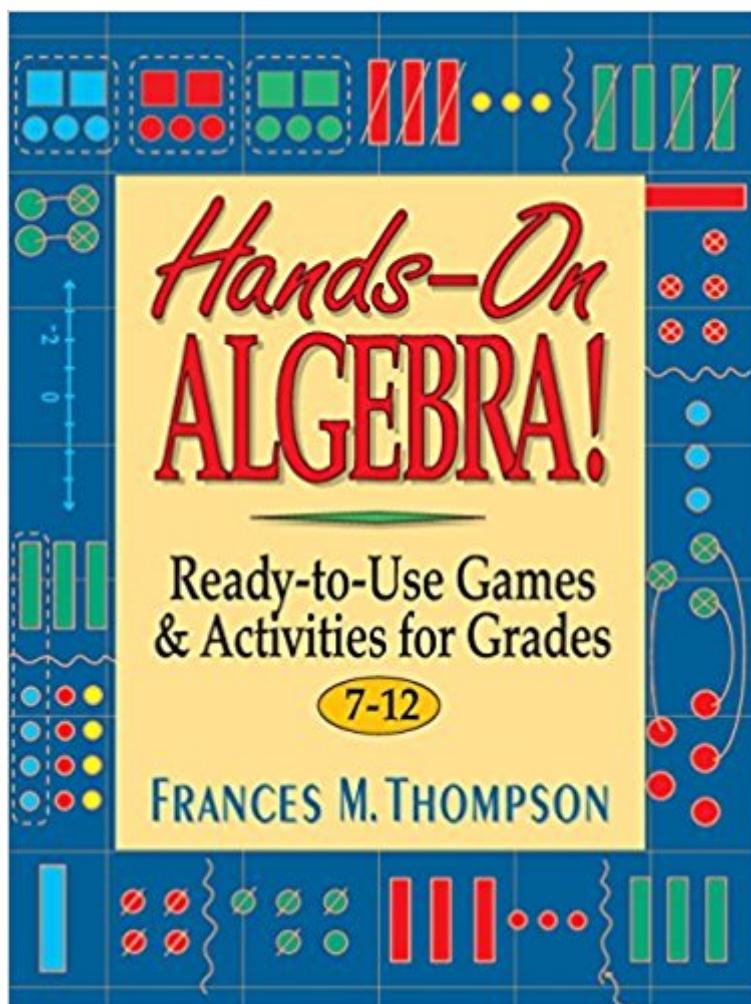


The book was found

# Hands-On Algebra: Ready-To-Use Games & Activities For Grades 7-12



## **Synopsis**

Lay a solid foundation of algebra proficiency with over 155 hands-on games and activities. To complement the natural process of learning, each activity builds on the previous one-- from concrete to pictorial to abstract. Dr. Thompson's unique three-step approach encourages students to first recognize patterns; then use diagrams, tables, and graphs to illustrate algebraic concepts; and finally, apply what they've learned through cooperative games, puzzles, problems, and activities using a graphic calculator and computer. You'll find each activity has complete teacher directions, lists of materials needed, and helpful examples for discussion, homework, and quizzes. Most activities include time-saving reproducible worksheets for use with individual students, small groups, or the entire class. This ready-to-use resource contains materials sufficient for a two-semester course in Algebra I and can be adapted for advanced students as well as students with dyslexia.

## **Book Information**

Paperback: 640 pages

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Average Customer Review: 3.1 out of 5 stars 12 customer reviews

Best Sellers Rank: #584,639 in Books (See Top 100 in Books) #86 in Books > Children's Books > Education & Reference > Math > Algebra #203 in Books > Teens > Education & Reference > Mathematics > Algebra #1514 in Books > Education & Teaching > Schools & Teaching > Instruction Methods > Mathematics

Age Range: 12 and up

Grade Level: 7 and up

## **Customer Reviews**

For grades 7-12 teachers, here's a vast collection of 159 ready-to-use games and activities to make algebra meaningful and fun for kids of all ability levels! Through a unique three-step approach, students gain mastery over algebra concepts and skills one activity at a time: Activity 1 offers physical models (using available materials) and easy-to-follow instructions to help learners seek patterns. Activity 2 uses pictorial models like diagrams, tables, and graphs to further help students

retain and test what they have learned. Activity 3 encourages exploration and application of newly learned concepts and skills through cooperative games, puzzles, problems, and graphic calculator or computer activities. For quick access and easy use, all materials are organized into five major sections and printed in a big 8 1/4" x 11" lay-flat binding for easy photocopying. Following is just a small sample of the many activities featured in each section: 1. REAL NUMBERS, THEIR OPERATIONS, AND THEIR PROPERTIES: Array Build-Up (Multiplication)...Splitting Things Apart (Applying Distributive Property)...No Sign Posts! (Ordering Operations)...Rectangle Mangle (Applying Absolute Value) 2. LINEAR FORMS: Make-and-Replace (Evaluating Algebraic Expressions)...A Whole in One! (Linear Equations Involving Fractions)...Switching Tracks (Solving  $aX + b = cX + d$ ) 3. LINEAR APPLICATIONS AND GRAPHING: How Much Additional Fencing? (Modeling Linear Relationships)...Mix It Up! (Ratio & Proportion)...Graphing Capers (Solving for Y in terms of X) 4. QUADRATIC CONCEPTS: Factor Draw (Factoring Second-Degree Polynomials)...Sliding Curves (Exploring Quadratic Functions)...Squaring with Tiles (Solving by Completing the Square) 5. SPECIAL APPLICATIONS: Great Divide (Transforming Linear Inequalities)...Which Sum Works? (Pythagorean Theorem)...Growth Patterns (Exponential Functions) You'll find each activity has complete teacher directions, materials needed, and helpful examples for discussion, homework, and quizzes. And to make your job easier, most activities include time-saving reproducible worksheets or game pieces for use with individual students, small groups, or an entire class!

Frances M. Thompson, Ed.D. (University of Georgia) has taught mathematics at the junior and senior high school levels, served as a K-12 math specialist, and is currently professor of mathematics at Texas Woman's University, Denton.

Most of the activities are not practical for the classroom.

Many of these ideas are way over 7th grade and not easily modified for different levels. I felt this book was more High school geared.

Received as described

I just bought this book and I really wish I'd read the other reviews beforehand. I paged through the entire thing and didn't find anything that could easily be used in my class. I'm hoping I find

something upon second glance so it isn't a complete waste. In theory, using manipulatives for every lesson seems good (if you actually have algebra tiles, which I don't) but it's really impractical for a classroom teacher. This book had the types of activities that I learned about in my credential program but that completely failed when used in the classroom (usually because directions were too complicated and kids were confused). I do think this book might be helpful for homeschool teachers, just not for those of us who have 30 students in a class. Ironically, there also seem to be some good geometry activities in this book.

I have been teaching Algebra I to high school freshman for 8 years. I bought this book hoping to find some new, clever activities or games. Instead, I found a fat book all based on Algebra tiles. I do believe Algebra tiles are useful and good for laying down a strong conceptual framework, but I would never use them all year long. The students would get burned out on tiles, just as any other activity or manipulative. I can't comment on whether there are any powerful lessons in this book, I haven't had time to read through it carefully. When I need an activity, I need one quickly. I have tried referring to this book four or five times, but keep putting it back on my shelf because the activities take too long to read through and understand. Maybe during the summer I will have the time to look at it closer.

My major complaint with this book is that there is too much TEXT! The author is apparently unaware that teachers need activities QUICKLY! I like reading, but when I want math activities, I don't want to have to read 600 pages to get them! Some of the material is way too elementary for high-school students. Many of the activities are too complicated. Students who don't understand basic math aren't going to understand the directions to the activities either! Also, most of the material in the book is common knowledge and is available from other sources.

I bought this book thinking that there would be useful games and activities included that I could share with my students. Instead, I found out that it is a book about how to use algebra tiles. The book is very thick and wordy and I do not have the time to sort through it. I am giving it away without ever using it. This is not a practical or useful teaching tool. Do not waste your time or money.

Hands On Algebra is a resource book for teacher use in Algebra I. It is not designed for independent student use. New concepts are developed with manipulatives first, then more work is done with games and/or graphing calculators. Detailed instructions are given with illustrations to help teachers

inexperienced with hands on instruction to correctly apply math language to the manipulative actions. Very effective with average students and students with learning disabilities.

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