Math

How can technology enhance and enrich all the great activities you already do to teach math in your classroom? This week we'll focus on ideas to extend your use of manipulatives and other activities.

"Computers are useless. They can only give you answers."
-Pablo Picasso

Math

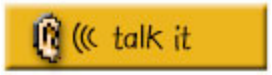
How can technology assist in math instruction? What are appropriate uses of technology for teaching math to your students? These are questions we will consider this week.

Remember to bookmark and/or print articles and links that you enjoy in this class.

- Math instruction can be enhanced by the techie teacher Math is such a large part of the school day – and technology can enhance what you're already doing. If you haven't already thought of some of these activities, you might want to try one or two on Monday morning.
- Teaching and Learning about Whole Numbers Several short articles and student examples are shown here for teaching students to count, subtract, multiply and more. Choose at least one of the articles. How can technology help teach or reinforce these levels of learning? Note: Some of them include short movies of students counting and working math problems. You may need to install QuickTime on your computer to view them.

Optional Reading

- Do the Numbers: A new generation of math software that really adds up. (Software reviews from 2000.)
- Explore ISTE's NETS Standards for Students Lesson Plans and Units for K-3. ISTE, the International Society for Technology in Education, created the NETS: National Educational Technology Standards. You will find some useful lesson plans here! Look at the math ones this week!



In the Talk It Forum for this week,

Locate the Week 2 **Talk It** response forum. Based on what you've just read, please:

1. Describe one of your favorite math lessons. How can technology enhance your math lesson? Draw examples from the readings.

2. Early elementary kids need lots of manipulatives to understand math. Do you think that technology can help with this? Give examples.

Then, post a response to at least one other person's message for each question.

Scoring Checklist for Math Talk It

Response to the readings	**15pts.**
Response to someone's posting	**10pts.**
Total possible points for this week's Talk It	**25pts.**

see it **Math**

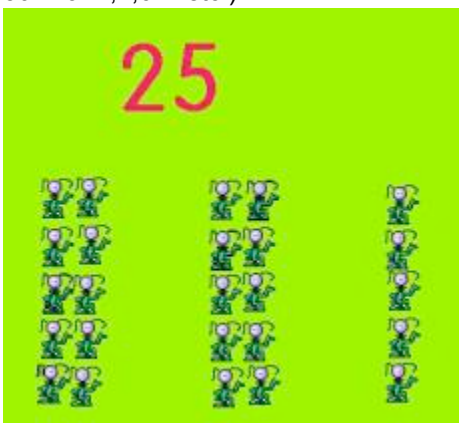
Here you'll find lots of **math ideas**. Browse the ideas here to find a few that you can use.

Remember to bookmark and/or print articles and links that you enjoy in this class.

Numeration | Math Facts | Estimating | Patterns | Shapes | Problem Solving | Graphing

Numeration

1. In Kid Pix, have kids use stamps to show a particular number, then assemble into a SlideShow (1,2,3.. or 10, 20, 30… or 2,4,6… etc.)



2. In Kid Pix Studio, use stamps to illustrate place value. Assign a number. Kids can use a stamp for 1's, hold control + stamp to make larger for 10's, hold shift + control + stamp to make giant 100's. In KidPix Deluxe 3, use the size tool to change the sizes as shown below.

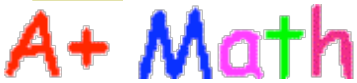
Math Facts

3. MathCar Racing – Points are awarded based on the difficulty of the problems you choose.

4. Have kids create a 'flashcard' slideshow in KidPix. The 1st slide is the problem, the 2nd is the problem with the answer. Check the answers before you use these with other students! To make it more challenging, set the timer for each slide in the slideshow.

5. Tic Tac Toe Squares – Lots of math fact practice

6. A+Math – Flashcards online.



7. Have students keep track of their speed or number of facts that they know by using a spreadsheet. Their 'competition' should only be with themselves. Let them set their own goals and record on their spreadsheet to see how far they've come and how far they have yet to go.

8. Math Baseball – Batter up! Play against the computer at your own pace.

9. In Kid Pix, students can use numbers and picture stamps to write number sentences.

10. ChangeMaker – Figure out the correct change

Estimating

11. Measure It – Measure a red bar in centimeters or inches.

12. In KidPix – estimate how many of 1 kind of stamp will fit in a large circle or square. Try this on a daily basis and soon students should be fairly accurate.

13. Probability – Spin the spinner, roll the die and more

Fractions

14. Pattern Blocks: Fractions – A Java site to create cool fractions.

15. Practice cutting Kid Pix shapes in half with the cut tool.

Patterns

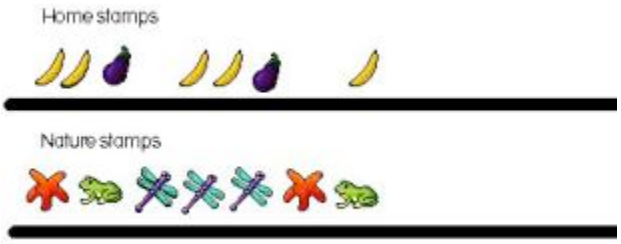
16. In Kid Pix, have kids use stamps to show a particular number, then assemble into a SlideShow (1,2,3.. or 10, 20, 30… or 2,4,6… etc.)

17. The Crazy Pattern Machine Interactive web site: Fill in the missing piece to complete the pattern.

18. Follow the Rule Create a template that students fill in. By 'following the rule' they practice sequencing and math facts.

19. Find other examples of patterns and series. Collect images and create a slideshow or print for a book.

20. Oddball – Which one is different?



21. In Kid Pix, kids can use stamps to create a pattern,

or create a pattern with an error. Can students find it?

or you can use letters and numbers to start a pattern for kids to continue

22.Stamp 20 different objects and save. Have kids use Moving Van or Grab Tool to sort them in some way and use typewriter to label each group.

Shapes/Spatial Orientation/Symmetry/Measurement

23.Assign each student to write and illustrate what they would be doing at a particular time of the day. Assemble into a SlideShow labeled 24 Hours in a Day.

24. A Matter of Time – Interactive time lessons, activities, print materials

25. In Kid Pix, play Barrier Games. Student creates a picture using outlined shapes, large, medium, and small sizes, placed in varying positions. Print. Color in shapes. Students practice giving and following directions by describing their picture for another student to create on the computer, then comparing pictures.

26.In Kid Pix create a picture using only the circle tool,

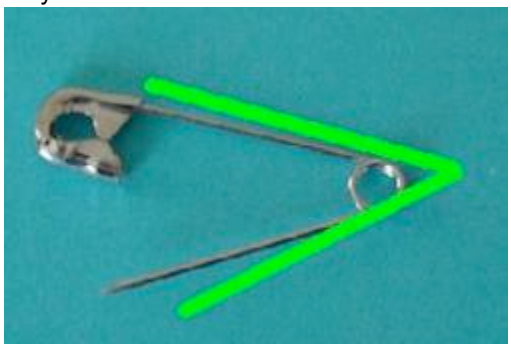
or one color,

or using 3 circles, 4 squares, 1 triangle

or have each student add 1 item to a drawing. The picture would be complete when all students have contributed.

27.Money counting - Use the moving van to move coins to the correct box. See a sample. Here are scanned coins you can save to make your own money problems.

28.Have students take digital pictures of familiar objects (a chair, the playground, a box of markers). Print or import into KidPix or any drawing program. If printed, laminate & use vis a vis markers. If using the computer, make sure they save as a file under their own name before doing anything on the picture.



Find & trace specific geometric shapes.

Include directions: Find all the triangles. Label the geometric solids in this building.

Trade pictures with other buildings.

Make shape sewing cards by printing out on cardstock, punching holes around the shapes.

Look for more intricate shapes such as pentagons or right triangles.

Draw in lines of symmetry.

Create a slideshow of shapes or circles in our world.

Label and measure the angles in the photos.

Take photos of kids and measure the angles in their knees and elbows.

29. Fun Match – Concentration game at varying levels and difficulties

30. In Kid Pix, draw a large shape and save. Kids can find out how many rabbits (or fish, or suns, etc.) stamps fit around the perimeter. They can record this on a class list. Later, graph this info.

or stamp and count how many fit inside the shape (area).

Problem Solving

31. Take a series of pictures showing how to add a column of numbers or extend a pattern or create a graph.

Students can use a "storyboard" to plan their pictures.

Mix pictures and have students sequence them.

Place pictures in KidPix or Powerpoint and add students' voices explaining the process of adding/patterning, etc.

32. Dare to be Square – Create more squares than the computer. Logic problems.

33. Students can create their own problem stories with KidPix. Have them select a background to print out and use as the 'setting' for the story.

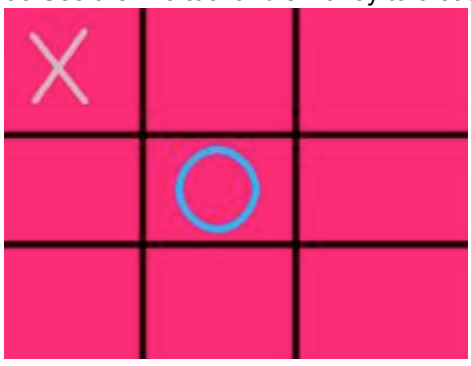
34. Arithmetic Activities – Wow! This site will keep kids busy for months!

35. In Kid Pix, set up a Math story problem, and let kids use stamps or draw an illustration for the problem

or illustrate a problem and let them write or record a matching problem,

or have one child illustrate a problem and let a partner create a problem to go with it.

36. Use the line tool and shift key to create a tic tac toe board. Save. Select 2 stamps for X and O and play away.



37.Create a checkerboard by using the line tool + shift key and then the paint can to color alternating squares. Save. Select and place 2 kinds of stamps, then use the moving van to play. Fill in empty colored squares with paint can.

Graphing

38.Create a Graph – Choose a type of graph and create it online

39.Use digital pictures of your students' faces. Transfer the pictures to a word document. Resize each picture to about 1" square. Print on cardstock, cut out, laminate, and add a piece of magnet to the back.

Use for graphing, survey, Venn diagrams.

Label points to teach kids about coordinate graphs.

Use for practicing logic and strategic thinking games, such as NIM games.

40.m&m's Graphing – right online!

41.In KidPix Deluxe, select the Brush. Flip through the selections on the bottom of the screen till you find a picture of a die. Select, click on screen. Each time you click your mouse, the die will randomly change. Now, you can use the line tool to create a 6 column graph, save. Kids can record the "rolls" of the die.

42.A list of daily graphing questions

43.Check out Jan Brett's pages: here's an online interactive hat graphing activity based on *The Hat* (works in Internet Explorer).

44.Need a graph grid? Pull out the overhead projector an use a grid you've put on a transparency with permanent marker (in case any of your helpers help a little too much!). You can shine this grid on your chalkboard/whiteboard and write away. Kids love to be in the 'spotlight'!

46.Tooth Tally Project – The Tooth Tally Project is now in its fifth year of counting missing teeth. Great 1st Grade project!

Math

You have several choices of activities to try out for this week focusing on math. Each week will build on your knowledge and expand your use of the tools and options in each track.

Remember the "Do It" tasks should take about an hour or two of your time. Often, you could spend longer on the task, but we encourage you to budget your time and focus on what is most useful for your own learning.

KidPix Studio	KidPix Deluxe 3	Kid Pix Deluxe 4
TuxPaint	Tech4Learning Pixie	Digital Camera

Scoring Checklist for Math Do It

Post a Do It file	**15pts.**
Respond to someone's posting	**10pts.**
Total point for this week's Do It	**25pts.**

Do It KidPix Deluxe 3: Math Activities

Post a simple Math activity file in the appropriate Discussion area.

For this project, you will create a math activity example. We'll learn about two more tools as well.

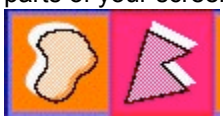
 First, start by making a mess on your screen with the Wacky Brush. Be sure to try out at least the brush and the spray can and the options that go with them. If you have a microphone on your computer, try out the mic option. There's lots of fun things within the Wacky Brush. Explore the options at the bottom of your screen. Try lots of them! (You might need to set a timer, this can be addicting!).

 You also need to know how to use the Grab tool.

When you select the grab tool, you will see two options on the tray to the left. You'll need to select one.


The hand is used to move, copy and paste the objects that "float" over your screen. For example if you used one of the stickers or animations (top left dog & running dog).

The scissors are used to cut out a certain portion of your screen. Notice that there are several options for selecting parts of your screen. The first two you'll probably use the most.



- The orange free hand lets you draw freehand around the portion of your drawing that you wish you to move, copy or delete.
- The polygon lets you draw mulitple straight lines around the portion of your drawing that you wish to move, copy, or delete.

Select part of your screen using either the hand (for stickers or animations) or the scissors.

To move, click on the selected part of your drawing and drag it somewhere else. Note that with the scissors you'll leave a white blank behind.

 To copy, select part of your drawing using the hand (for stickers or animations) or the scissors (for everything else). Then click the two buttons. Then click  paste. From here you can move the newly pasted object somewhere else on your screen.

 To delete, select part of your drawing using the hand (for stickers or animations) or the scissors (for everything else). Then click the trash can.

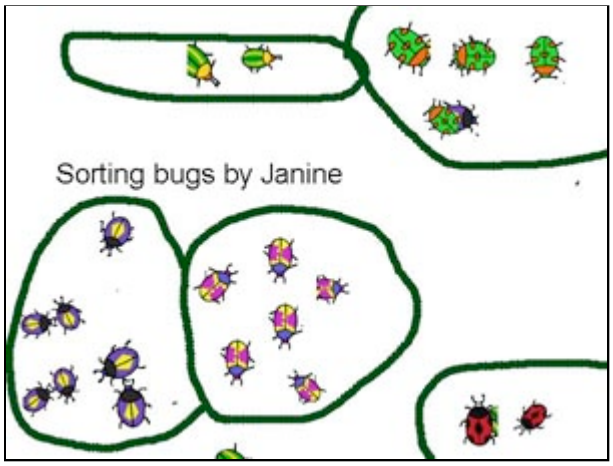
Make a mess on your screen, and then copy and paste and delete and move objects around until you feel comfortable with the tools.

Try out the following different math activities.

Paint Circles
Draw 5 small circles, then copy & paste till you have 100. Or draw larger circles, use the line tool to chop into pizza slices & color in fractional illustrations.

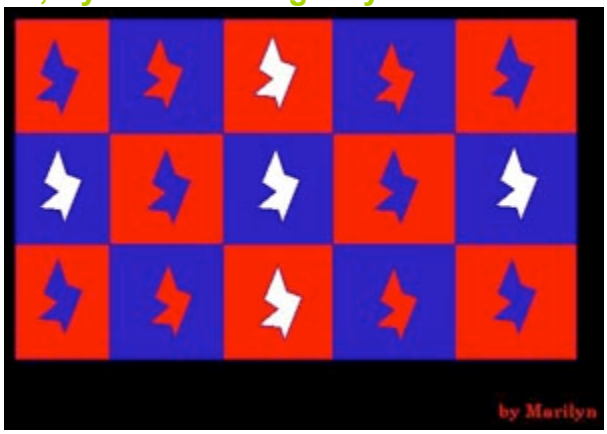
Counting
Or put a bunch o' rabbits (or fish or bugs) on your screen, then circle groups of 3, or 4, etc. Label the groups by stamping a number. If you change to Small Kids Mode (go up to black space at the top of the screen, click to show the menu, choose Small Kids Mode), then choose the text tool, you can stamp single letters and numbers.

Sorting
Or sort bugs with the Grab Tool as shown below. Create the bugs (or something else) using the Wacky Brush, Spray Paint tool.



Patterns

Or, try this Challenge if you want an adventure:



Draw a large rectangle and place lines within to make 5 columns x 5 rows. Draw a closed shape in the 1st box. Copy and paste into all other boxes. Use the fill tool to fill the 1st shape. Use a contrasting color to fill the background of the 1st box. Create a pattern to continue filling aabaa or ababa or aaaaa, bbbbb, etc. Kids can get very creative with this. Fill the background outside of the box with black (makes the colors really intense). Add student's name. Upload

your file like you did last week into the appropriate Discussion Board forum.

Choose one of these activities, then make an example page that you would want your students to create.

Save the file.
Click on the Disk to Save.
Find your folder on the hard drive.

(Mac, click desktop, hard drive, TEEC projects)
(PC, double click c:\, double click TEEC projects)

Give it a name and click Save or Ok.

Export the file.
Move your mouse up to the black area at the top of your screen until a down triangle appears. Click (you may have to click around in the left area) to open the File menu.

Choose File, Export.
Find your folder on the hard drive as before if needed.
Make sure the JPEG option is shown.
Check to make sure that the .kpx ending is NOT there. Delete it if necessary.
Check your filename. Make sure it is 8 characters or less and doesn't have any spaces or special characters.
Then click Save.

Now let's post it to the Do It Forum for this week.
Get online and log back into the course.
From Forums or from the middle of the page, select the Do It Forum for this week.

You will create a new discussion topic swith your project each week.

Click Add a new discussion topic .

Type something interesting as the subject.
Write a short description of your project.

Click Browse in the Attachment area as shown:

Find your file on the hard drive or C:\ in the TEEC Projects folder.
Double-click on your file. It's name should show up in the Attachment: box.

Click Post to forum .

To view your classmates' projects
Click on their message.
Click on the attachment file link to see their project.
Click Back in your browser to come back to the discussion area.

Reply to at least one of your classmates' projects and give them feedback. Suggested starter words for your feedback

- *I particularly liked . . .*
- *You might want to look at these resources . . .*
- *Did you think about . . .*
- *I wondered about . . .*

- *I've been successful with similar activities when . . .*

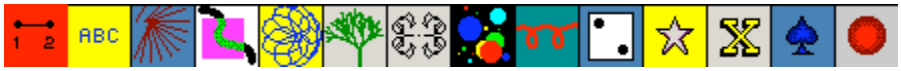
You're Done!

Do It KidPix Studio: Math Activities

Post a simple Math activity file in the appropriate Discussion Board forum.

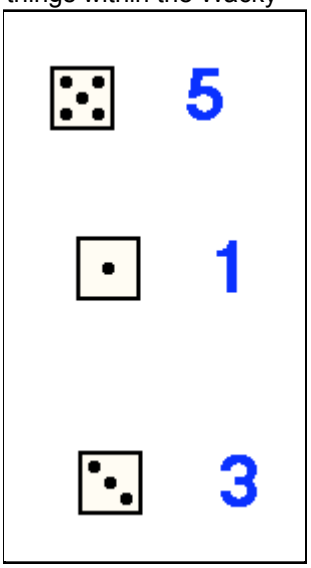
For this project, you will create a math activity example. We'll learn about two more tools as well.

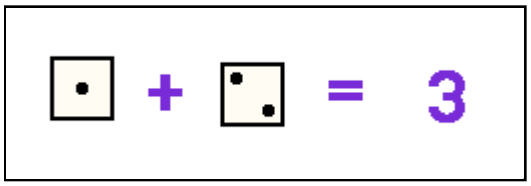
First, start by making a mess on your screen with the Wacky Brush. There's lots of fun things within the Wacky Brush. Explore the options at the bottom of your screen. Try lots of them! (You might need to set a timer, this can be addicting!).



Dice

Now find the die option in the Wacky Brush options. Use the die option to create a set of dominoes (place 2 dice next to each other). Create a set of 12 dominoes on the top of the screen. Use the moving van to move sets one at a time to play dominoes, or create as many domino sets as you can to equal an assigned sum or add the top + bottom. Kids can write the sum underneath the domino set. This works for substraction or multiplication too. For Kindergarten, have students use the Talking Alphabet Stamp to match the dice with the correct number. Make an example on your screen. Here's two examples to get you started:





You can also use the dice when students are paired at the computer, to decide who gets to use the mouse first.

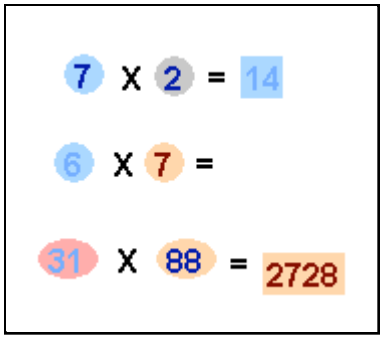
Save the file.
Click File, Save a Picture.
Find your folder on the hard drive.

(Mac, click desktop, hard drive, TEEC projects)
(PC, double click c:\, double click TEEC projects)

Give it a name and click Save or Ok.

The 6!

Now find the 6 in the Wacky Brush options and click and drag to create multiplication problems. (Try option on the Mac and Ctrl on the PC too.) Sorry, it only does multiplication! You could have two students create multiplication problems for each other as shown. Make an example on your screen.



Save the file same as above.

The Moving Van
The moving van lets you "pick up" part of your picture and move it somewhere else on the screen.

Create coins by drawing circles and putting the value inside. Now you can use the moving van to group coins into $1 amounts, or place groups of coins on a grid and students can write how much money is in each group, or draw groups of circles and let students write how much each is worth to total $1. Make an example on your screen.

Save the file same as above.

Now, decide which of the three files you'd like to post and share with your group.

Or, try this Challenge if you want an adventure: Draw a large rectangle and place lines within to make 5 columns x 5 rows. Draw a closed shape in the 1st box. Copy and paste into all other boxes. Use the fill tool to fill the 1st shape. Use a contrasting color to fill the background of the 1st box. Create a pattern to continue filling aabaa or ababa or aaaaa, bbbbb, etc. Kids can get very creative with this. Fill the background outside of the box with black (makes the colors really intense). Add student's name. Upload your file like you did last week into the appropriate Discussion Board forum.

Export the file.
Click File, Export a Graphic.
Find your folder on the hard drive as before if needed.
Change the type of file to a GIF.

Click OK/Save when done.

Now let's post it to the Do It Forum for this week.
Get online and log back into the course.
From Forums or from the middle of the page, select the Do It Forum for this week.

You will create a new discussion topic swith your project each week.

Click Add a new discussion topic .

Type something interesting as the subject.
Write a short description of your project.

Click Browse in the Attachment area as shown:

Find your file on the hard drive or C:\ in the TEEC Projects folder.
Double-click on your file. It's name should show up in the Attachment: box.

Click Post to forum.

To view your classmates' projects
Click on their message.
Click on the attachment file link to see their project.
Click Back in your browser to come back to the discussion area.
Reply to at least one of your classmates' projects and give them feedback. Suggested starter words for your feedback

- *I particularly liked . . .*
- *You might want to look at these resources . . .*
- *Did you think about . . .*
- *I wondered about . . .*
- *I've been successful with similar activities when . . .*

You're Done!

Do It Tux Paint: Math Activities

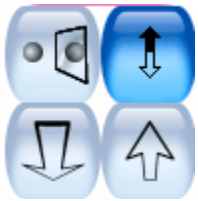
Go Back to Do It Page

Post a simple Math activity file in the appropriate Discussion area.

For this project, you will create a math activity example. We'll learn about another tool as well.

First, start by making a mess on your screen with the line tools. Then use the various Magic tools to change how it looks. Try them all!

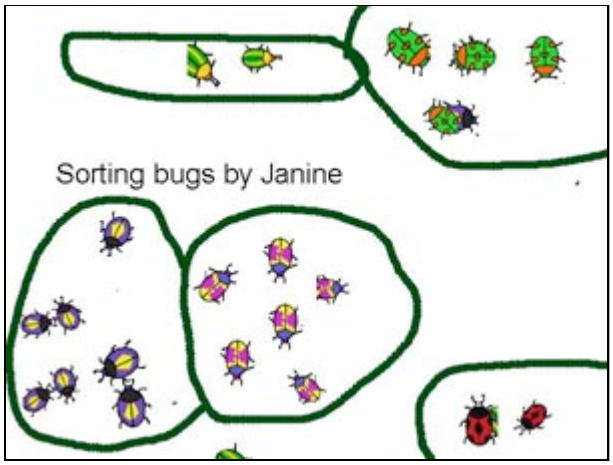
Then play with the stamp tool. Notice how you can flip the stamps left/right and top/bottom (most of them). The arrows make the stamps bigger and smaller.



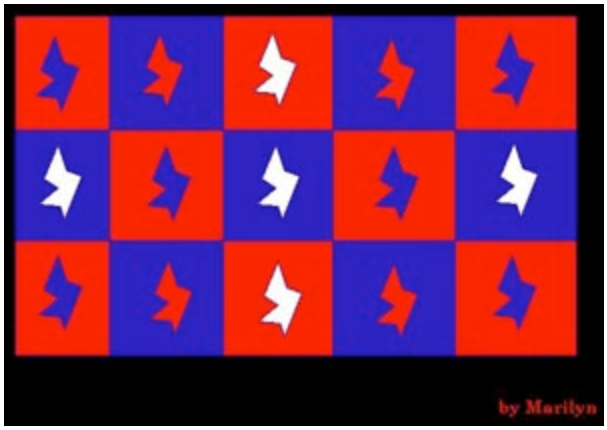
Try out the following different math activities.

Paint Circles
Draw 50 or 100 circles. Or draw larger circles and use the line tool to chop into pizza slices & color in fractional illustrations

Counting and Sorting
Or stamp a bunch o' pictures on your screen, then circle groups of 3, or 4, etc. Label the groups by using the Text Tool.



Patterns
Create a pattern as shown.



Choose one of these activities, then make an example page that you would want your students to create.

Click save.

Now let's post it to the Do It Forum for this week.
Get online and log back into the course.
From Forums or from the middle of the page, select the Do It Forum for this week.

You will create a new discussion topic swith your project each week.

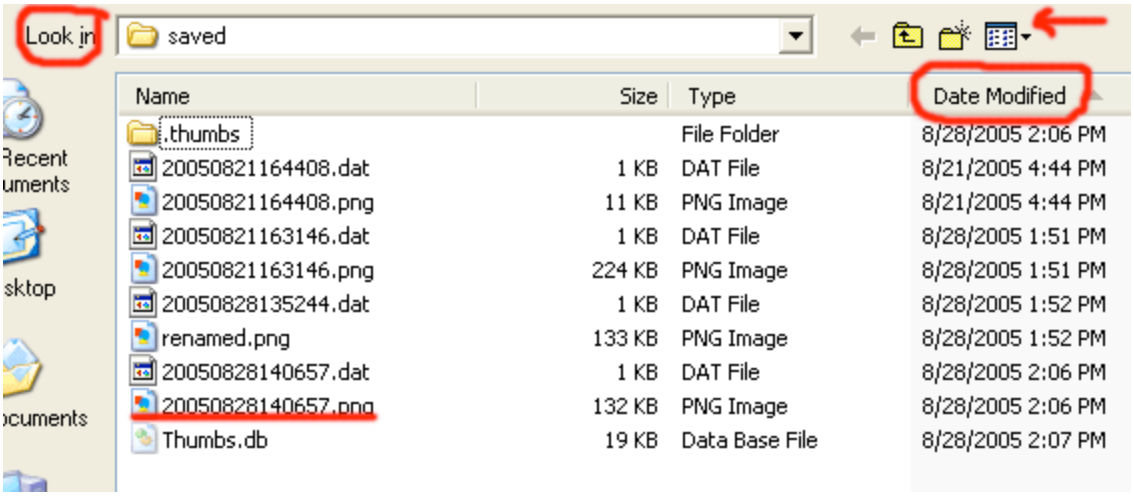
Click Add a new discussion topic .

Type something interesting as the subject.
Write a short description of your project.

Click Browse in the Attachment area as shown:

Find your file. This could be a bit challenging. ***Just remember you're uploading only to share your work in this class. After the class, you can use Tux Paint with your students to your heart's content and never have to upload or go through this pain!***

Note in the picture below. Notice where you are currently ***looking*** for a file. Click on the pull down menu and navigate to **c:**, then choose **Program Files**, then choose **Tux Paint**, then choose **userdata**, then choose **saved** as shown. Then click the highlighted View Menu icon, and switch to Show Details. You should see the Date Modified details now. Finally, click Date Modified so it sorts the files by date & time. The most recent PNG Image file listed is the project you just saved.



Double-click on your file. It's name should show up in the Attachment: box.

Click Post to forum.

Then view your post to make sure it came through. If so, celebrate! Treat yourself to chocolate!

To view your classmates' projects
Click on their message.
Click on the attachment file link to see their project.
Click Back in your browser to come back to the discussion area.

Reply to at least one of your classmates' projects and give them feedback. Suggested starter words for your feedback

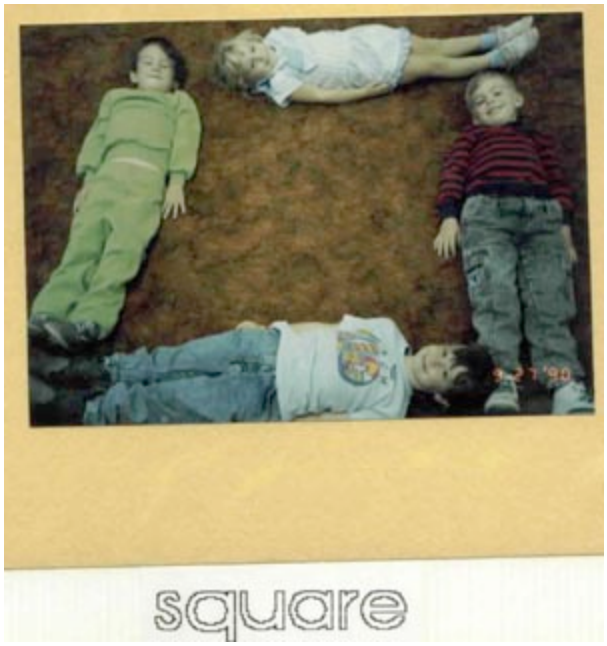
- *I particularly liked . . .*
- *You might want to look at these resources . . .*
- *Did you think about . . .*
- *I wondered about . . .*
- *I've been successful with similar activities when . . .*

You're Done!

Do It Digital Camera

Digital camera projects should preferably be done with kids in your classroom.

- **Option one:** Do you have students create **pattern block constructions**? Record pattern block constructions with your digital camera. Choose one of the pictures to share with the class.
- **Option two:** Assign pairs of students to go on a walk through the school to find examples of geometric **shapes** (circles, triangles, parallel lines, obtuse angles, etc). Choose one of the pictures to share with the class. Here's a few examples from Marilyn's class.



After you have taken the picture, post your picture in the discussion area with a description of the process you followed and how it worked with your students.

Now let's post it to the Do It Forum for this week.
Get online and log back into the course.
From Forums or from the middle of the page, select the Do It Forum for this week.

You will create a new discussion topic swith your project each week.

Click [Add a new discussion topic] .

Type something interesting as the subject.
Write a short description of your project.

Click Browse in the Attachment area as shown:

Attachment: (optional) [ ] [Browse...] 

Find your file on the hard drive or C:\ in the TEEC Projects folder.
Double-click on your file. It's name should show up in the Attachment: box.

Click [Post to forum].

To view your classmates' projects
Click on their message.
Click on the attachment file link to see their project.
Click Back in your browser to come back to the discussion area.

[Reply] to at least one of your classmates' projects and give them feedback. Suggested starter words for your feedback

- *I particularly liked . . .*
- *You might want to look at these resources . . .*
- *Did you think about . . .*
- *I wondered about . . .*

- *I've been successful with similar activities when . . .*

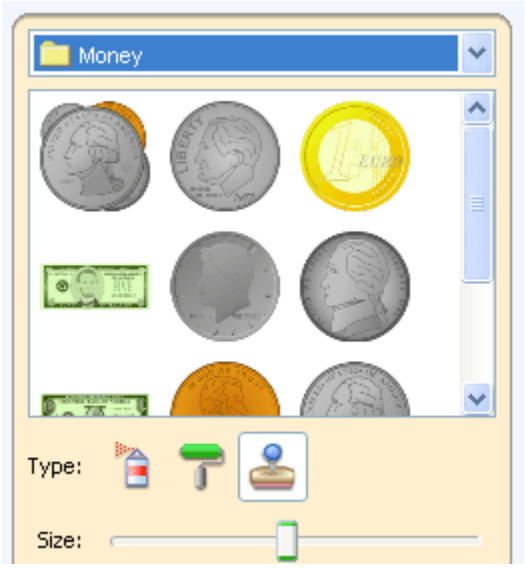
Go Back to Do It Page

Do It Pixie: Math Activities

Go Back to Do It Page

Post a simple Math activity file in the appropriate Discussion area.

For this project, you will create a math activity example. We'll learn about two more tools as well.

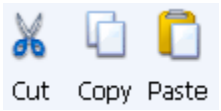



First, start by making a mess on your screen with the Mixer. Be sure to try out at least the brush, roller brush and stamp and the categories. Be sure to look in the Money category! Explore the options on the right. Try lots of them! (You might need to set a timer, this can be addicting!).


After you've filled your screen with a big mess, then try out the Finger Paint tool. Stretch out various parts of your screen to make weird art. Notice you can change the size of the stretch on the right.

Copy and Paste


You also need to know how to use the Selection tool so you can copy and paste. Highlight an area of your picture. Notice on the right you can change the method of selecting part of your picture. Try out the options to see how they work.



Then, from the menu, choose Copy. Then click Paste. The new "copy" of part of your picture will paste on top of the old one. Click and drag to move it somewhere else.

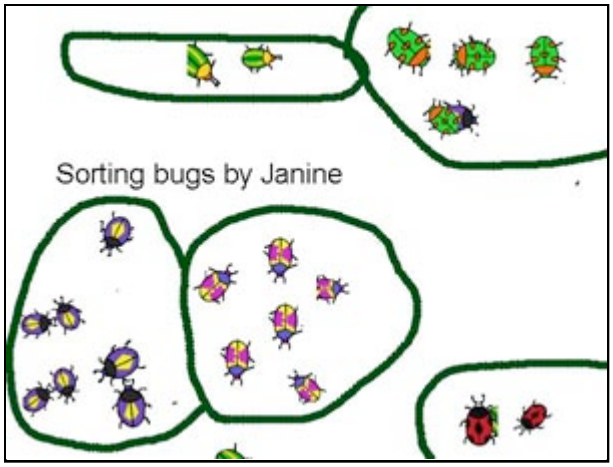
Now make a mess on your screen, and then copy and paste and delete and move objects around until you feel comfortable with the tools.

Try out the following different math activities.

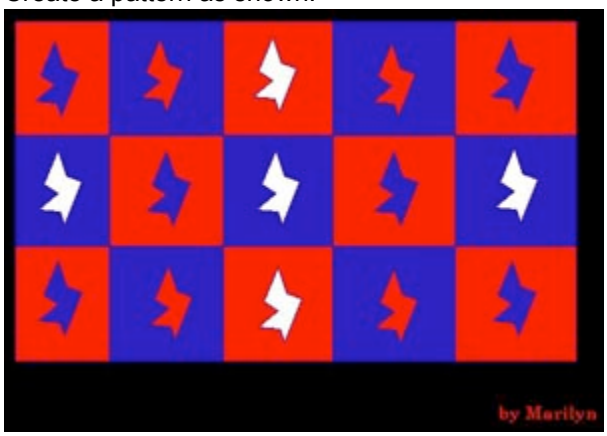
Paint Circles
Draw 5 small circles, then copy & paste till you have 100. Or draw larger circles, use the line tool to chop into pizza slices & color in fractional illustrations

Counting
Or put a bunch o' stars or fruit on your screen, then circle groups of 3, or 4, etc. Label the groups by stamping a number. The stamps are in the Mixer tool.

Sorting
Or sort fruit or stars or other objects with the Selection toolas shown below. Create the pictures (or something else) using the Mixer, Stamp or Spray Paint tool.



Patterns
Create a pattern as shown.



Choose one of these activities, then make an example page that you would want your students to create.

Save the file.
Click on the Disk to Save.
Find your folder on the hard drive.

(Mac, click desktop, hard drive, TEEC projects)
(PC, double click c:\, double click TEEC projects)

Give it a name and click Save or Ok.

Export the file.
Choose File, Export.
Find your folder on the hard drive as before if needed.
Change the type of file to a JPG.
Check your filename. Make sure it is 8 characters or less and doesn't have any spaces or special characters.
Click OK/Save when done.

Now let's post it to the Do It Forum for this week.
Get online and log back into the course.
From Forums or from the middle of the page, select the Do It Forum for this week.

You will create a new discussion topic swith your project each week.

Click Add a new discussion topic .

Type something interesting as the subject.
Write a short description of your project.

Click Browse in the Attachment area as shown:

Find your file on the hard drive or C:\ in the TEEC Projects folder.
Double-click on your file. It's name should show up in the Attachment: box.

Click Post to forum.

To view your classmates' projects
Click on their message.
Click on the attachment file link to see their project.
Click Back in your browser to come back to the discussion area.

Reply to at least one of your classmates' projects and give them feedback. Suggested starter words for your feedback

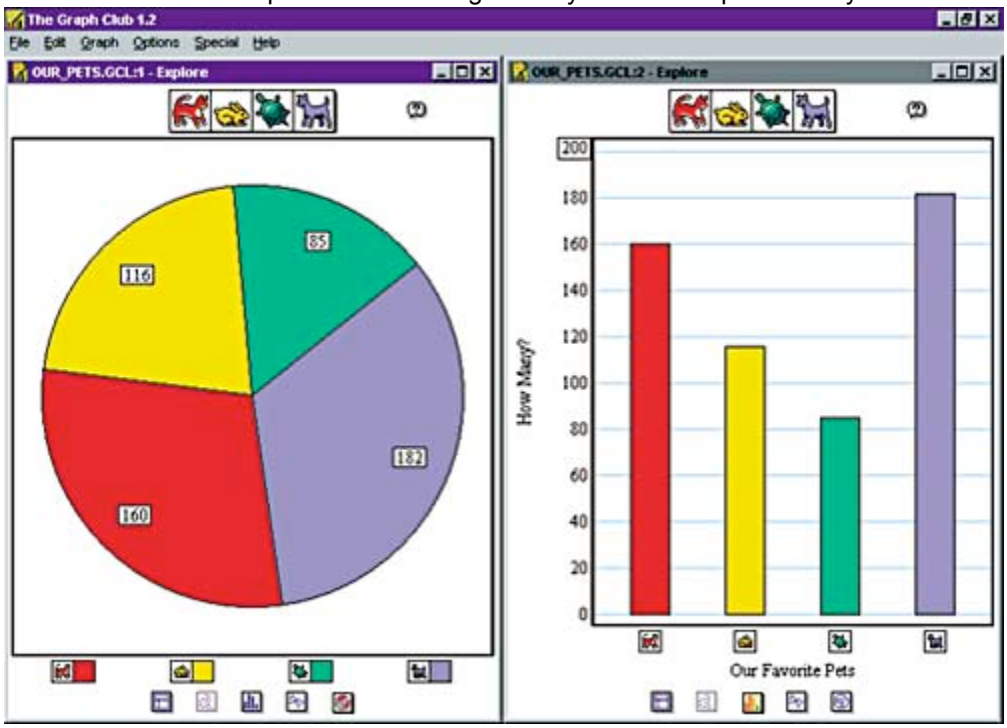
- *I particularly liked . . .*
- *You might want to look at these resources . . .*
- *Did you think about . . .*
- *I wondered about . . .*
- *I've been successful with similar activities when . . .*

You're Done!

Math Software

Graph Club

Click on the Teacher Tips to learn about good ways to use Graph Club in your classroom.



Milllie's Math House

Click on Features to learn more about the program. Also you may want to read this SuperKids Review of the software.

Mighty Math Series: Edmark

Click on a title, then click on Features to learn more about the program. See especially Zoo Zillions and Carnival Countdown for K-2.

Zoo Zillions screen shot.

Lab Management Tips

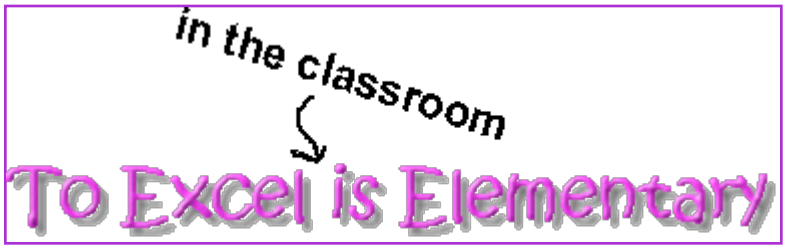
- Use cups on top of the computer. Red cups for 'help', green cups for 'everything's ok' , blue cups for 'I'm on the Internet'.
    - Or Blue cup says “I found something cool!”
- I use the red cups for 'help', but put a green cup up when I've checked a student's work and given them the OK to print. I canNO ONE prints unless I give them permission!!! Keeps me busy, but we waste a lot less paper and ink.
- Pair students at the computer. K-3 Have one use the mouse and the other use the keyboard. The next time they use the computer they switch roles. 4-6 Have them switch who uses the computer by dividing up the tasks.
- Three before me rule: ask 3 other students BEFORE you ask the Teacher!
- Ways to ask for help: red cup, name on board, ask an expert.
- Save to disks only if you have to – save to server is much better!!!
- A lab is a busy, noisy environment. When giving directions to students, you can make sure you have their attention by doing one of the following:
    - have them leave their computers and sit with you at the front screen or at your computer
    - turn off the monitor, turn and watch you
    - give the mouse a rest by putting it, belly-up, on top of the monitor
    - sit on their hands
- For more ideas, read the Scholastic Tech Tutor article by Michelle Bourgeois called Managing Your Classroom Computer Center.

---

web share **Math**

Remember to bookmark and/or print articles and links that you enjoy in this class.

Teachers



This site covers graphing using Excel, but Graph Club could be used, or ClarisWorks or MS Works spreadsheet. Lots of good things here!

NCTM Illuminations from MarcoPolo A gold mine of lessons for Pre-K - 2. Check out the i-Maths for interactive Internet activities!

Students

FunBrain has lots of simple games for students to practice skills. Click on Numbers to find the Math games. But explore the others as well!

National Library of Virtual Manipulatives Long name. Cool site. Interactive virtual manipulatives based on NCTM standards. Java script.
