some of the good stuff found at mathnstuff.com

Hi!

Here's some stuff many would consider unusual including: digital manipulatives, Sketchpads, spreadsheets, web pages, and, the things you can do with them.

The purpose of this page is to list the stuff so it may be presented in a video.

pdf of page | video of page

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Pre-K

- Play the "Sum Thing Else Game," just find a match, keep the cards and go again. The player with the most matches wins the game. Play with mathnstuff.com/papers/games/sumelse.xls

Elementary School - Arithmetic

- Add and subtract fractions, decimals, integers, on a nomograph, with mathnstuff.com/math/spoken/here/2class/130/nomogrf/nomogrf.xls
  See: Nomographs for Whole, Fraction, Decimal, and Signed Numbers - instructions, and masters

- Add and subtract fractions with multiple strips and fraction bars, with mathnstuff.com/math/spoken/here/2class/60/strips.xls
  See: Multiple Strips & Fraction Bars (Includes Instructions, masters)

- Verify a 1/4-bar with another 1/4-bar have the same length as a 1/2-bar.
  Find â€œmanipulativelyâ€ a fraction greater than 1/4 but smaller than Â½ and verify the size through decimal approximation, with /fract.xls

- Show me 35 cents. Show me 35 cents in another way with mathnstuff.com/math/spoken/here/2class/70/70coins/coins.xls

Middle School - Pre Algebra

- Divide the circle to compute its area, with mathnstuff.com/math/spoken/here/2class/150/areaf.xls
  See: Area Formulas by Paper Cutting (Includes Written Instructions)
  See: Area Cirlce Formulas by Paper Folding (Includes Masters)

- Reinforce mental computation and words like multiple, reciprocal, cube, double, and prime with mathnstuff.com/papers/games/42.xls
  See: A Game for Two Players (Includes Masters)

High School - Algebra, Geometry, Algebra II, Statistics, Trig

- Make multiples of x+2 to represent 2(x+2) and x(x+2) and $(x+2)^2$ and
  Simplify algebraic expressions and solve equations using tiles and tokens, with
  mathnstuff.com/math/algebra/tt/create.xls
  See: Term Tiles & Tokens (Includes The Entire Text Including Masters & Other Digital Manipulatives)

- Expand $(x+y)^3$, with mathnstuff.com/algebra/tt/tiles.xls Term Tiles & Tokens (Includes The Entire Text Including Masters & Other Digital Manipulatives)

- Run vertical and horizontal line tests and
  Analytically take an inverse with mathnstuff.com/math/gsp/sumr19/su19newgsp/inverse.gsp

- With a Connect-the-Dots, Find Sides & Angles of a Right Triangle & a Reward for Hot Work with mathnstuff.com/papers/condots/cool.htm
  See: Connect-the-Dots Puzzles - arithmetic through calc I

Precalc

- Curve shift/ translate many functions with
  mathnstuff.com/math/gsp/sumr19/su19newgsp/parentFX2.gsp
  See: Exploring Functions - Entire Book & Concrete Masters

- Determine if two angles are coterminal and
  Define standard position with
  mathnstuff.com/math/gsp/sumr19/su19newgsp/standardPosition.gsp
  See: Geometer's SketchPads - Dozens w/ Content from arithmetic through calc I

- Build a polynomial or rational function with
  mathnstuff.com/math/gsp/sumr19/su19newgsp/compositeFx.poly.ratl.gsp

- Assemble a Unit Circle jigsaw puzzle with
  mathnstuff.com/math/spoken/here/2class/330/gif/jig1.xls

- Add vectors, with mathnstuff.com/math/spoken/here/2class/330/polrect.xls

Calc I

- Take a limit by approaching and
  Take a derivative by definition with mathnstuff.com/math/gsp/sumr19/su19newgsp/limit.gsp
  See: Limit Function - Take the limit as x approaches ... -- Resources, Images, Instructions

- Label a graph with function emojis with

mathnstuff.com/math/spoken/here/2class/420/critical.htm
See: Function & Graph Analysis & Emojis 1st & 2nd derivatives, concavity, derivative

- Graph the sin(x) and its 1st, 2nd, 3rd, and 4th derivatives using trace with mathnstuff.com/math/gsp/sumr19/su19newgsp/DerAnyFx.gsp

- Examine angle of elevation/depression and ladders with h(x), y(x), h(y), x(y), and h as variable, and h as a constant with mathnstuff.com/math/gsp/sumr19/su19newgsp/elevation.gsp

- Compute an Antiderivative by Reimann Boxes
mathnstuff.com/math/gsp/sumr19/su19newgsp/ReimannSums.gsp
See: Reimann Boxes & Sums, Integration & Teacher's Manual

Extracurricular

- Play addition rummy with a deck of cards, with mathnstuff.com/papers/games/deck.xls

- "Roll" a die or pair of dice, with mathnstuff.com/papers/games/dice.xls

History

- Hold a shekel in your hands, with mathnstuff.com/math/xls/hands.xls

- Move an abacus very slowly, with
mathnstuff.com/math/spoken/here/2class/40/40abacu/abacus.xls
With history/animation at The Abacus
See: Ancient Computing Devises Used Digitally - Fingers & Talley Sticks to Tokens & Coins to Banks to Abacuses to Napier's Bones Slide Rules

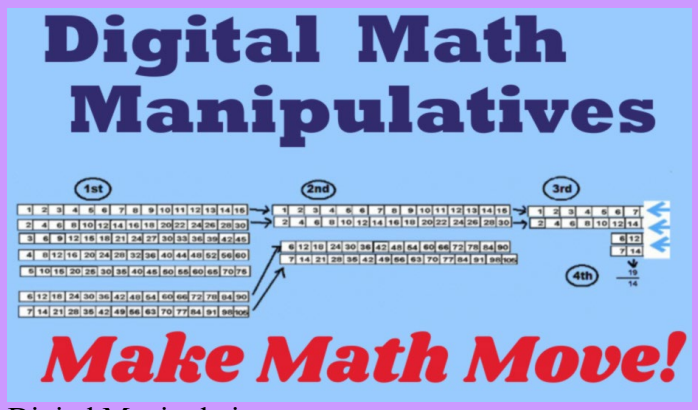
- Use Napier's bones to multiply with Napier's Bones Digital Manipulative
With instructions with mathnstuff.com/math/spoken/here/2class/60/nbones.htm

mathnstuff.com - big items

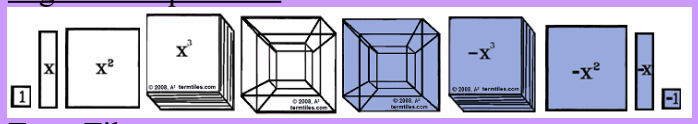
All Videos

sorted by topic

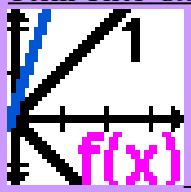
All Sketchpads



Digital Manipulatives



Term Tiles - Book, Digital, & Concrete Masters



Exploring Functions - Book, Digital, & Concrete Masters