NUMBER 2
ADD 7		15				ADD
DOUBLE IT			16			DOUBLE IT
SUBTRACT 4				14		SUBTRACT 4
DIVIDE BY 2					11	DIVIDE BY 2
SUBTRACT THE ORIGINAL NUMBER				 		SUBTRACT THE ORIGINAL NUMBER
			-		• • •	
DEF 3		, —	<b>.</b> —	<u> </u>	<del></del>	Gні 4
PICK A NUMBER	4					PICK A NUMBER 3
ADD						ADD
DOUBLE IT						DOUBLE IT
SUBTRACT 6						SUBTRACT
DIVIDE BY 2						DIVIDE BY 2
SUBTRACT THE ORIGINAL NUMBER						SUBTRACT THE ORIGINAL NUMBER



### Y THE SQUARE ONE CHALLENGE

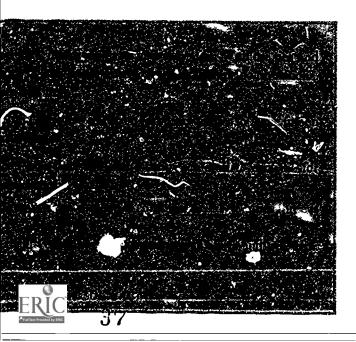
want to really challenge your class, try this a "Square One Squares" It's called "Square hallenge," and here's how it works.



vare some of the questions from "Square One Squares" • One Challer along with the panelists' answers. Here ss.

ves, before you give them the panelists' answers. Encourtelp you to pinpoint the solution of some of their mathematalso provides the opportunity to show that sometimes a

lass into groups of three or four and help each group come sare One Challenge" question. By changing some of the gas they woose.



Host: Benny's House of Junk Food is offering this great deal: a jumbo box of popcorn and an all-night piece of guin for only fifty cents total. One of these items costs ten cents more than the other. How much could the popcorn cost by itself?

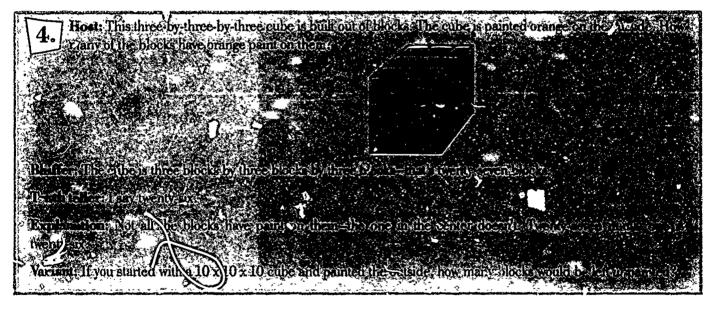
Truth teller #1: I think thirty cents, since thirty minus twenty is ten.

Truth teller #2: I think twenty cents-twenty plus thirty is fifty.

Explanation: The popcorn could cost either twenty cents or thirty cents. As long as the difference between the cost of the popcorn and the cost of the gum is ten cents, it doesn't matter which costs more.

Variant: A radio and a clock together cost \$100. One costs \$3 more than the other one. How much could each cost?







Host: I have here two pickle pies of exactly the same size. If I cut one pie into fifths and the other pie into sixths, which pie would have larger slices?

Bluffer: The pie cut into sixths would have larger slices—six is a larger number than five.

Truth teller: The pie cut into fifths would have larger slices. One sixih

Explanation: One sixth is indeed less than one fifth. Because the je cut into sixths has more slices, each slice must be smaller. (From show 227.)

Variant: What if the pies were cut into sixths and twelfths? One-hundredths and one-thousandths? What if they were epper pies or pizza pies?

ERIC

Host: Look at figures A and B. Does B have a greater area than A?

Α.



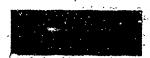
Bluffer: Figure B has the greater area.

Truth teller: I think their areas are the same.



Explanation: The areas are the same. There's a simple way to check this—just imagine swinging the top portion of figure B down so that it makes a figure of the same height as figure A. Eyou'll see, the areas of the two figures are equal. (From show 201.)









1

Variant: What if the figures were these? Which has the greater area?

Host: I tossed a fair coin ten times in a row and it came up heads each time. If I flip it again, which is more likely to come up, heads or tails?

Blusser: Tails is more likely. You've had too many heads in a row.

Truth teller: Neither. Heads is as likely as tails.

Explanation: Heads is as likely as tails. With a fair coin, the probability of tossing tails is one-half on any flip. (From show 227.)

Variant: If I roll a die, and on the first five rolls, I get 1, 2, 3, 4, and 5 (in that order), what am I likely to get on the sixth roll?

Host: I have to go to the dentist sixty days from now. If today is a Monday, what day of the week will it be sixty days from now?

Bluffer: Sixty lays is exactly two months, so in sixty days it will be a Monday again.

Truth teller: Every seventh day is a Monday. Sixty days from Monday is a Rriday.

Explanation: There are seven days in a week, so every seventh day is a Monday. Seven times eight is fifty-six—the fifty-sixth day will be a Monday. Count ahead four days to the sixtieth day—it's Friday. (From show 238.)

Variant: If today is Sunday, how many days away is the first Sunday that's more than 500 days from today?

9

Host: How many squares are in this grid?



Truth teller: Fourteen.

Explanation: There are nine one-by-one squares, four two-by-two squares, and one big three-by-three quare. That makes a total of fourteen. (From show 207.)

Variant: How many rectangles are in the grid? How many squares are there in a  $10 \times 10$  square grid?









### **CURRICULUM GOALS**

SOUARE ONE TV has three goals. For your convenience,

GOAL III, which covers mathematical content areas, is written in outline form. Wherever you see a notation like "D3" or "F1" in the Program Listing, the reference is to this outline.

GOAL I. To promote positive attitudes toward and enthusiasm for mathematics by showing:

- A. Mathematics is a powerful and wid, ly applicable tool useful to solve problems, to illustrate concepts, and to increase efficiency.
- B. Mathematics is beautiful and aesthetically picasing
- C. Mathematics can be carderstood, used, and even invented by nonspecialists.

GOAL II. To encourage the use and application of problems of ing processes by modeling:

#### A. Problem Formulation

- 1. Recognize and state a problem.
- 2. Assess the value of solving a problem.
- 3. Assess the possibility of solving a problem.

#### B. Problem Treatmen\*

- 1. Recall information.
- 2. Estimate or approximate.
- 3. Measure, gather data, or check resources.
- 4. Calculate or manipulate (mentally or physically).
- 5. Consider probabilities.
- 6. Use trial-and-error or guess-and-check.

#### C. Problem-Solving Heuristics

- Represent problem, scale model, drawing, map, pictures, diagram, gadget; table, chart; graph; use object, act out.
- Transform probler a reword, clarify, simplify, find subgoals, subproblems, work backwards.
- 3. Look for: patterns; missing information (pertinent or extraneous).
- Reapproach problem; change point of view, reevaluate assumptions; generate new hypotheses.

#### D. Problem Follow-up

- 1. Discuss reasonableness of results and precision of ults
- 2. Look for alternative solutions.
- 3. Look for alternative ways to solve.
- 4. Look fee or extend to, related problems.

GOAL III. To present sound mathematical content in an interesting. — cossible, and meaningful in one) to exploring

#### A. Number and Counting

- 1. Whole rumbers.
- 2. Numeration, role and meaning of digits in whole numbers (place value), Roman numerals, palindromes, other bases,
- Rational numbers, interpretations of fractions as nembers, ratios, parts of a vinole or of a set.
- Decimal notation, role and meaning of digits in decimal numeration.
- 5. Percents; uses: link to decimals and fractions.
- 6. Negafif) numbers: uses: relation to subtraction.

#### B. Arithmetic of Rational Numbers

- 1. Basic operations: addition, subtraction, division, multiplication, exponentiation; when and how to use operations.
- 2. Structure: primes, factors, and multiples.
- Number theory: modular arithmetic (including parity);
   Diophantine equations, Fibonacci sequence; Pascal's triangle.
- Approximation, rounding, bounds, approximate calculation, interpolation and extrapolation; estimation.
- 5. Ratios, use of ratios, rates, and proportions, relation to division; golden section.

#### C. Measurement

- Usits, systems (English, metric, nonstandard); importance of standard units.
- 2. Spatial: length, area, volume, perimeter, and surface area.
- 3. Approximate nature: exact versus approximate, i.e., counting versus measuring; calculation with approximations; margin of error; propagation of error; estimation.
- 4. Additivi'y.

#### D. Numerical Functions and Relations

- Relations: order, inequalities, subset relations, additivity, infinite sets.
- 2. Functions: linear, quadratic, exponential; rules, patterns.
- 3. Equations, solution techniques (e.g., manipulation, guessand-test), missing addend and factor, relation to construction of numbers.
- Formulas, interpretation and evaluation, algebra as generalized arithmetic.

#### E. Combinatories and Counting Techniques

- 1. Multiplication principle and decomposition.
- 2. Pigeonliole principle.
- 3. Systematic enumeration of cases.

#### F. Statistics and Probability

- Basic quantification; counting, representation by rational numbers.
- 2. Derived measures; average, median, range.
- 3. Concepts, independence, correlation, "Law of Averages."
- 4. Prediction: relation to probability.
- 5. Data processing: collection and analysis.
- **6.** Data presentation, graphs, charts, tables, construction and interpretation.

#### G. Geometry

- 1. Dimensionality: one, two, three, and four dimensions.
- 2. Rigid transformations: transformations in two and three dimensions, rotations, reflections, and translations; symmetry.
- Tessellations, covering the plane and bounded regions, kaleidoscopes; role of symmetry; other surfaces.
- 4. Maps and models in scale: application of ratios.
- Perspective, radiments of drawing in perspective, representation of three-dimensional objects in two dimensions.
- Geometrical objects, recognition, relations among, constructions; patterns.
- Topological mappings and properties: invariants.









# KEY

re containing the product 18 is ssible three-in-a-rows, but there are three-in-a-rows which contain the uare containing 18 seems like a better ause it gives you more potential

rear the center of the game board are -in-a-rows than squares near the squares near the center of the board ed better places to start.



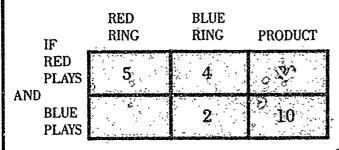
ED BLUE ING RING PRODUCT

ien Red has 12 pos ble ways to and Blue has only 4.

EP BLUE ING RING PRODUCT

nen "-" d - 11 possible ways to ant FRIC: 6.

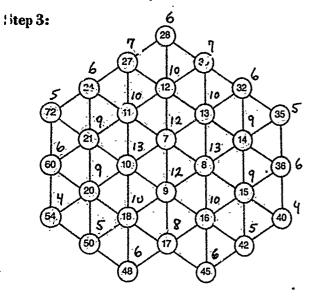
## ANSWERKEY



...Then Red has 10 possible ways to win, and Blue has 7.

#### "Triple Play"

Step 2: It is to your advantage to claim positions that are vertices of many equilateral triangles. In this case, 10 is the vertex of 13 triangles, while 24 is the vertex of only six, and 54 is the vertex of only four.



Step 4: The numbers of triangles down the middle line are all even because the middle line is an axis of symmetry. For example, if 7 is the vertex of a triangle to the left of the middle line, it is also the vertex of a corresponding triangle to the right of the middle line.

Follow-up 1: The best starting positions on the board are pr ably 10 and 8. Each is a vertex of 13 triangles.

b: If you get 10 and 1 it is better to multiply because 10 is a vertex of 13 triangles while 11 is only a vertex of 10. If your opponent rolls 7 and 1 and claims 8, which is a vertex of 13 triangles, he doesn't block any of the 13 which have 10 a vertex. If he multiplies and claims 7, then he'll have 10 notential equilateral triangles, and will have reduced your 5 potential triangles to 11.

If your opponent rolls 3 and 8:

- 24 is the vertex of six triangles and doesn't block any of the 13 triangles with 10 as a vertex
- 11 is the vertex of 10 triangles at 1 blocks two of the 13 triangles with 10 as a vertex

If your opponent rolls 9 and 4:

- 36 is the vertex of six triangles and doesn't block any of the 13 triangles with 10 as a verte.
- 13 is the vertex of 10 triangles and blocks two of the 13 triangles that have 10 as a vertex

Follow-up 2: The total number of triangles on the game board is 76.

#### "Close Call"

#### Step 2:

- A. There are approximately 275 dots in the larger cluster.
- B. The spiral is approximately 75 cm long.
- C. The curve is approximately 90 cm long.
- **D.** The larger blob is approximately 30 sq. cm in area. (Students' answers may vary.)

#### "The Phoner"

Step 3: In the second step you add 7 instead of 5; and the answer is always 5 instead of 3.

PICK A NUMBER	4	8	1	2	6
ADD 7	11.	15	8	9	-13
DOUBLET	22	30	16	18	26
SUBTRACT 4	18	26	12	14	22
DIVIDE BY 2	ą	13	6	7	11
SUBTRACT THE CRIGNAL NUMBER	S	5	5	5	5

Step 4: The answer should always be 2 less than whatever number the student chose to add in step 2.

Step 5: Now the answer should always be 3 less than whatever number the student chose to add in step 2.

### "Square One Squares"

 Net 1. A
 Net 2. X
 Net 3. X
 Net 4. B

 Net 5. B
 Net 6. A
 Net 7. X
 Net 8. B

 Net 9. B

24

U.S. Dept. of Education

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