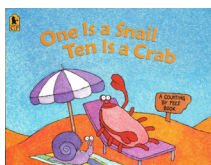


# PARENT RESOURCES

## PRIMARY

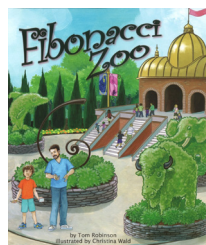


### ONE IS A SNAIL, TEN IS A CRAB

F-6

If one is a snail and two is a person ... we must be counting by feet! This is a fantastic story to stimulate children's counting skills and could be used in any primary classroom. The discussion may include skip counting and other rich mathematical discussion promoting additive and multiplicative thinking. This book can be used for a whole class mathematical investigation.

\$17 (MEMBER)  
\$21 (NON MEMBER)

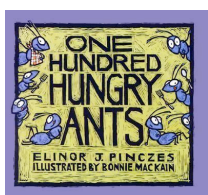


### FIBONACCI ZOO

F-7

Eli and his father visit a zoo, they count the creatures in each exhibit. Eli sees one alligator, then one bison, and next two camels. Soon a number pattern emerges and Eli thinks he can predict how many animals will be in the next exhibit. Explore the zoo with Eli as he tests his hypothesis.

\$16 (MEMBER)  
\$20 (NON MEMBER)

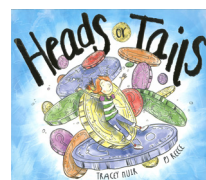


### ONE HUNDRED HUNGRY ANTS

F-4

Hi dee ho! It's off to a picnic we go! One hundred very hungry ants hurry to sample the delights of a picnic, but marching in single file seems too slow for 100 empty tummies. The smallest ant of all suggests they travel in 2 rows of 50, four rows of 25 ... and the division begins. One Hundred Hungry Ants is not only a spirited and whimsical story, but also serves as an enjoyable visual introduction to maths.

\$15.50 (MEMBER)  
\$20 (NON MEMBER)

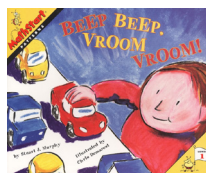


### HEADS OR TAILS

F-6

When Maggie can't decide what to do, she flips a coin - but not all the results come out in Maggie's favour. What will Maggie do when she has a really important decision to make? Can you guess what happens next?

\$16 (MEMBER)  
\$20 (NON MEMBER)

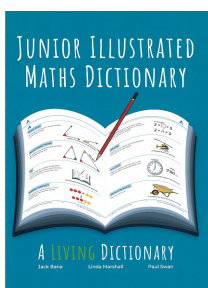


### BEEP BEEP VROOM VROOM

K-2

The yellow cars beep! The red cars vroom! As Molly plays with her big brother's toy cars, readers will see and recognize patterns, an essential first step in learning to reason from the specific to the general. But can Molly put the cars back in the right order before her brother returns?

\$13 (MEMBER)  
\$16 (NON MEMBER)

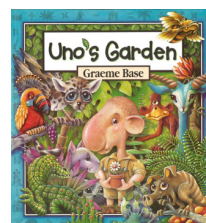


### JUNIOR ILLUSTRATED MATHS DICTIONARY

F-6

This dictionary covers all the maths terms and concepts required in the junior primary years. Each word is clarified with engaging illustrations. The book is a very useful reference for both teachers and parents, but it is primarily intended for children to use individually in Years 1 - 4. It is expected that students will make it a Living Dictionary by adding their own supporting comments in the spaces provided, and also retain it from one year to the next.

\$13 (MEMBER)  
\$16.50 (NON MEMBER)



### UNO'S GARDEN

F-6

This playful counting book for the very young is a celebration of nature and imagination. Specially adapted by Graeme Base, the gorgeous illustrations guide children as they learn their numbers, discovering a whole menagerie of surprising and delightful creatures along the way.

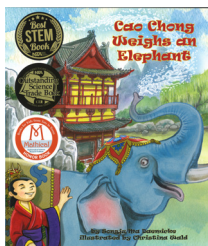
\$18 (MEMBER)  
\$23 (NON MEMBER)



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## CAO CHONG WEIGHS AN ELEPHANT

F-4

How much does an elephant weigh? How do you know? How would you know if you didn't have a modern scale? Six-year-old Cao Chong, the most famous child prodigy in Chinese history, faced just this problem! Chong watches as the prime minister's most trusted and learned advisors debate different methods. The principle of buoyancy and a little bit of creative thinking help this boy come up with a solution.

This story includes a For Creative Minds section in the back of the book and a cross-curricular Teaching Activity Guide online. *Cao Chong Weighs an Elephant* helps teachers with time-saving lesson ideas, provides extensions for science, maths, and social studies units, and uses inquiry-based learning to help build critical thinking skills.

\$14.50 (MEMBER)  
\$18 (NON MEMBER)

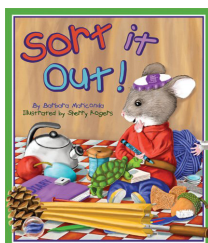


## TEN FOR ME

K-2

Two friends take off on a butterfly hunt, only to find themselves tangled in a mathematics net! With a chronicle written in rhyme, award-winning author Barbara Mariconda introduces the narrator and her friend Ed, but who will catch the most butterflies on their addition adventure? 'How many in all? Let's add them again!' shout the butterfly hunters. Frustrated by not catching any butterflies their first day out, Rose learns how to attract butterflies to her. As she catches more and more, Ed catches less and less. Who will catch the most, and what does that have to do with metamorphosis? *Ten for Me* makes maths fun, easy, and entertaining, while mixing a touch of the natural world into cross-curricular education!

\$15 (MEMBER)  
\$19 (NON MEMBER)

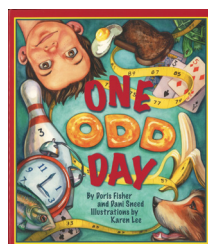


## SORT IT OUT

K-2

Packy the Packrat's mother has had enough! It's time that he sorts through his collection of trinkets. Told in rhyme, the text leads the reader to participate in the sorting process by categorising Packy's piles of things according to like characteristics and attributes. The story promotes and reinforces analogous thinking a critical thinking skill in maths, science, and life. In the *For Creative Minds* education section, the reader can explore even more attributes and characteristics of objects, including color, size, texture, shape, and material.

\$15 (MEMBER)  
\$19 (NON MEMBER)

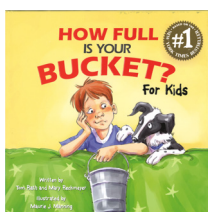


## ONE ODD DAY

F-4

A humorous, rhythmic, read-aloud story about a boy who awakens to find that everything around him is 'odd'. His shirt has three sleeves and his dog has five legs. . . Things are no better at school either. Will his odd day end when he goes to bed that night? This great introduction to the concept of odd and even numbers is supplemented by odd fun facts, number games, and the art!

\$15 (MEMBER)  
\$19 (NON MEMBER)

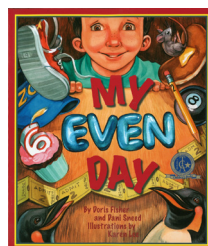


## HOW FULL IS YOUR BUCKET?

F-6

Each of us has an invisible bucket. When our bucket is full, we feel great. When it's empty, we feel awful. Yet most children (and many adults) don't realise the importance of having a full bucket throughout the day. In this book, Felix begins to see how every interaction either fills or empties his bucket. Felix realises that everything he says or does to other people fills or empties their buckets as well. Follow Felix as he learns how easy it can be to fill the buckets of his classmates, teachers and family members. You'll see how Felix learns to be a great bucket filler, and discovers that filling someone else's bucket also fills his own.

\$23 (MEMBER)  
\$28.50 (NON MEMBER)

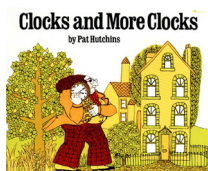


## MY EVEN DAY

F-4

In this delightful, rhythmic sequel to *One Odd Day*, the young boy awakens to find that it is another strange day, now everything is even, and his mother has two heads! This time, a school field trip to the zoo is dealt with in an odd, but even-handed manner. Children will spend hours looking for all the hidden objects in the incredible art. All Sylvan Dell titles feature free educational resources at [www.SylvanDellPublishing.com](http://www.SylvanDellPublishing.com).

\$15 (MEMBER)  
\$19 (NON MEMBER)



## CLOCKS AND MORE CLOCKS

3-6

When the hall clock reads twenty minutes past four, the attic clock reads twenty-three minutes past four, the kitchen clock reads twenty-five minutes past four, and the bedroom clock reads twenty-six minutes past four, what should Mr Higgins do? He can't tell which of his clocks tells the right time. He is in for a real surprise when the clockmaker shows him that they are all correct!

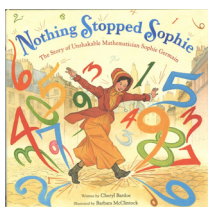
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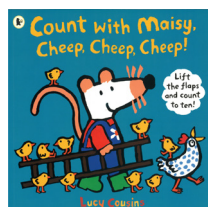


## NOTHING STOPPED SOPHIE 5-9

The true story of 18th century mathematician Sophie Germain, who solved the unsolvable to achieve her dream. When her parents took away her candles to keep their young daughter from studying maths...nothing stopped Sophie. When a professor discovered that the homework sent to him under a male pen name came from a woman...nothing stopped Sophie. And when she tackled a maths problem that male scholars said would be impossible to solve...still, nothing stopped Sophie.

For six years Sophie Germain used her love of maths and her undeniable determination to test equations that would predict patterns of vibrations. She eventually became the first woman to win a grand prize from France's prestigious Academy of Sciences for her formula, which laid the groundwork for much of modern architecture (and can be seen in the book's illustrations).

**\$23 (MEMBER)**  
**\$28.50 (NON MEMBER)**



## COUNT WITH MAISY, CHEEP, CHEEP, CHEEP! K-2

Count from one to ten in this farm-themed lift-the-flap book from the multi-award-winning creator of Maisy. It's bedtime but where have all of Mummy Hen's chicks gone? Maisy goes in search for them, and you can help too! Lift the flaps along the way to see who's in the stable, in the tractor, or up in the apple tree. Cluck, cluck, cheep, cheep - find all ten chicks and make sure that they get home safely!

**\$14.50 (MEMBER)**  
**\$18 (NON MEMBER)**



## WACKY WEDNESDAY K-2

Just how wacky can a Wednesday get?! With shoes on the wall, tortoises in trees, pigs without legs and teachers on roller skates, children will have lots of fun counting all the wacky things they can find on each spread of this entertaining book. With his unique combination of hilarious stories, zany pictures and riotous rhymes, Dr. Seuss has been delighting young children and helping them learn to read for over fifty years.

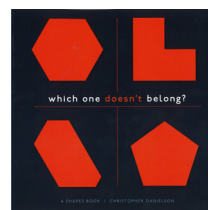
**\$8.50 (MEMBER)**  
**\$10.50 (NON MEMBER)**



## THE ART OF CLEAN UP K-6

Swiss comedian and cabaret artist Ursus Wehrli loves organisation in the extreme. In *The Art of Clean Up*, Wehrli arranges a bowl of alphabet soup, a group of pool-goers, a spruce branch, and other elements of our chaotic world into neat rows sorted by colour, size, shape or type. This eye-catching work of inventive organisation reassembles the everyday world as you know it. An inexpensive gift book, it will appeal not only to designers and artists, but to anyone willing to see the world in a new way.

**\$23 (MEMBER)**  
**\$28.50 (NON MEMBER)**

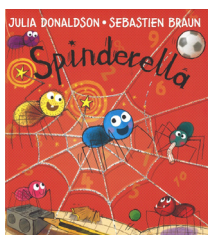


## WHICH ONE DOESN'T BELONG? F-7

Every colourful page of this picture book contains a thoughtfully designed set of four shapes. Each of the shapes can be a correct answer to the question 'Which one doesn't belong?' Because all their answers are right answers, students naturally shift their focus to justifications and arguments based on the shapes' geometric properties.

Most curricula treat geometry as little more than vocabulary lessons. *Which One Doesn't Belong?* is a powerful, flexible resources that teachers can use to provoke lively discussions and deep learning about shapes with students of all ages.

**\$24 (MEMBER)**  
**\$30 (NON MEMBER)**

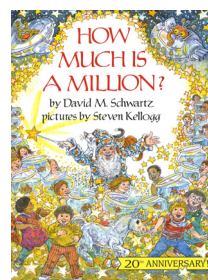


## SPINDERELLA F-4

A fantastic new picture book all about a football-playing spider, written by Julia Donaldson, author of *The Gruffalo*, with glorious full colour illustrations from the talented Sebastien Braun and a sparkling, glittery foiled cover.

Spinderella the spider has a passion for football! She tries to play a match with her brothers and sisters but she doesn't know how many spiders should be on each team. Even worse, she can't count the goals! Luckily for Spinderella, her Hairly Godmother has a plan... Julia Donaldson does it again in this hugely engaging and funny story all about football, spiders and counting - what's not to love! The perfect picture book for children of all ages.

**\$19.50 (MEMBER)**  
**\$24.50 (NON MEMBER)**



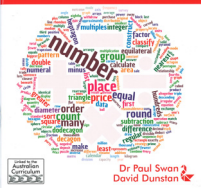
## HOW MUCH IS A MILLION? 3-6

Schwartz and Kellogg have provided a great literary resource for teaching children important maths concepts through imaginative pictures and a fun story style. This series of books helps us teach how to quantify large numbers, an introduction to basic financial concepts, and why and how we use standard measurements. By allowing students to discover things on their own, through books, they learn things easier and quicker.

**\$22.50 (MEMBER)**  
**\$28 (NON MEMBER)**



## My Word Book: Mathematics



## MY WORD BOOK: MATHEMATICS

F-7

A book of lists, featuring:

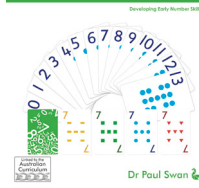
- Lists for all of the Curriculum strands, organised by year level.
- A focus on words students should know to be able to complete questions.
- Lists of essential vocabulary that has already appeared in NAPLAN (2010-17).

Guidance on:

- Word building (e.g. roots, suffixes).
- Troublesome 'sounds-alike' words (homonyms) and context.
- Words (and symbols) with specific mathematical meanings.

**\$13 (MEMBER)**  
**\$16.50 (NON MEMBER)**

## Mathematics Games with School Friendly Cards

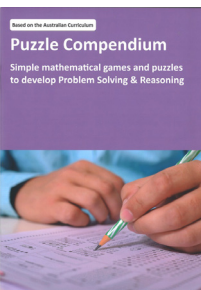


F-2

## MATHEMATICS GAMES WITH SCHOOL FRIENDLY PLAYING CARDS

This book has been designed to complement the bestselling School Friendly Cards. Designed to help young children learn key early number concepts while playing simple card games, this book will give you plenty of ideas. Playing cards is a popular pastime for children and adults alike. Young children enjoy playing card games but sometimes are confused by all of the extraneous information depicted on a standard playing card. They sometimes have difficulty remembering the difference between clubs and spades – if they can even remember their names! They may not remember whether a Jack is of higher value than a Queen or King. Ace Aces high (11) or (1)? When using cards to develop fluency in mathematics, these issues can prove a distraction and irritation to children, hence the development of these simpler, child-friendly cards.

**\$21.50 (MEMBER)**  
**\$27 (NON MEMBER)**



## PUZZLE COMPENDIUM

4-9

Mathematical games and puzzles have been used as a source of amusement and entertainment for thousands of years. It is now recognised that puzzles and games represent an authentic context for the development of mathematical problem solving and reasoning skills. Students who develop these mathematical proficiencies of problem solving and reasoning can then apply them to a range of increasingly sophisticated mathematical problems.

This collection of 120 mathematical games and puzzles includes 17 different types of puzzle designed to provide an appropriate level of challenge for students of different ages and abilities.

**\$10 (MEMBER)**  
**\$12 (NON MEMBER)**

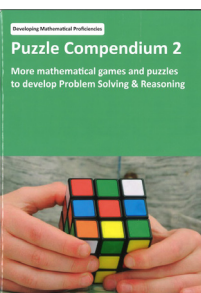


## MATHS @ HOME

F-6

Parents often go to great lengths to help their children succeed in their education. Unfortunately many parents believe that helping their children with mathematics is beyond their abilities. For some, learning mathematics was a dull and uninspiring experience that they are not keen to revisit. For others, the mention of mathematics is associated with a profound sense of fear or anxiety. Fortunately a rapidly growing body of scientific research has led educators to question much of what they thought they knew about the teaching and learning of mathematics. Teachers and parents now have a shared responsibility to ensure that in future students can learn mathematics with confidence and understanding. This book is designed to assist parents who wish to ensure that their children are capable and confident users of mathematics.

**\$14 (MEMBER)**  
**\$17.50 (NON MEMBER)**



## PUZZLE COMPENDIUM 2

4-9

If you are one of the parents, teachers or students who enjoyed the popular Puzzle Compendium, then you will love this.

Compiled by Dr John West (Mathematical Association of Western Australia), this companion volume to the best-selling Puzzle Compendium includes a further 128 puzzles of 20 all-new varieties. Solutions are included for all puzzles. 64 pages.

**\$15 (MEMBER)**  
**\$19 (NON MEMBER)**



## MAKE IT COUNT

F-2

This 88 page book includes a variety of practical ideas and games suited for young children. It comes with a set of A3 colour game-boards and BLMs. The book is based on research of how children learn early number concepts and features a map of development and a series of checklists so teachers can monitor students' progress.

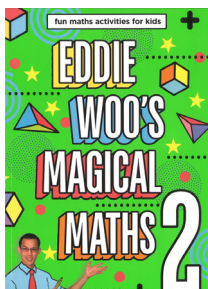
**\$19 (MEMBER)**  
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## EDDIE WOO'S MAGICAL MATHS 2

F-6

A bumper book of maths fun stuffed with things to draw, puzzle, invent, order, unscramble, code, decode for kids aged 7+ years from Australia's best known maths man.

There's magic in maths - if you know where to look...

**\$18.50 (MEMBER)**  
**\$23 (NON MEMBER)**

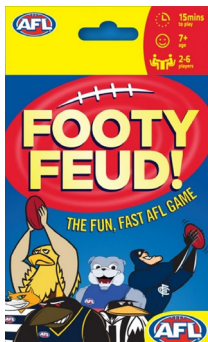


## SCHOOL FRIENDLY PLAYING CARDS (INDIVIDUAL PACK)

K+

School friendly cards are just playing cards but without any of the links to gambling and are sold as an individual packet. There are no picture cards - Just numbers 0 to 13. There are no suits, just shapes configured in standard subitising patterns and four different colours. You can play all of the traditional cards games like snap, fish and more using these simple, easy to use cards.

**\$3.50 (MEMBER)**  
**\$4.50 (NON MEMBER)**



## FOOTY FEUD! PLAYING CARDS

F-6

Footy Feud! is an Australian football themed-card game. Players are dealt numeric cards, and choose the highest value for scoring. The objective is to have the highest score at the end of the game (played over 4 quarters). 4 cards in the deck allow stealing or score multiplication.

Footy Feud! has tested very well with people of all ages who have no interest in Australian football. If you are familiar with the Australian football scoring method it may make the game initially easier to grasp.

**\$8 (MEMBER)**  
**\$10 (NON MEMBER)**



## COMBO CARD GAME (INDIVIDUAL PACK)

5-8

COMBO is featured in Dr Paul Swan's book *Cards on the Table*. The game is designed to help students practice their basic number facts. An ideal game for children in upper primary and lower secondary school.

**\$3.50 (MEMBER)**  
**\$4.50 (NON MEMBER)**

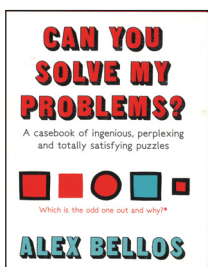


## ROWCO CARD GAME (INDIVIDUAL PACK)

4+

ROWCO is also featured in *Cards on the Table*. This game links basic additions and subtraction facts with problem solving and reasoning. This game is suitable for children from Year 4 onwards.

**\$3.50 (MEMBER)**  
**\$4.50 (NON MEMBER)**



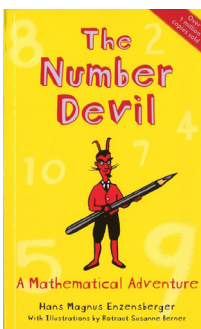
## CAN YOU SOLVE MY PROBLEMS?

5+

Are you smarter than a Singaporean 10 year old? Can you beat Sherlock Holmes? If you think the answer is yes - I challenge you to solve my problems. Here are 125 of the world's best brainteasers from the last two millennia, taking us from ancient China to medieval Europe, Victorian England to modern-day Japan, with stories of espionage, mathematical breakthroughs and puzzling rivalries along the way.

Pit your wits against logic puzzles and kinship riddles, pangrams and river-crossing conundrums. Some solutions rely on a touch of cunning, others call for creativity, others need mercilessly logical thought. Some can only be solved by 2 per cent of the population. All are guaranteed to sharpen your mind. Let's get puzzling

**\$19.50 (MEMBER)**  
**\$24.50 (NON MEMBER)**



## THE NUMBER DEVIL

5+

Twelve-year-old Robert hates his maths teacher. He sets his class boring problems and won't let them use their calculators. In his dreams Robert meets the Number Devil who brings the subject magically to life, illustrating with wit and charm a world in which numbers can amaze and fascinate, where maths is nothing like the dreary, difficult process that so many of us dread. *The Number Devil* knows how to make maths devilishly simple.

**\$25.50 (MEMBER)**  
**\$31.50 (NON MEMBER)**



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# MATHS AT HOME

## TOP 5 TIPS FOR PARENTS

Helping your kids to do maths at home can be a positive experience.

Here are our top five tips to help you stay calm and carry on!

### 1. LEARNING MATHS IS ABOUT STRATEGIES

Much of the actual maths is the same as what you may have learnt. Although learning maths is becoming more about understanding the reasoning and using a variety of different



strategies to do maths.

The strategies you learnt at school are still valid too!

Teachers value students using many strategies to solve problems and develop thinking.

### 2. ASK QUESTIONS



You don't have to know the answers! Nor do you have to know how to get there. Just ask questions and let your child think it through. Here are some of our favourites:

- What thinking did you use to get this far?
- What else could you try, is there another way?
- What could a next step be?
- How could you find out more about what to do?
- Do you think others may do something different?

### 3. BE PERSISTENT, LEARN TOGETHER



Maths can be challenging. Rather than saying 'I can't do that', or 'It's too hard', say 'I can't do that yet', or 'We will work it out together'. Research shows parental support is a major factor

for student success at school.

Celebrate achieving small steps in solving a problem.

Persist, be supportive and remember to focus on the thinking, not getting answers.

### 4. SEE MATHS EVERYDAY

There is plenty of maths around you to develop numeracy skills, such as calculating, measuring, using numbers, interpreting data and graphs, recognising patterns, and using language to develop mathematical understanding. Ask questions about the maths in activities like cooking, exercise, sport, budgeting and shopping. Playing games is also a fun way to practice and experience maths.



### 5. STAY POSITIVE, KEEP CALM

Don't pass on your baggage, this is not about you! Let your children experience maths positively, we need maths for everyday life, and maths graduates have excellent career opportunities.

Don't say 'I was never good at maths' or 'I never liked maths'. Maths can, and should be, really fun!



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