

Math

Number Recognition	2
Counting	4
Addition	6
Subtraction.....	7
Addition and Subtraction.....	9
Multiplication.....	9
Division.....	10
Multiplication and Division	11
Fractions and Decimals.....	11
Measurement.....	13
Money	14
Money: Study Aids.....	17
Time	17
Consumer Math	20
General Math.....	23
General Math: Study Aids	25
Advanced Math	27
Story Problems	29
Math Programs.....	29
Index	34

Math

Number Recognition

I is One

15555 K-3
Book 1956 Troll Associates
This book goes over each number, 1 to 20.

I to 100 Busy Counting Book

15556 K-3
Book 1988 Merrigold Press
This book counts a number of animals, food, clothes, etc. up to 100.

I-2-3 Book

15557 K-3
Book 1971 Merrigold Press
This is a colorful book on the identification of numbers 1 to 10.

Blue Number Boards and Pegs

21233 K-3
Manipulative- -
Are large wooden numbers with pegs to match on the numbers.

Clifford the Big Red Dog Floor Puzzle

25141 K-3
Puzzle 1992 Great American Puzzle
Has 24 extra large pieces that make up the numbers 1-10.

Dennis Dinosaur 0-9 Game

17599 K-3
Game 1983 SEIMC
Puzzle for number order.

Dino Bingo: Numbers

25009 K-3
Game 1992 Educational Insights
Has six bingo cards, 48 dinosaur counters, a spinner and a guide.

Flannel Board Numbers

18855 K-3
Manipulative 1985 Media Materials
Felt cutouts of numbers.

Foam Hopscotch

17518 K-3
Manipulative- Kaplan
Hop along the colored squares to identify numbers and colors while developing balance and coordination. Each square has pop-out foam puzzle piece numbers for independent use.

Follow the Dots 1-9 Mark On Wipe Off Cards

19955 K-3
Cards - Ideal
Are 12 cards that provide activities to help children with number sequence skills.

Fun to Play - Number Puzzle

15053 K
Manipulative- Regent Products Corp.
Contains 10 numbers 0-9.

Groovy Numerals Manuscript

21133 K-3
Manipulative- Ideal
Are learn-to-write plastic-laminated cards in assorted sizes.

Help Your Child Learn Numbers

16826 K-3
Book 1978 Schaffer
Teaches number recognition.

Kitty Kat Number Bingo

15759 K-3
Game 1985 ABC School Supplies
Provides practice in naming the numerals from 1-9.

Know Your Numbers

16834 K
Game - Play Plus
Is a first number matching game for up to four players.

Magnetic Numbers

16034 K-3
Manipulative 1995 Playskool
has 36 pieces with Braille Engraving for ages 3 and up. Develops early learning skills.

Math

Matching Numbers and Numerals Mark On Wipe Off Cards

19957 K-3
Cards - Ideal
Are 12 cards that match objects that correspond to the numeral

Multi Sensory Numerals

21132 K-3
Manipulative- Ideal
Are 10 tactile number cards.

Number Bingo

16469 K-3
Game 1987 Trend
Is a game which children are actively involved in their learning, and move from one level of achievement to the next at their own pace.

Number Express

17118 K-3
Game 1983 SEIMC
Train with cards with dots on. By counting the dots so the train can become larger or smaller.

Number Fishing

20461 4-6
Game 1969 Constructive Playthings
Is a game that matches the number on the fish to the correct card.

Number Flashcards

16470 K-3
Cards 1986 Trend
Has number flashcards for 0-100.

Number Match

14248 K-3
Game - Ideal
Has 10 tactile puzzles. Objectives are to recognize fingerspell clues for number 1 through 10; to introduce number concepts 1 through 10 and to promote eye-hand coordination.

Number Pegboards

15398 K-4
Game 1980 Ideal
Little hands learn big concepts. Introduce number concepts, 1 through 10, using fingerspell clues.

Number Puzzle

25228 K
Puzzle - -
Matches numbers with pictures.

Number Wood Blocks

24597 K-3
Toy 1986 Playskool
Sixteen wooden blocks.

Numbers 1-10

22149 1-6
Workbook 1979 School Zone
Basic practice for number recognition for numbers 1-9.

Numbers 1-10 Floor Puzzle

14314 K
Puzzle 1987 Schaffer
Has numbers and words for numbers 1 to 10.

Numbers 1-10 Wipe Off Cards

19951 1-6
Cards 1972 Trend
Are 12 cards that match objects to numbers and numbers to numerals.

Numbers 1-20 Fun-to-Know Puzzle

14041 K-1
Puzzle 2006 Trend
Practice counting skills, identify numerals, and learn number values. Format adapts to abilities and features interlocking pieces with photographs for easy recognition and retention. Sturdy, durable pieces with self-checking design.

Numbers Lotto

20559 K
Game 1986 Trend
Learn numbers and have lots of fun. Match pictures of items from 1-10.

Numbers Match Mates

21224 K
Manipulative- Creative Playthings
Are wooden puzzle pieces that match the numeral to a picture.

Numeric Desk Templates

81539 K-3
Manipulative 1978 St Paul
Are plastic tracing numbers.

Math

One to Ten Panel

82583 K-3
Manipulative 1970 Lauri
Letters 2 inches tall fit into 11 1/2.

Ordinal/Cardinal Puzzle

23036 K-3
Manipulative 1987 DLM
Matches numerals and number words.

Soft Numbers

21098 K-3
Manipulative- SoftTouch
Have 20 play numbers and 6 signs that cling like magic to the special play board.

Tactile Sandpaper Numerals 0-9

21004 1-3
Manipulative- Philograph
Has 10 numbers with tactile surfaces.

Counting

Beginning to Learn About Numbers

15476 K-3
Book 1979 Raintree
The numerals 1 to 10 are introduced through a counting game, with the correct number being determined by clues in the illustrations.

Boggle Jr. - Numbers

14727 K-2
Game 1992 Parker Brothers
Children love to count and they love to learn. They'll combine the two as they play the 10 fun-filled games.

Brambleberry's Animal Book of Counting

18724 K
Book 1987 Longmeadow Press
Is a storybook.

Button Box Activity Kit

14758 K-1
Kit 1996 Lakeshore
Kids learn to use Venn diagrams and create sets with this huge collection of buttons.

Counting 0-31 Wipe-Off Book

14060 K-3
Book 2006 Trend
Engaging activities teach counting 0–31 and reinforce number values, number recognition, and number word recognition. Reusable surface lets children practice again and again.

Counting Eggs 1-5

15624 K-3
Manipulative- -
Has 12 eggs with different colored chips in each egg depicting the amount under each egg.

Counting Numbers 1-6 Self Check

14891 1-3
Worksheets - Schaffer
Reusable skill templates for sequencing numbers.

Counting Set

18193 K-3
Manipulative- Little Folk Visuals
Can be used not only for counting, but also literature, finger puppets, matching, sorting and calendar skills.

Counting Shapes

21021 1-3
Manipulative- -
Consists of 39 various animals used for counting.

Cuisenaire Rod Assortment

15106 K-12
Manipulative- Cuisenaire
Contains a single set of 74 rods.

Eye Count - Book of Counting Puzzles

15514 K-3
Book 1995 Troll Associates
Linda Bourke puts a decidedly different spin on the counting-book genre with her ingenious Eye Count: A Book of Counting Puzzles. Full-spread illustrations depict objects that are either homophones (tail, tale) or homonyms (a postal scale, a fish scale) and that, in some cases, provide clues to objects on the following spread.

Frog Counters

14202 1-3
Manipulative- Ideal
Helps strengthen counting, sorting, and grouping skills.

Math

Learn about Numbers - My Wipe-Off Book

15529 K-3
Board Book 2000 Publications International
This book makes number identification easy to learn. It teaches children to follow simple directions. It develops hand-eye coordination.

Learn to Count Math Rhymes

19504 K-3
Book and CD 2003 Lakeshore
Kids learn to count with fun-filled rhymes that make number order super-easy to remember. From silly chants packed with rhyme and repetition to engaging songs based on kids' favorite tunes, our freestanding flip chart features 20 irresistible rhymes: 6 focus on numbers 1-5, 9 focus on 1-10, and 5 count all the way from 1-20. As kids chant along with each rhyme, they count fun objects like cookies, dinos, monkeys and more...and master number order along the way.

Magnetic Primary Counting Shapes

16413 K-3
Manipulative 1968 Judy
Is useful for developing arithmetic concepts and is especially effective in developing understandings in modern math. Works on sets, less than and greater than and basic operations.

Math Links

17693 K-2
Manipulative- Lakeshore
Gives hands-on experience with early math concepts from counting and sorting to exploring shapes and fractions.

More Counting II-20

14746 K-1
Workbook 1980 Trend
Practice in tracing number, counting and identifying groups of items.

Number Match

14962 K
Game - Galt Toys
Match the number, number work and picture with the corresponding number of objects to create a 3-piece puzzle.

Old Woman in a Shoe (Beginning Number Concepts) - Revised

11501633 9 Minutes 1-3
VHS 1980 Coronet Film & Video
The old woman in the familiar nursery rhyme never knew how many children she had - she was too busy to learn how to count. In this animated film, she discovers one-to-one correspondence, delightfully introduces young audiences to primary number concepts with the counting number 1-9 and shows some simple ways of expressing addition.

One Bear Two Bears

15551 K-3
Book 1980 Weekly Reader
Thirty bears count the numbers from one to ten.

One Hungry Monster

15552 K-3
Book 1989 Little Brown & Company
Insatiable monsters demanding food increase in number from one to ten until a small boy finally orders them all out of his bedroom.

Plastic Multicolored Toy Airplane Set

7822 K-6
Manipulative- Heath
Contains blue, red and yellow plastic airplanes for counting and sorting.

Primary Counting Shapes

15300 K-3
Manipulative- Instructo
Magnetic shapes that come in different colors.

Teddy Bear Counters

81533 K-3
Manipulative 1978 Milton Bradley
Provides children with a valuable tool for the communication of mathematical ideas. Is useful in the development of visual, analysis and computational skills.

Ten Monsters in a Bed

15042 K-2
Kit 1995 Lakeshore
Provides an easy-to-understand introduction to math concepts like subtraction, counting, and number works.

Math

Touch Math: Counting and More Series B

25082 1-3
Book 1991 Innovative Learning Concepts
Uses the Touch Math method.

Touch Math: Counting Book 1

24119 K-3
Book 1989 Innovative Learning Concepts
Covers counting 0-9 using the touch math system.

Touch Math: Counting Book 2

24120 K-3
Book 1989 Innovative Learning Concepts
Covers counting 10-20 using the touch math system.

Touch Math: Sequence Counting Activity Book

24121 K-3
Book 1989 Innovative Learning Concepts
Covers counting 10-20 using the touch math system.

Unifix Cubes: 1000

19191 K-3
Manipulative- Didax
Has 1000 interlocking cubes. 100 each of 10 colors.

Addition

Addition Facts 0-9

24465 1-3
Workbook 1991 Edge Enterprises
Provides a research-proven method for teaching basic computation skills to Learning Disabled students.

Addition:

Game 1990 Schaffer
Is a game that includes a game board, cards and markers.
Works on sums to 20.

Balloon Race	25810	1-3
Boat Race	25812	1-3
Car Race	25811	1-3

All Fact Flash Cards: Addition

20284 1-6
Cards 1990 Exception Teaching Aids
Includes 169 vertical format math flashcards.

Attack Math Addition 1

25794 1-3
Workbook 1984 Educator's Publishing
Begins with a model for addition. Students write addition sentences, make drawings to find answers, and work with story problems. It provides practice on the basic facts and teaches the relationship between the horizontal and vertical forms of addition.

Attack Math Addition 2

25795 1-3
Workbook 1984 Educator's Publishing
Teaches the procedure for adding 2- and 3-digit numbers to 1-, 2-, and 3-digit numbers.

Attack Math Addition 3

25796 1-3
Workbook 1984 Educator's Publishing
Begins with the addition of three 1-digit numbers and proceeds to three 2-digit, and three 3-digit numbers. Addition 3 introduces a recording procedure for adding 3 numbers that requires only the mental computation of basic facts.

Attack Math Addition Teacher's Resource Book

25797 1-3
Guide 1984 Educator's Publishing
Contains an introduction to the Attack Math program, instructions for using the 3 workbooks, a placement test, and answer keys for all workbooks.

Basic Practice in: Addition

18951 1-3
Book - Love
Help sharpen math skills at own rate of progress. Includes pre-test, practice sheets and self-tests.

Count and Add Wipe-Off Book

14059 K-3
Book 2006 Trend
Engaging activities teach number values and counting 0-10 and reinforce addition concepts and problem-solving skills. Reusable surface lets children practice again and again.

Excel: Addition Book C

22854 1-3
Workbook 1989 Modern Curriculum Press
Gives practice in skill reinforcement. Has easy-to-follow, two page lessons.

Math

I Can Add - Wipe-Off Book

14745 K-1
Workbook 1980 Trend
Highlights simple addition problems with facts up to 10.

Learning Flash Cards: Addition

19763 K-2
Cards 2004 Martin Designs
Helps children learn basic addition problems. This 36 card set includes 72 equations with the answer key on the opposite side of each card. These cards are perfect to use alone, with a parent or in a classroom setting.

Math Mysteries: Addition Book 1

80958 1-3
Book 1976 Schaffer
Solve the math problems and solve the mystery.

Number Operations Addition

18403 1-3
Book 1981 Continental Press
Contains readiness skills for addition facts 0-10 & word problems.

Rap with the Facts - Addition

15793 1-3
Book/Cassette 1993 Twin Sisters
Productions
Is designed to enhance the cassette by providing fun-filled thought provoking activities.

Spot-a-Dot Lady Bug Addition

19900 1-3
Cards 1978 Trend
Pick any card, count the spots on the top ladybug & write the number in the top square. Then count the spots on the bottom ladybug & write the number in the bottom square. Add the numbers & write the answer.

Step-By-Step: Addition

19032 1-3
Book 1984 DLM
Blackline masters to help teach the basic math facts of addition.

Touch Math: Addition

24122 1-3
Book 1989 Innovative Learning Concepts
Covers counting 10-20 using the Touch Math system.

Touch Math: Addition Kit - 4th Edition

16506 1-3
Kit 1991 Innovative Learning Concepts
With this kit, students begin building a foundation. The activities help them grasp the basic elements of the language of addition.

Touch Math: Addition Revised

20808 1-6
Workbook 1986 Innovative Learning Concepts
Includes activities, such as coloring, cut and paste and reproducible flash cards.

Touch Math: Addition Series B

25083 1-3
Book 1991 Innovative Learning Concepts
Uses the Touch Math method.

Touch Math: Advanced Addition Series C

25084 1-3
Book 1991 Innovative Learning Concepts
Uses the Touch Math method.

Training in Math Facts: Addition

19027 1-3
Kit 1985 DLM
Provides concentrated practice, review and testing of basic addition.

Subtraction

All Fact Flash Cards: Subtract

20286 1-6
Cards 1990 Exception Teaching Aids
Includes 169 vertical format math flashcards.

Attack Math Subtraction 1

25798 1-3
Guide 1984 Educator's Publishing
Begins with a model for subtraction. Students write subtraction sentences, make drawings to find answers, and work with story problems. The student practices basic facts and works with vertical subtraction problems.

Attack Math Subtraction 2

25799 1-3
Guide 1984 Educator's Publishing
Teaches the procedure for subtracting a 1-, 2-, or 3-digit number from a 2- or 3-digit number. Students learn to rewrite horizontal examples vertically. Subtraction 2 teaches students to cross out and record all regroupings.

Math

Count and Subtract Wipe-Off Book

14058 K-3
Book 2006 Trend
Engaging activities teach number values and fact families to 10 and reinforce subtraction concepts and problem-solving skills. Reusable surface lets children practice again and again.

Extra Cheese Please!

14676 K-4
Game 1990 Education Center
For two players. Place cards face down in a pile. In turn, draw a card. Give the answer. Check the answer key. If correct, keep the card or if incorrect discard the card. Player with most cards is the winner.

Learning Flash Cards: Subtraction

19762 K-2
Cards 2004 Martin Designs
Helps children learn basic subtraction problems. This 36 card set includes 72 equations with the answer key on the opposite side of each card. These cards are perfect to use alone, with a parent or in a classroom setting.

Number Operations Subtraction Book B

18287 K-3
Book 1981 Continental Press
Covers readiness skills in subtraction, subtraction facts from 0-10 & word problems.

Step-By-Step: Subtraction

19034 1-3
Book 1984 DLM
Blackline masters to help teach the basic math facts of subtraction.

Strathmore Math Program: Subtraction

19103 1-6
Book 1985 SCEC
Contains practice sheets in subtraction.

Subtraction Drill

14268 1-3
Workbook 1982 Fearon
Designed to reinforce basic skills or assist students who are having difficulty grasping a particular concept.

Subtraction Facts

24029 1-6
Workbook 1989 Remedia
Is a variety of subtraction fact sheets.

Subtraction Facts 0-9

24464 1-3
Workbook 1991 Edge Enterprises
Provides a research-proven method for teaching basic computation skills to Learning Disabled students.

Subtraction Zoo

25638 1-3
Workbook 1982 Carson Dellosa
Consists of 27 worksheets reinforcing subtraction skills, using number searches, story problems and cut and paste.

Subtraction:

Game 1990 Schaffer
Is a game that includes a game board, cards and markers.

Dinosaur Land 25814 1-3

Home of the Future 25816 1-3

Ice Age 25817 1-3

Outer Space 25815 1-3

Touch Math: Advanced Subtraction Series C

25086 1-3
Book 1991 Innovative Learning Concepts
Uses the Touch Math method.

Touch Math: Subtraction

24123 1-3
Book 1989 Innovative Learning Concepts
Covers counting 10-20 using the Touch Math system.

Touch Math: Subtraction Kit

16502 1-3
Kit 1991 Innovative Learning Concepts
Now the reverse of addition doesn't have to be twice as hard. By placing Touchpoints on numbers and then asking children to touch, count backward and say the answer aloud, we engage multiple senses.

Touch Math: Subtraction Revised

20809 1-6
Workbook 1986 Innovative Learning Concepts
Are reproducible masters with a careful sequencing of activities for subtraction.

Touch Math: Subtraction Series B

25085 1-3
Book 1991 Innovative Learning Concepts
Uses the Touch Math method.

Math

Training in Math Facts: Subtraction

19028 1-3

Book 1985 DLM

Provides concentrated practice, review and testing of basic subtraction.

Addition and Subtraction

Carry and Borrow Line

19042 4-12

Kit - Attainment

This innovative teaching tool helps students solve more difficult computations, without using paper and pencil worksheets. Gives students a better understanding of place value and number sense. Lesson plans in the teacher's guide cover: matching sets of tens and ones to a chosen number; creating number patterns and learning place value; adding/subtracting problems with no regrouping; and adding/subtracting problems with regrouping.

Insta-Learn: Mixed Math Set

19751 K-2

Kit 2001 Insta-Learn

The INSTA-LEARN Math Board is an excellent tool to introduce, reinforce and extend all basic math skills. Each piece is constructed so that only the correct answers will fit. Includes 3 sets of 24 tiles in each set of: Addition; Basic Facts to 10; and Story Problems.

Menu Math - Hamburger Hut Add and Subtract Story Problems

16526 1-6

Workbook 1980 Remedia

Students will have a great time as they use the colorful fold-out menu (included) to figure costs when spending money on everything from hamburgers to onion rings! Skill pages offer plenty of practice with computation and word problems. Also included are restaurant checks, tax tables, role-playing suggestions, objectives, post tests, and more.

Practice Pals - Addition and Subtraction

14995 1-3

Workbook 1996 Greenbrier/Scintex

This write on-wipe clean practice book works on adding and subtracting from 1 to 10.

Thinking Through Story Problems - Addition/Subtraction

5750044 120 Pages 1-3

Binder 1988 Creative Publications

Thinking Through Story Problems provides a set of activities that helps children make sense out of the language of story problems by focusing their attention on thinking. Daily practice with activities that utilize workmats and counters develops an understanding of mathematical language and helps children make better choices about what operations to use to solve story problems.

Multiplication

AOT Math Cards-Multiplication

21968 4-9

Cards - DLM

Are 85 multiplication flash cards.

Basic Practice in: Multiplication

18953 1-6

Book - Love

Help sharpen math skills at own rate of progress. Includes pre-test, practice sheets and self-tests.

Bear Facts

81792 4-6

Game 1981 Education Center

A game used to help practice multiplication in a fun way.

Hidden Math Pictures - Multiplication Grade 3

25882 1-3

Workbook 1989 Schaffer

Reinforces multiplication with fun to color activities.

Learning Flash Cards: Multiplication

19764 K-2

Cards 2004 Martin Designs

Helps children learn basic multiplication problems. This 36 card set includes 72 equations with the answer key on the opposite side of each card. These cards are perfect to use alone, with a parent or in a classroom setting.

Multiplication Discs

22340 1-6

Cards 1977 Trend

Contains 9 gorilla discs to help make practicing multiplication fun. Just turn the disc, multiply, then check the answer.

Math

Multiplication Drill

14751 4-6
Workbook 1990 Schaffer
Provides exercises to reinforce computational skills in multiplying whole numbers and decimals. Each of the 10 pages has 50 or more problems covering multiplication facts. Several of them can be used as timed tests.

Multiplication Facts

24030 1-6
Workbook 1989 Remedia
Covers multiplication facts sheet.

Multiplication Rap with the Facts

16071 1-6
Kit 1993 ETA
Contains brainbusters, worksheets, time tests and problem solving.

Multiplication: Rescue

25821 1-3
Game 1990 Schaffer
Is a game that includes a game board, cards and markers. Works on multiplication by 4 & 5.

Multiplication: Treasure Hunt

25818 1-3
Game 1990 Schaffer
Is a game that includes a game board, cards and markers. Works on multiplication by 6 & 7.

Step-By-Step: Multiplication

19036 4-6
Book 1984 DLM
Blackline masters to help teach the basic math facts of multiplication.

Touch Math: Sequence

Counting/Multiplication Kit

16496 1-3
Kit 1999 Innovative Learning Concepts
Develop skills in sequence counting by twos, threes, fours and fives and includes reviews that mix each number sequence with the sequence that came before. Teaches students to apply counting in basic multiplication problems, which includes multiplying by zeros to fives.

Training in Math Facts: Multiplication

19029 4-6
Kit 1985 DLM
Provides concentrated practice, review and testing of basic multiplication.

Division

All Fact Flash Cards: Division

20288 1-6
Cards 1990 Exception Teaching Aids
Includes 169 vertical format math flashcards.

Basic Practice in: Division

18954 4-6
Book - Love
Help sharpen math skills at own rate of progress. Includes pre-test, practice sheets and self-tests.

Division Fact Lions

81490 4-6
Game 1976 Trend
Self-correcting Math Discs offer a unique approach to math skill-building experiences.

Math for Beginners - Division

11501567 12 Minutes 1-3
VHS 1982 Coronet Film & Video
Calculating Kangaroo shows that division answers how many equal groups of how many in each group. Some obliging penguins demonstrate how pairs of division and multiplication fact form a family, and series of division shows division facts answer division questions, which can be checked with a calculator.

Self-Teaching Flash Cards - Division

16808 2-4
Cards 1978 Media Materials
Provides drill and practice. Is designed for use by children and requires minimal teacher supervision. It may be used with individuals or the entire class.

Step-By-Step: Division

19038 4-6
Book 1984 DLM
Blackline masters to help teach the basic math facts of division.

Strathmore Math Program: Division

19105 4-6
Book - SCEC
Contains practice sheets in division.

Training in Math Facts: Division

19030 4-6
Kit 1985 DLM
Provides concentrated practice, review and testing of basic division.

Math

Multiplication and Division

Basic Practice in: Multiplication & Division

17327 1-6
Book - Love

Drill sheets on basic multiply and divide facts. Place, self and mastery test are included.

Multiplication & Division Flash Cards

14578 3-8
Cards 2002 Media Materials

These 90 cards cover multiplication and division from 0-9.

Touch Math: Advanced Multiplication & Division Series C

25088 1-6
Book 1991 Innovative Learning Concepts

Uses the Touch Math method.

Touch Math: Multiplication and Division Series B

25087 1-6
Book 1991 Innovative Learning Concepts

Uses the Touch Math method.

Touch Math: Multiplication and Division Kit

16501 1-6
Kit 1991 Innovative Learning Concepts

Details the TouchMath techniques for add, subtract, multiply and divide.

Touch Math: Multiplication and Division Revised

20810 1-6
Workbook 1986 Innovative Learning Concepts

Contains a controlled sequence of multiplication and division skill activities.

Fractions and Decimals

Base Ten Blocks

23778 K-3
Manipulative- Cuisenaire
Are used for counting.

Base Ten Blocks for the Overhead Projector

50527 1-9
Manipulative- Cuisenaire
Contains 28 rods to be used on the overhead to show base 10.

Base Ten Mathematics

31120 4-9
Kit 1977 Activity Resources
Develop concepts in a sequenced manner beginning with counting and extending to algebra.

Clearvue Base Ten Starter Set

20281 1-6
Kit 1992 Exceptional Teaching Aids
Are a physical model of our base ten number system.
Blocks are interlocking, transparent and 2 colors.

Computation Series Book E, F, G

22756 1-6
Workbook 1985 Curriculum Associates
This book contains 3 parts: conversion of fractions, addition of fractions and subtraction of fractions.

Decimals and Percents

21175 1-6
Guide 1987 Janus
Covers foundation concepts and helps develop problem-solving and logical thinking skills.

Fraction Bingo

12322 7-12
Game 1971 SVE
Mark-on, wipe-off cards; game format; self-paces.

Fraction Circles

14083 K-3
Manipulative- Ideal
Consists of whole, halves, thirds, fourths, fifths and eighths.

Math

Fraction Circles and Squares

20278 1-6
Manipulative- Exceptional Teaching Aids
Includes 6 rubber-like circles and squares: one whole and the others divided into halves, thirds, fourths, sixths, eights.

Fraction Match-Up

20105 1-6
Game 1988 High Noon
Students match equivalent fraction to win (in numeric and picture form).

Fraction Squares

16067 1-6
Manipulative- Ideal
Works on the concept of beginning fractions using concrete pieces.

Fraction Stax

20279 1-6
Manipulative 1992 Exceptional Teaching Aids
Colorful stacking pieces fit securely over vertical nuds and demonstrate wholes, halves, fourths, fifths, sixths, eights, tenths and twelves.

FractionLine

19037 4-12
Kit - Attainment
Hands-on tool lets students visualize difficult fraction problems. Includes an easy-to-read ruler with a slot to hold and measure pre-cut fraction pieces. The ruler has eighths, fourths and halves on top and twelfths, sixths, thirds and halves on the bottom. Fraction pieces represent 1/4, 1/8, 1/2; 1/12, 1/6, 1/3. Dice with same values allow for a wide range of student activities like measuring, comparing, adding and subtracting fractions. Includes teacher's guide with reproducibles, 12 each of six fraction pieces, 6-compartment storage box plus fraction dice.

Fractions Apparatus

3968 7-9
Manipulative- Educational Teaching Aids
Contains 20 three dimensional plastic pieces that demonstrate the concepts of whole, half, quarters and thirds.

Fractions in Action

14896 3-6
Book 1994 Learning Resources
Shows how to teach fractions using fraction squares, circles and tiles. Features concepts and operations with fractional numbers, modeling equivalent fractions, comparing fractions, connections to circle graphs, decimals, percents, number lines and central angle measurement.

Key to Decimals:

Workbook 1985 Key Curriculum
Covers decimal concepts.

Book 1	24359	4-9
Book 2	24360	4-9
Book 3	24361	4-9
Book 4	24362	4-9
Tests Books 1-4	21085	4-9

Key to Fractions:

Book 1980 Key Curriculum
Complete coverage of fractions, basic concepts to mixed numbers. Lots of practice problems.

Answer Book 1-4	16748	4-9
Book 1	14253	4-9
Book 2	14254	4-9
Book 3	14255	4-9
Book 4	16747	4-9
Tests Books 1-4	21084	4-9

Magna Tiles 3D - Clear Colors

18647 K-6
Manipulative 2003 Valtech
Clear colored pieces, of the same shapes and pc. count as standard set. These are great for light tables, and also are fully compatible with our 32pc. standard set. They will work well alone or together with the standard solid colored pieces to make windows, skylights, etc.

Overhead Fraction Strips

50529 1-9
Manipulative- Cuisenaire
Contains 51 pieces for the overhead that show the concepts of halves, wholes, fourths, thirds and fifths.

Math

Place Values Kit

25080 1-6
Kit 1993 Innovative Learning Concepts
Includes dozens of flexible activities for counting, writing and matching numbers.

Simple Fractions

21177 1-6
Kit 1986 Janus
Learn to recognize, compare, multiply, add, subtract and divide fractions.

SOLVE Book 2: Fractions

22356 1-6
Guide 1987 Curriculum Associates
Shows a blue print for problem solving.

SOLVE Book 3: Decimals & Percents

22358 1-6
Guide 1987 Curriculum Associates
Shows a blue print for problem solving.

Step-By-Step: Fractions

22166 1-6
Kit 1987 DLM
Helps students learn to name, compare, add, subtract, multiply, and divide fractions.

Strathmore Math Program: Fractions and Decimals

15525 4-6
Worksheets 1985 SCEC
Is a fractions/decimals program.

Touch Math: Fractions Kit

16497 4-6
Kit 1997 Innovative Learning Concepts
This kit is dedicated to helping kids recognize, write and compare fractions. The kit guides them from fractions represented by concrete objects to abstract concepts such as $1/4$, $3/4$, $3/5$, and so on.

Unifix Cubes: 300

25904 K-3
Manipulative- Didax
Can make math easy and fun. Kids learn by sorting, separating and grouping the cubes in hundreds of different ways.

Measurement

MeasureLine

19041 4-12
Kit - Attainment
A unique tool for teaching students linear measurement in the classroom. Contains a 12" ruler with a slot to hold plastic rods in six lengths from 1" to 6". Teacher's guide presents lessons by difficulty: sorting and comparing measuring rods; solving addition problems to 12"; measuring a specified length; estimating and proving length of an object; and game-like challenge activity.

Measurement

Book 1982 Continental Press
Covers concepts involved in comparison, as well as customary units, length, volume & weight, also calendar & temperature.

Book B 18464 4-9

Book C 18465 4-9

Measuring Up

20117 1-6
Kit 1986 DLM
Work on linear measurement, both standard and metric.

Muddling Through Measurement

21854 4-9
Book 1988 Lakeshore
Covers inches, feet and yards.

Number Balance

20271 K-3
Manipulative 1993 Ideal
Teach number operations, fractions greater than/less than and simple equations.

Primary School Balance

20746 K
Manipulative- Childcraft
Introduces the principles of balancing.

Problem Solving & Measurement

14265 3-4
Workbook 1992 Carson Dellosa
Includes: capacity, length, time, standard and metric measurement, temperature, and weight mass.

Math

Rocker Scales

17711 1-12
Manipulative 1990 Invicta Plastics Limited
These accurate scales are sensitive enough to weigh light objects but have capacity to hold up to 1 litre. The white detachable buckets have a pouring spout and are also transparent. Each bucket is marked with graduation in 100 ml increments for volume measurement.

Money

Adapting Math Curriculum - Money

Skills

17407 K-3
Book 2007 Attainment
Eight progressive skill sets are broken down into teachable objectives. Skill Set One, for example, requires students to identify and name coins and bills up to ten dollars, while in Skill Set Six, students count money to pay for purchases up to ten dollars with exact amounts. Objectives have a sequence of benchmarks linked to specific worksheets that help students progress at their own pace.

Buy and Sell

18806 1-6
Game 1976 DLM
Offers practice in how to count money and make change.

Cash in a Flash

81501 1-6
Game 1977 Math Group
Is a card game, like Go Fish.

Change Equivalence Puzzle

15442 4-9
Game - Incentives for Learning
Puzzles that teach money equivalents. The purpose of the puzzles is to show that different coin combinations can make the same amount of money.

Coin Matching

15758 1-6
Cards - Learning Resources
Have to match the picture of the various coins with the number amount.

Coin Puzzles

81468 1-6
Game 1974 DLM
Students match coin illustrations to numerical amounts.

Coin Recognition Learning Center

Collection - Bag Of Bones

25675 K-3
Game - Education Center
Is a coin recognition game.

Coin Skills Curriculum

22809 12+
Book 1988 Edmark
Is a behavioral program which covers selected basic money skills.

Coin Stamps: Tails

25113 1-3
Manipulative- Educare
Has 5 different coins of the tails of coins and a stamp pad.

Coin Stamps: U.S. Heads

18348 1-9
Manipulative- DLM
Includes penny, nickel, dime, quarter & half-dollar.

Coins and Bills

55 1-6
Manipulative- DLM
Contains realistic cardboard and paper facsimiles of money.

Counting Money and Making Change

25804 1-6
Book 1989 Weston Walch
Covers: counting money, counting change, coin identification and simulations.

Counting Money Coins and Bills

18781 1-6
Book 1981 Media Materials
Gives the beginner practice in recognizing and counting five different coins and five different bills.

Dino Bingo: Money

25649 1-3
Game 1992 Educational Insights
Includes bingo cards, dinosaur counters and game spinner.

Math

Dollar Line

18419 1-6

Kit - Attainment

Helps teach students to count money and make change up to a dollar. Kit includes a Dollar Line with two sides, superior imitation coins in a 6-compartment organizer plus a teacher's guide. Lessons cover: counting like and unlike coins to and from a dollar; making equivalent change; making purchases and counting change; and story problems.

How Much Will it Cost Stamps

23431 4-6

Stamps 1984 Didax

Consists of 14 stamps that include sentences with words missing about how much different things would cost. Have to fill in blanks.

Learning About Money Grades 2-3

25877 1-3

Workbook 1982 Schaffer

Teaches money concepts while reinforcing computation skills.

Money Bingo

18735 1-6

Game 1977 Trend

Contains money counting practice as players match coins with money values.

Money Bingo

20621 1-3

Game 1977 Teaching Resources

Is a bingo game on coin values.

Money Book B

18289 1-3

Book 1983 Continental Press

Focuses on the values of different coins & bills.

Money Counts

80912 1-6

Book 1978 Enrich

Has activities and games to work on money skills.

Money Discs

11624 4-6

Game 1976 Trend

Builds money counting concepts.

Money Dominoes: Set 1

81478 1-6

Cards 1977 Teaching Resources

Works on identification and calculation of money denominations.

Money Dominoes: Set 2

17775 1-6

Cards 1977 Teaching Resources

Works on identification and calculation of money denominations.

Money Flash Cards

14087 1-6

Cards 2004 Trend

Photos of coins and bills build identification and computation skills. Is a fun way to teach basic math concepts. Are engaging activities for home, school, and travel.

Money Game

18778 1-6

Game 1972 DLM

Challenging game works on identification of coins and their values.

Money in Action

24239 1-6

Game 1979 Incentives for Learning

Students learn to budget as they meet daily activity and job related expenses. Students relate the realistic job opportunities and situations to their own life experiences. Includes a 24" gameboard, paper bills, two pads of tally sheets, chance cards, six place markers and a die. Instructions enclosed.

Money Lines

21322 1-6

Cards 1979 Teaching Resources

Designed to help children recognize different coins, their names and numerical symbols, in order to develop an understanding of coin relationships, making change and other money-related skills.

Money Makes Sense - 3rd Edition

16514 6-12

Workbook 1997 Globe Fearon

Works on sequencing, coin addition, dollar & coin combinations and matching money with price tags.

Math

Money Mix 'n Match Puzzles

13536 1-6
Game 1976 Trend
Puzzles match coins or bills with its respective value.

Money Puzzles

81480 1-6
Game 1977 Teaching Resources
Has 24 2-piece puzzles for teaching coin and bill recognition.

Money Skills Grade 1

24989 1-3
Workbook 1988 Carson Dellosa
Works on pennies, nickels and dimes, both in recognition and counting.

Money Skills Grade 2

24988 1-3
Book 1988 Carson Dellosa
Covers: pennies through quarters, both recognition and counting.

Money Skills Kindergarten

24990 1-3
Workbook 1988 Carson Dellosa
Recognizing pennies, nickels, dimes and quarters.

Money Skills Preschool

24991 1-3
Workbook 1988 Carson Dellosa
Recognizing fronts and backs of pennies, nickels, dimes and quarters.

Money Wise

22159 1-6
Kit 1988 DLM
Comprehensive, developmentally sequenced instruction and practice program.

Oregon Math Money: Book

81009 1-6
Kit 1981 C.C. Publication
Is a realistic program that teaches money without the need for a pencil and paper.

Oregon Math Money: Workbook

81010 1-6
Workbook 1981 C.C. Publication
Is a realistic program that teaches money without the need for a pencil and paper.

Pennies, Nickels & Dimes Mark On Wipe Off Cards

19956 K-3
Cards - Ideal
Has 12 cards that help recognize coins and their values.

Practice Money Skills:

Workbook 1985 Edmark
Contains 32 pages of activities designed to help recognize and work with sums of money.

Book A	22089	1-6
Book B	22090	1-6
Book C	22091	1-6

Remarkable Math:

Guide 1985 C.C. Publication
Is designed to teach the skills of counting coins and bills and making change to students of any age who have not yet mastered these skills.

Money	89426	1-6
Money Workbook	89427	1-6

Shopping List Game 1

81693 1-9
Game 1974 DLM
Students learn to count money and make change up to \$500.00.

Shopping List Game 2

81694 1-9
Game 1975 DLM
Students learn to count money and make change up to \$100.00.

Touch Math: Money

16079 3-5
Binder - Innovative Learning Concepts
This kit gives students tangible evidence that math is important in their daily lives. Our simple word problems and activities provide real-life examples of using money. For many students, this is their favorite kit. Over 300 activities address counting and spending money and adding, subtracting, multiplying and dividing money. Students participate in realistic exercises involved in maintaining a checking account such as writing checks, maintaining check registers and calculating account balances.

Math

TouchMoney Game

18416 1-4
Game 2003 PCI Educational
Students practice finding the total values of various groups of coins shown on draw cards (with TouchPoints) and realistic coins (without TouchPoints) drawn from the money tray in the center of the game board. Players TouchCount no more than six coins at a time. Total values do not exceed \$1.00. This visually appealing, hands-on game is perfect for students who have at least a basic understanding of the TouchMoney method.

TouchMoney Worksheets

18415 1-4
Workbook 2003 PCI Educational
Uses a proven kinesthetic approach to make learning to count coins quick and easy. Based on the idea that all coins except pennies can be counted using 5's, this step-by-step process helps students of all ages experience success with this essential life skill. Revised version features include expanded lesson plans, over 50 additional reproducible worksheets, new activity ideas and games, demonstration coins, and assessments.

Toy Money

18692 1-9
Game 1977 Milton Bradley
Learn to identify coins and bills, combine coins to equal one dollar and practice fundamental operations with numbers.

Using Dollars & Sense - 3rd Edition

16517 6-12
Workbook 1997 Globe Fearon
Guides students through realistic shopping activities to develop essential, everyday "money skills".

What's Your Change Drill Cards

13996 1-3
Cards 1979 DLM
Learn to make change using 21 colored cards.

Why We Use Money

11501934 8 Minutes K-3
VHS 1970 Learning Corporation
Based on "The Fisherman Who Needed A Knife" by Marie Win. An ingenious fisherman, irked by the tiresome trades he must make to get a new knife, is inspired to use an otherwise useless item for barter and the idea of money as a unit of exchange is born.

Money: Study Aids

Coin-U-Lator

14144 1-12
Equipment 1998 Attainment
Makes coin counting easy and fun. Instead of standard numbers on a regular calculator, this device uses realistic coin buttons. A simple switch changes the activity from addition to subtraction. A game option lets students show off their money skills.

Money Calc

15661 1-12
Equipment 1999 PCI Educational
The easy-to-use Money Calc allows students to 'see' how money math problems are worked. The calculator takes the mystery out of money math and helps students master basic math, coin counting, and 'real-life' money-handling skills. It has two modes: The Money Calc and Calc Mode. In the Money Calc mode, the LCD screen shows values as decimals with the dollar sign, dollars, and cents. For example, when \$2.50 is added to \$2.50 the screen displays \$5.00, unlike a traditional calculator, which converts the amount to 5. The Money Calc can also be used to teach subtraction and calculate change. In the Calc Mode, the Money Calc functions as a traditional calculator for working math problems that do not involve money.

Time

Calendar - Days, Weeks, Months

11501147 12 Minutes K-3
VHS 1980 Coronet Film & Video
In this humorous, animated program, two children learn the relationship of days to week to months and how they can keep track of important and special days with a calendar.

Clock & Calendar Skills

25805 4-9
Book 1987 Weston Walch
Covers: clock faces, digital time, clocks without numbers, months, holidays and seasons.

Clock Puzzles

21248 1-6
Manipulative- DLM
Card puzzles work on telling time by the half-hour and the minute.

Math

Clock Stamp

25111 1-6
Manipulative 1980 Center Enterprises
Includes a clock stamp and ink pad.

Clock Talk

11502238 11 Minutes K-3
VHS 1975 Barr Films
Clocks come in all sizes and shapes; from huge timepieces to tiny wristwatches, digital clocks, and alarm clocks. Clocks can show seconds, minutes, and hours. The big hand and the little hand each have special jobs to perform. Clock Talk is designed to demonstrate to children the importance of learning to tell time.

Edmark Time Telling

25097 1-12
Kit 1987 Edmark
Designed for students not yet able to tell time, this teaches the basics required to read an analog or digital clock, and to say and write the correct time. The skills necessary for reading a clock are divided into small steps, and systematic repetition and review ensure rapid and thorough understanding of time concepts. Reproducible lesson pages and recordkeeping materials make the program completely reusable.

Elapsed Time Flash Cards

14088 2-5
Cards 2005 Media Materials
Contains 106 double-sided cards with 3 levels of time intervals. These levels include hour and half hour, fifteen-minute, and five-minute intervals. Uses both analog and digital clocks.

Flip and Learn Time

81436 1-6
Cards 1982 DLM
Students gain immediate feedback as they read the time, write it down, and flip the card over to see the correct answer.

Judy Clock-Flannelboard Set

25252 1-3
Kit 1991 Judy
Includes a clockface printed on flannel on one side and a wipe-on, wipe-off surface on the other side, two felt strips for hands and a pen.

Learning About Time

10057 4-6
Book 1969 Richards
Covers: clock face, telling and writing time, clocks with roman numerals and writing the date.

Mini-Clocks

100 1-3
Manipulative 1969 Judy
Small clocks that can be used to teach time.

Playing with Time

21303 1-6
Book 1981 Academic Therapy
Is a book that has activities that deal with teaching time-telling skills.

Playskool Clock

17888 K
Manipulative- Playskool
Is a wooden clock with movable minute and hour hands.

Programmed Time Telling

50647 1-6
Book - Northwest Regional SEIMC
Is a programmed learning sequence on telling time on a clock.

Schoolhouse Desk Calendar

19612 K-6
Manipulative- Lakeshore
Our easy-to-use, perpetual calendar lets you keep track of the date - year after year. 8 3/4" hardwood calendar features a handy peg design to change dates in a flash. Simply slide the correct month, day and date onto the pegs...and you're ready for another day.

Spin 'n Learn Flash Cards - Telling Time

15931 2-4
Cards 1992 Trend
Turn the dial to make a clock face appear. Read the time on the clock face. Turn the watch over to check your answer.

Student Clock

16374 K-3
Manipulative- Macmillan
This is a 5"x5" plastic yellow clock. The hour hand is blue and the minute is red. It has a stand in the back to it can be propped up.

Math

Take Time

80927 1-12
Book 1978 C.C. Publication
Works on number concepts, whole numbers and fractions.
Is a whole lot easier using this interactive approach.

Teachin' Time Talking Clock

16081 K-3
Toy 1995 Playskool
Is a beginning level clock for time telling.

Teaching Hands Wall Clock

19735 K-6
Manipulative- Silver Lining Multimedia
The clock takes the guess work out of telling time by highlighting the correct hour and minute numerals. This working clock's patent-pending hands are sure to attract your students' attention and help them learn to tell time quickly. Think of the hands as training wheels for an analog clock. The shapes at the end of each hand help train the student's eye to look at the correct hour or minute numeral.

Teaching the Language of Time

15225 1-6
Book 1997 ECL Publications
This book presents a variety of concepts and reproducible materials dealing with time. Included are sections devoted to: Sequences of events (simple and complex); Concurrent events; Clocks; Days, weeks and months; Years and centuries; Seasons and other cycles; Schedules; Past/present events; Rate of speed; Ages; and Personal time.

Telling the Time Flashcards Wipe-Off Cards

14090 1-6
Cards 2006 Usborne Publishing
Are a great way to help children learn how to tell the time. Look at the clock hands and read out the time in words and numbers on one side of the card. Turn the card over and read about what's happening at the farm. Fill in the answers on 15-wipe-clean cards, using the pen included in the box.

Telling Time and Measuring

80905 1-3
Workbook 1980 Judy
Is an activity book and telling time and measurement.

Telling Time Flash Cards

14089 1-6
Cards 2004 Trend
Colorful, easy-to-read cards feature analog clocks and time in numbers and words. Great for test prep and review. Durable cards are self-checking and feature rounded corners for quick sorting.

Telling Time Level 2 Wipe Off Cards

19954 4-6
Cards 1974 Trend
Contains 11 cards dealing with the after-hour times in five minute intervals.

Telling Time Mix 'n Match Puzzles

19950 1-6
Cards - Trend
Has 24 3-piece puzzles matching time and clocks.

Time and Money Wipe-Off Book

14057 K-3
Book 2006 Trend
Engaging activities teach learners to tell time with digital and analog clocks, count and add money, and learn coin values. Reusable surface lets children practice again and again.

Time Bingo

20620 1-3
Game 1977 Teaching Resources
Bingo game using time telling skills.

Time Concept Series:

Book	1981	Dormac
Teaches concept: day, week, month, year, and seasons.		
Day by Day	16449	4-6
Month By Month	16451	1-9
Seasons By Seasons	16452	4-6
Week By Week	16450	1-6
Year By Year	16453	1-6

Math

Time is Now:

Book 1978 Dormac
Develops time telling skills at a pace for severely
handicapped.

Book 1	16851	1-3
Book 2	16852	1-3
Book 3	16853	1-3
Book 4	16854	1-3

Time Wheel

18189 1-12
Manipulative- Attainment
Is a hands-on model clock for teaching time telling skills.
Is durable, easy-to-read and appropriate for students of
any age who struggle with time skills. Incorporates digital
time.

Touch Math: Time

16082 3-5
Binder - Innovative Learning Concepts
Now more than ever before, your students must learn to
apply the principles of mathematics to their daily lives.
Our TouchMath Time Kit fluidly introduces time
segmentation in all its forms. Shaded clocks and
uncluttered pages help students focus on the nuances of
telling time. Concepts such as time of day, a.m. and p.m.,
before/after and earlier/later are explored in
understandable and predictable patterns. Advanced
activities range from calendar awareness, military time
and Roman numerals to relevant word problems.

Why We Have Time Zones

11502259 12 Minutes 4-8
VHS 1989 BFA
It's 1:00 p.m. in Los Angeles, it's 4:00 p.m. in Toronto.
Why are the times different? When it's Tuesday in Japan,
it's still Monday in the United States. How is that
possible? Why do we set our clocks forward in the spring
and backward in the fall? These are just a few of the
questions answered in this video. It explains that time
zones are based on the rotation of the earth and illustrates
that our planet is divided into 24 zones, each representing
one hour of the earth's giant clock.

Consumer Math

Buy Now, Pay Later - Credit Basics

11502328 23 Minutes 9-12
VHS 1996 Learning Seed
Is about surviving in a world that runs on credit. Viewers
meet Bill and Carol, a young couple with dreams bigger
than their income. They attempt to buy a television after
seeing an ad promising "no payments till September". The
young couple quickly learns that putting off payment
means going into debt. The store requires them to fill out
forms and pass a credit check. But an error on Bill's credit
history leads to a rejection letter and sends them to
explore the world of credit.

Buying with Sense - 3rd Edition

16515 6-12
Workbook 1997 Globe Fearon
Encourages students to put their math skills to use while
following an about-to-be-married couple through the
process of buying everything they need.

Consumer Mathematics

16265 6-12
Kit 2003 AGS
Teaches students to become well-informed consumers.
Presents basic math skills used in everyday situations -
paying taxes, buying food, banking and investing, and
managing a household.

Consumer Mathematics

14563 6-12
Kit 1997 AGS
Presents basic math skills used in everyday situations:
paying taxes, buying food, banking and investing &
managing a household.

Consumer Skills

21288 1-6
Book 1985 Fearon
Covers: buying food and other goods, entertainment and
buying on credit.

Department Store Math for Beginners

16473 4-8
Kit 2000 Remedia
From backpacks to blow dryers, nearly everything you
might shop for in a discount department store can be
found on the colorful fold-out price list that generates
hundreds of addition, subtraction, multiplication and
division word problems. Students learn to figure tax on
their purchases and total sales discounts.

Math

Economics

18248 6-12

Kit 2005 AGS

Economics lays the foundation for economic thinking and the ability to make informed choices in the national and international marketplace. This textbook: promotes student success in understanding economic theory through short, concise chapters; explores key elements of the free enterprise system: supply, demand, price, competition, business, labor, money and banking, government, and the global economy; gives students the tools to think and choose responsibly as citizens, consumers, workers, savers, and investors; and helps students visualize economic principles using graphs, charts, and illustrations.

Economics - Money

11501797 11 Minutes K-6

VHS 1971 BFA

Emphasis is on the values and choices involved in being the consumers of goods and services. Clarifies such questions as: Why do we need it and how do we get it? What can we do with our money? What is money?

Grocery Store

19517 4-12

Game 1999 PCI Educational

Is a 'real-life' shopping and math skills program that uses a unique game board designed to resemble actual grocery store aisles. The engaging game was developed to give students 'hands-on' experience in using shopping lists and getting the "best buy" on various food items. Realistic food illustrations on both the game board and shopping lists make the program easy for individuals with limited or no reading skills.

Grocery Store Shopping Basket

19510 4-12

Kit 1997 PCI Educational

Participants keep track of the dollar amount they are spending when shopping at a grocery store as they learn the importance of staying within a budget. This program teaches participants the importance of not choosing more food items than their grocery budget allows. This important life skill will help them to avoid the embarrassment of having to put items back at the checkout counter. This money math program focuses on skills such as staying in a budget, performing simple addition and subtraction, paying with cash or a personal check, and using a calculator.

Ice Cream and Economics - Ben and Jerry's Homemade

11501149 15 Minutes 4-12

VHS 1990 Pyramid

"Our big break came when we took a correspondence course in how to make ice cream at Penn State University. It cost us five dollars. We got a hundred on all our tests and we said: We're ready to make ice cream." Thus began the success story of Ben Cohen and Jerry Greenfield, founders of Ben and Jerry's Homemade Ice Cream Company. Provides an engaging account of how two unlikely entrepreneurs started their business.

Make Your Money Grow

21179 1-6

Workbook 1984 Janus

Learn to investigate alternative savings plans and places, choose a plan, open an account, etc.

Market Math for Beginners - Real Life Math Level I

16468 3-6

Kit 2001 Remedia

Develops math reasoning and computation skills through the use of real-life shopping situations. Help your students understand the practical reasons for learning math as they "shop" their way to math success with this motivating book.

Mastering Your Money

15474 1-6

Book 1981 Janus

Learn the importance of being financially aware. Covers: income, expenses and financial plans to devise own budgets.

Math for Everyday Living

15464 7-12

Kit 1980 Ideal

Concentrates on practical life skills students must acquire to become effective, functioning citizens in today's society.

Math

Math for the World of Work

19965 6-12

Kit 2002 AGS Pearson

Plan a business-oriented curriculum for your students with this full-color, easy-to-read text that focuses on the skills students need on the job. This book covers critical skills like whole numbers, fractions, decimals, averages, estimating, measurements, and ratios. Each skill is introduced in a cross-curricular context that helps students learn about the business world. Lessons are reinforced with problem-solving activities, exercises, and review questions to give students plenty of practice and solidify their understanding of new skills. And features like Application Activities and Technology Connections ensure that students understand how to apply the skills they acquire.

Menu Math for Beginners - Real Life Math Level I

16471 1-3

Kit 2001 Remedia

Teaches simple addition, subtraction and multiplication through the use of real-life restaurant situations. Perfect for role - playing situations and classrooms where students will benefit from their own full-color, realistic price list to use.

Pacemaker Practical Mathematics for Consumers

19947 6-12

Kit 2004 Globe Fearon

This straightforward, easy-to-understand program provides students of mixed abilities with key math concepts essential for successful adult living. From buying groceries to budgeting for housing, education, and travel, the simply stated subject matter delivered in a manageable format with a controlled reading level makes content accessible to all students. Students gain practical math competence through real-world examples in the areas of money management, banking, credit-card math, career choices, consumerism, jobs, and everyday living. Basic skills lessons review and practice mathematical concepts essential to everyday life.

Pay by Check

15473 1-6

Book 1981 Janus

Workbook that helps students understand the concepts of checking.

Payday! Managing Your Paycheck

18144 6-12

Kit 1995 Globe Fearon

What do you need to know about earning a paycheck to manage your money well? This book will teach you about this.

Value Shopping - Stretch Your Grocery Dollar

11502379 21 Minutes 7-12

VHS 1996 Learning Seed

Teaches that buying convenience is just like buying any other commodity - it requires an informed consumer. Many shoppers pay high prices for their own ignorance in the belief they are buying convenience.

Visit Budget Town

19022 4-12

Kit 2004 Attainment

Teach basic budgeting skills in the context of an engaging game for ages 8 and up. This hands-on board game engages students in a fun learning experience. Players move around the game board drawing cards that require them to either pay or receive money. The realistic, true-to-life situations make it relevant for life skill training.

Why We Have Taxes

11501927 7 Minutes 1-6

VHS 1976 Learning Corporation

Animated story of a town that needed a policeman to catch a thief introduces the basic concept of taxation. The simple idea of taxation, to accomplish a common goal, is born. Film concludes with examples of modern services paid for by taxes.

Working Makes Sense - 3rd Edition

16524 6-12

Workbook 1997 Globe Fearon

Used to teach basic arithmetic skills including fractions and percentages in the contexts of earning, spending and saving.

Math

General Math

100 Rule

19044 1-6
Kit - Attainment

A hands-on teaching aid that provides an alternative method for students to solve math computations 0–100. Works on the principle of a slide rule. Students can practice: skip counting and number patterns, comparing numbers; adding and subtracting with or without regrouping; and checking written computations.

Achieving TABE Success in Mathematics - TABE 9 & 10, Level M

14938 5-7
Workbook 2006 Contemporary

The Achieving TABE Success family is designed to provide complete skill preparation and practice for TABE 9&10, encompassing Reading, Mathematics and Language, for levels E, M, D and A. This series of books will help students achieve NRA gain through targeted instruction that specifically addresses TABE 9&10 skills. The workbooks contain the following features: TABE 9&10 Correlation Charts; Pre-tests and Post-tests; and Targeted TABE Skill Lessons. Each lesson specifically targets a TABE skill. Students work with the innovative lesson format that provides step-by-step instruction to help insure success.

Basic Picture Math

16985 1-12
Workbook 2002 PCI Educational

Covers 10 basic math skills & concepts: numbers & number words, counting, ordering & comparing, addition, subtraction, measurement, money, shapes & patterns, fractions, and graphing. Helps beginning, struggling and nonreaders improve basic math skills with easy-to-use worksheets.

Calculine

17388 1-3
Manipulative- Attainment

Lets students visualize difficult-to-understand concepts with a hands-on learning aid. It helps students independently solve problems they're struggling with on typical worksheets. Instruction booklet details 13 activities, including: Counting to 20, counting back from a number, counting forward from a number other than one, addition and subtraction, concept of zero, fact families, even/odd, greater than/less than/equal to, and story problems. The Calculine's two sections (0–10 and 11–20), join magnetically. Includes plastic counters and number-marker pegs, each in two colors.

Day-To-Day Math

14398 6-12

Workbook 1994 Schaffer

Students learn the value of mathematics in their everyday lives through fun and relevant activities that promote problem-solving and occupational skills.

Donald in Mathmagic Land

11502194 28 Minutes 4-12

VHS 1990 Disney Educational

This program gives students a new perspective on mathematics. They discover the value and importance of mathematics to everyday living. As Donald learns the significance of mathematics from the time of the Greeks, viewers witness how these principles are related to music, art, sports and other phases of our daily lives.

Everyday Math Grades 4-6

14397 4-6

Workbook 1996 Schaffer

Designed to help students have fun as they learn important math skills.

Go Fast, Go Far Strategies for Math Success - Intermediate Kit

15133 3-6

Kit - Houghton Mifflin

This comprehensive kit is designed to support mastery of mental math strategies. Components include a teacher guide that contains a clear and concise explanation of each strategy, student worksheets for written assessment, posters that support oral assessment, flashcards for strategy practice, whole class and small group math games, and more.

Grapes of Math - Mind Stretching Math Riddles

18535 2-5

Book 2001 Scholastic

Introducing children to the art of problem solving through a series of engaging math riddles, kids will be challenged to think creatively while learning valuable tricks for adding more quickly and accurately.

Instant Math Games That Teach

14783 2-5

Book 1995 Creative Teaching Press

Has 38 games. Each game includes an exciting reproducible gameboard, easy-to-follow game rules and specific skills reinforced by the game.

Math

Junior Mathline 10

15329 K
Manipulative- Howbrite Solutions
Designed for students in pre-K. The numbers 0 through 10 are 5/8" high. The wooden rod is 12" long. Great for early counting/skip-counting, number recognition, and early addition and subtraction.

Junior Mathline 20

15328 K-1
Manipulative- Howbrite Solutions
The Junior20 is designed for students in grades K-1. The numbers 0 through 20 are 5/8" high and the wooden rod is 18" long. The rings are larger to accommodate the developmental stage.

Life Skills Academics - Math

17402 12+
Book 2002 Attainment
Covers add/subtract, multiply/divide, measurement, decimals and percents. Eight lessons per concept refer to familiar, everyday situations. Lessons provide objectives, teaching suggestions and follow-up activities. Requires students to read stories and solve math problems.

Math Activity Program

15839 K-3
Book 2004 Attainment
This program gives your students critical hands-on practice with math, from match-to-sample to sophisticated addition and subtraction tasks. Step-by-step lesson plans enable any adult in the classroom to teach math activities. This comprehensive program features a Teacher's Guide with sequenced skill sets and objectives that cover: Money Skills (9 Skill Sets); Counting 0–20 (5 Skill Sets); and Add & Subtract 0–100 (7 Skill Sets).

Math Appeal - Mind Stretching Math Riddles

18536 2-5
Book 2003 Scholastic
Gives kids more practice in creative approaches. Each riddle poses a problem and offers a helpful hint.

Math Discoveries with Calculators

14193 1-3
Workbook 1995 Ideal
Helps students learn to use valuable problem solving skills..

Math Discoveries with Pattern Blocks

18589 2-3
Workbook 1994 Ideal
Students will discover how shapes combine to make other geometric shapes, how shapes are alike and different, and the relationship between sides and angles. They will explore congruency, similarity, symmetry, area, and perimeter. This book contains 40 reproducible student activities, two investigations, a game, award certificates, and sample solutions.

Math in Action Series Estimation

20437 4-9
Workbook 1985 Janus
Follows a developmental sequence of increasing difficulty in both reading level and computation skills.

Math Lines

20701 K-6
Manipulative- Howbrite Solutions
Is a tool designed to assist people in learning basic math concepts, then moving on to written symbols and abstract thinking.

Math Strategies: Games and Hints by Caddie Miller

14750 K-6
Game 2007 Miller
This is a collection of games and hints from Caddie Miller's presentation on Math Strategies. Many handouts and articles are included in a folder. Sample games are also included.

Mathline Junior 100

15862 1-3
Manipulative- Howbrite Solutions
Is a tool designed to assist people in learning basic math concepts, then moving on to written symbols and abstract thinking.

Number Power 1 - Addition, Subtraction, Mullitplication, and Division

14936 1-6
Workbook 2000 Contemporary
This is the first choice for those who want to develop and improve their math skills. Every Number Power book targets a particular set of math skills with straightforward explanations, easy-to-follow, step-by-step instruction, real-life examples, and extensive reinforcement exercises. Use these texts across the full scope of the basic math curriculum, from whole numbers to pre-algebra and geometry. Books 1 covers essential skills using all four basic math operations with whole numbers.

Math

Calculator: Giant

18425 1-12
Equipment - Attainment
A truly giant calculator (11" x 8") that is easy to see, reach and operate. And an optional stand positions the calculator at seven different angles. Great for one-on-one training and for students who have difficulty operating regular-sized calculators.

Calculator: Math Explorer

24683 1-12
Equipment 1989 Texas Instruments
Is a calculator.

Calculator: Talking

18418 1-12
Equipment - Attainment
Simplify arithmetic by providing a calculator with speech output. It voices numeric entries and computations in easy-to-understand speech. For totals, choose between the complete number speech, "seventy-eight" or the digit-by-digit, "seven, eight." Features volume control, mute option and angled display.

Calculator: TI 108

24475 1-9
Equipment - Texas Instruments
Is a calculator.

Casio Calculator - fx-115ES

15976 9-12
Equipment - Casio
An advanced Scientific Calculator that can do Metric Conversions and has natural 2-Line textbook display.

Casio Calculator - fx-260 Solar

15975 6-9
Equipment - Casio
The fx-260 scientific calculator features 144 built-in functions, 10-digit display with 2-digit exponent, backspace key to fix entry mistakes and fraction functions. It is also capable of basic scientific, exponential and trigonometric functions, and single-variable statistical calculations. Solar powered.

Casio Calculator - fx-55

15974 4-6
Equipment - Casio
This calculator offers a wide range of capabilities from basic math and fractions through pre-algebra. Its true fraction display shows numerator over denominator just as it is written in textbooks and the FX-55 can perform division in the same way students are taught - with quotients represented by an integer with a remainder.

Casio Calculator - fx-9750GII

15977 9-12
Equipment - Casio
Functions include: REF/RREF Function, Random Integers, Unit Conversion, New types of regressions, Chi-squared GOF function, 9 new probability functions, Pie charts & Bar Graphs, Graph $X=f(Y)$.

Casio Calculator - SL-450

15973 K-4
Equipment - Casio
This calculator reaches beyond the basics with many unique functions and features designed to help beginning math students and their teachers.

Super Speak & Math School Edition

88557 1-12
Equipment - Texas Instruments
Is an electronic educational tool designed to teach and reinforce basic mathematical concepts and skills for children in grades 2 through 8.

Math

Advanced Math

Algebra

19964 6-12
Kit 2004 AGS Pearson

This program provides students with all of the concepts and skills they need to succeed in a first-year algebra course. Correlated to NCTM Standards, the content provides students of all abilities with essential preparation in problem solving, calculator usage, and application lessons that demonstrate how algebra is integrated with related content areas such as geometry, probability, and statistics.

Algebra I Rescue Sample Kit

15948 8-12
Kit 2004 Sopris West

This comprehensive, research-based program provides hands-on, manipulative-based activities to master algebra concepts and skills. Algebra I Rescue! comprises 60 core objectives that students learn while mastering related skills through practice and problem solving. Appropriate for small group intervention, as a supplement to any basal curriculum, or as a stand-alone intervention program.

Geoboards In Action 4-6

25806 4-6
Kit 1994 Summit

Covers polygons and angles, perimeter and area, coordinates, symmetry, motion and logic.

Geoboards In Action K-3

25679 1-3
Kit 1992 Summit

is designed to teach students to think mathematically using the geoboard as a model. It presents hands-on, problem oriented activities that can be used.

Geometry Kit

18505 6-12
Kit 2005 AGS

Highlights include: aligns with NCTM Standards; presents key geometry concepts in a step-by-step approach that promotes student success; offers problem-solving exercises that bring geometry into real life; end of chapter review questions mirror those found on standardized tests; features Algebra Connections throughout, reviewing and applying skills and concepts learned in algebra to geometry; and over 300 additional pages of practice available on the Teacher's Resource Library CD-ROM.

Pacemaker Algebra I

19946 6-12
Kit 2001 Globe Fearon

Algebra 1 is for students and young adults who need extra help grasping new algebraic concepts. This full-color text teaches the key elements of algebra in a step-by-step approach, and helps prepare all students for high school exit exams and state testing.

Pacemaker Geometry

19941 6-12
Kit 2003 Globe Fearon

Through a clear and thorough presentation, this program fosters learning and success for students of all ability levels with extensive skills practice, real-life connections, projects, and study aids. The accessible format helps students gain the understanding and confidence they need to improve their performance on standardized tests. Margin notes provide links to postulates and concepts previously taught; theorem boxes help students identify the big ideas in geometry. Featured lessons address calculator usage, applications, as well as paragraph proofs and constructions. Pre-taught vocabulary provides students with relevant background.

Pacemaker Pre-Algebra

19945 6-12
Kit 2001 Globe Fearon

Designed as a foundation for algebra, this comprehensive program motivates students as they build the important skills and confidence they need to take on Algebra. Correlated to the NCTM Standards, Pacemaker Pre-Algebra features an attractive, full-color design that offers predictable and manageable two-page lessons that promote student success. Written at a controlled reading level of grades 3–4, students of all abilities are provided with essential preparation for a variety of testing situations, including the most widely used standardized tests. This program teaches the essentials of problem solving using the Polya 4-step approach which provides step-by-step guidance for building successful problem-solving skills.

Pre-Algebra

19966 6-12
Kit 2004 AGS Pearson

Help your students make a smooth transition from basic math to algebra. It is written for the needs of the beginning algebra student. Now you can give your students the tools and the confidence they need to reach new levels in mathematics and to succeed in algebra.

Math

Project MATHEMATICS!: Story of PI

11502015 22 Minutes 7-12

VHS 1990 California Institute of Tech.

Begins with brief computer-animated Review of Prerequisites that describes two properties of similar figures the viewer should be familiar with. Opens with a reporter interviewing young people, asking "What can you tell me about the number pi?" Each person gives a different answer, some which are only partially correct. Defines pi and after discussing early history of pi, invokes similarity to explain why ratios of circumference to diameter is the same for all circles, regardless of their size.

Project MATHEMATICS!: Theorem of Pythagoras

11502014 20 Minutes 7-12

VHS 1988 California Institute of Tech.

Begins with three real life situations that lead to some mathematical problem: How do you find one side of a right triangle if you know the other 2 sides. The question is answered by a computer animated derivation of the Pythagorean theorem.

Saxon Math: Advanced Math

18886 10-11

Kit 2001 Saxon Publishers

In Advanced Mathematics, topics from algebra, geometry, trigonometry, discrete mathematics, and mathematical analysis are interwoven to form a fully integrated text. A rigorous treatment of Euclidean geometry is also presented. Word problems are developed throughout the problem sets and become progressively more elaborate. With this practice, students will be able to solve challenging problems such as rate problems and work problems involving abstract quantities.

Saxon Math: Algebra 1

18873 8-9

Kit 2003 Saxon Publishers

Algebra 1 includes such topics as: arithmetic and evaluation of expressions involving signed numbers, exponents, and roots ; properties of real numbers; absolute value; scientific notation; word problems requiring algebra for the solution; graphical solution of simultaneous equations; factoring; Pythagorean theorem; algebraic proofs; exponential growth; computation of the perimeter and area of two-dimensional regions; statistics; and probability.

Saxon Math: Algebra 1/2

18872 8

Kit 2001 Saxon Publishers

In Algebra 1/2, students will learn: Fractions, decimals, mixed number, and signed numbers & their arithmetic operations ; order of operations; percents; proportions; ratios; divisibility; rounding; place value; unit conversions; perimeter; area; surface area; volume; classification of geometric figures and solids; geometric constructions; and symmetry.

Saxon Math: Algebra 2

18884 9-10

Kit 2003 Saxon Publishers

Algebra 2 includes such topics as: graphical solution of simultaneous equations; basic trigonometric functions; scientific notation; radicals; conic sections; roots of quadratic equations, including complex roots; properties of real numbers; geometric proofs; factoring; inequalities and systems of inequalities; logarithms and antilogarithms; exponential equations; algebra of polynomials; vectors ; algebraic word problems; gas law; set theory; and probability.

Saxon Math: Calculus

18887 11-12

Kit 2004 Saxon Publishers

Calculus includes such topics as: review of functions and trigonometry; limits; graphing calculators; integrals; polar functions; area between two curves; motion analysis; applications of integrals; solids of revolution; continuity; logarithmic differentiation; parametric functions; Mean Value Theorem; Newton's method; trapezoidal rule; tests of convergence; slope fields; arc length.

Shape Hunting - Circles, Triangles, Rectangles and Squares

11501727 9 Minutes K-3

VHS - Coronet Film & Video

Colorful animation and motivating hands-on activities introduce viewers to four basic shapes.

Shapes and Sizes Kit

25081 4-9

Kit 1993 Innovative Learning Concepts

Covers 15 basic plane and solid geometric shapes.

Math

Story Problems

Getting Started with Story Problems

15028 K-6
Kit 1986 DLM

Is a carefully developed instructional program designed to familiarize students with the language of problem solving.

Math in Action Series Solving Word Problems

20438 4-9
Workbook 1985 Janus

Follows a developmental sequence of increasing difficulty in both reading level and computation skills.

Math in Action Series Understanding Word Problems

20435 4-9
Workbook 1985 Janus

Follows a developmental sequence of increasing difficulty in both reading level and computation skills.

Solving Word Problems

80906 1-6
Workbook 1980 Judy

Skill book full of activities on solving word problems.

Math Programs

Basic Math Skills

17111 7-12
Kit 1988 Media Materials

For those who need additional help in the basic math skills.

Basic Math Skills

16266 6-12
Kit 2003 AGS

Is a full-color text for students and adults who need additional instruction on basic math concepts and operations. Provides extensive examples and practice activities - all presented as real-life situations, so students see the relevance of math in their day-to-day lives.

Basic Math Skills

14555 6-12
Kit 1997 AGS

Makes math relevant for students in transition from school to independent living.

Basic Mathematics - 3rd Edition

16513 6-12
Kit 2000 Globe Fearon

Offers students a proven effective approach to learning math. Students are guided from understanding whole numbers and basic arithmetic operations to a mastery of simple geometry and algebra.

Daily Mathematics:

Workbook 1992 Houghton Mifflin
Is a workbook based on the principle that all students should have an opportunity to think math everyday.
Emphasizes higher order skills.

Grade 1	24455	1-3
Grade 2	24456	1-3
Grade 3	24457	1-3
Grade 4	24458	4-6
Grade 5	24459	4-6
Grade 6	24460	4-6
Grade 7	24461	7-9
Grade 8	24462	7-9

Inside Math Sample Kit

15949 3-6
Kit 2009 Sopris West

Inside Math is a supplemental program designed to strengthen students' understanding of fundamental middle school math concepts. Appropriate for summer school, after-school, or in-school supplemental use and intervention, this program develops powerful mathematical models, such as number lines and ratio tables, to teach foundational concepts necessary for success in Algebra 1.

Life Skills Mathematics

16263 6-12
Kit 2003 AGS

Makes math relevant for students in transition from school to independent living. Provides comprehensive instruction that students and adults need for independent living. The full-color text focuses on using math skills in real-life situations for those who have basic computational skills but need practice in applying those skills.

Living Math Kit

18981 7-12
Kit 1981 Peekan

Is a set of 860 story problem cards centered around real life situations.

Math

Math Tactics

23113 4-9
 Book 1989 Janus
 Covers fractions, decimals and percents and measuring.
 Concepts are clearly explained.

Mathematics - Concepts

18507 6-12
 Kit 2005 AGS
 Gives your students the basic math concepts they will need throughout life. Written at a third- to fourth-grade reading level, this textbook gives students success in understanding arithmetic operations, introduces algebraic concepts, and includes problem solving and estimation.

Number Worlds - Prevention/ Intervention Math Program Sample Kit:

Kit 2007 SRA/McGraw Hill
 Number Worlds is the only program that includes a prevention instruction section for students in grades PreK-1 (Levels A-C). This unique 30 week course of daily instruction improves students' grasp of the world of mathematics so they can move forward with the head start they need.

Level A	14091	K-1
Level B	14092	K-1
Level C	14093	K-1

Number Worlds - Prevention/ Intervention Math Program Sample Kit:

Kit 2007 SRA/McGraw Hill
 For students in grades 2-6 (Levels D-H) who are one or more grade levels behind in mathematics, the Number Worlds intervention program is an invaluable tool. It builds on students' current level of understanding with six 4-week intensive units per grade for faster assimilation back into math class.

Level D	14095	2
Level E	14096	3
Level F	14100	4
Level G	14101	5
Level H	14102	6

Oregon Math

15062 1-6
 Kit 1978 C.C. Publication
 Comprehensive system for teaching math. Is highly structured and employs a teaching method which gives students simple rules for remembering the facts and a procedure for incorporating the rules.

Oregon Math Story Problems: Add & Subtract:

Kit 1981 C.C. Publication
 Learn to use the language necessary to set up word problems.

Book	81021	1-6
Workbooks	81022	1-6

Pacemaker Arithmetic Plus:

Book 1988 Fearon
 Is the revised, expanded version of the Pacemaker Arithmetic Program. Has added class record charts, new tests for each level, bulletin board displays & bonus activities.

1 - Readiness & Counting	21531	K-3
2 - Addition & Subtraction	21532	K-3
3 - Multiplication & Division	21533	K-6

Passage to Basic Math

19216 1-6
 Book 1997 Globe
 Shows the number skills needed to add, subtract, multiply, and divide. Also percents and problem solving.

Recipe for Math

20113 1-6
 Kit 1985 Book Lab
 Is part of a program that has thoroughly developed lessons, follow-up, evaluation and maintenance.

Saxon Math:

Kit 2007 Saxon Publishers
 Integrates and distributes traditional units, giving students time to learn and practice skills throughout the year, master content, and develop higher-order thinking. Builds skills and concepts through critical thinking, helping students become better and more confident problem solvers. Focuses students directly on the math, eliminating distracters so that students can build meaningful math connections.

Course 1	19853	5-8
Course 2	19855	5-8
Course 3	19860	5-8

Math

Saxon Math: Level 1

18857 1

Kit 2004 Saxon Publishers

Students will: skip count by 1's, 2's, 5's, and 10's; compare and order numbers; identify place value to 100; identify ordinal position to tenth; identify a sorting rule; identify and extend patterns; solve routine and nonroutine problems; master all basic addition facts and most of the basic subtraction facts; add and subtract two-digit numbers without regrouping; use comparison symbols; picture and name fractions; identify a fractional part of a set; measure using inches, feet, and centimeters; compare volume, mass, and area; tell time to the half hour; order events by time; count pennies, nickels, dimes, and quarters; identify and draw polygons; identify geometric solids; identify events as certain, likely, or impossible; and create, read, & write observations from real graphs, pictographs, and bar graphs.

Saxon Math: Level 2

18858 2

Kit 2004 Saxon Publishers

Students will: skip count by 1's, 2's, 3's, 4's, 5's, 10's, 25's, and 100's; compare and order numbers; identify ordinal position to tenth; identify sorting and patterning rules; solve routine and non-routine problems; master all basic addition and subtraction facts; identify commutative and associative properties of addition; identify place value in a three-digit number; master multiplication facts to 5; add and subtract two-digit numbers; picture and name fractions; measure to the nearest half inch, centimeter, and foot; compare volume; compare and measure mass; measure perimeter and area; tell time to five-minute intervals; count pennies, nickels, dimes, and quarters; show change from \$1.00; multiply by 0; identify geometric solids; identify lines of symmetry; identify angles; and create, read, & write observations from real graphs, pictographs, bar graphs, Venn diagrams, and line graphs.

Saxon Math: Level 3

18859 3

Kit 2004 Saxon Publishers

Students will: skip count by whole numbers; compare and order numbers; identify place value; identify ordinal position to twentieth; identify and complete patterns; solve routine and non-routine problems; master all basic addition, subtraction, multiplication, and division facts; add/subtract multi-digit numbers; multiply a multi-digit number by a single-digit number; divide by single-digit divisors; add positive and negative numbers; picture, name, and order fractions; add and subtract fractions with common denominators; graph ordered pairs on a coordinate graph; tally; write addition, subtraction, multiplication, and division fact families; write story problems for addition/subtraction number sentences; and create, read, & write observations from real graphs, pictographs, bar graphs, Venn diagrams, and line graphs.

Saxon Math: Level 4

18863 4

Kit 2004 Saxon Publishers

Fourth-graders will: identify place value; identify prime and composite numbers; identify perfect squares and cubes, square roots, and cube roots; approximate square roots; identify the approximate value of pi; use Roman numerals; identify a function rule; label number lines using fractions, decimals, and positive and negative numbers; master basic addition, subtraction, and division facts; add, subtract, and multiply using mental computation; add, subtract, and multiply multi-digit numbers using algorithms; divide a multi-digit number by a single-digit number; represent division remainders as fractions; add and subtract decimals; write fractions as percents and percents as fractions; name and draw polygons and geometric solids; find elapsed time; locate information on a table or chart; create and read bar graphs, pictographs, and line graphs; create and read a Venn diagram; and identify the probability of an event.

Saxon Math: Level 5/4

18866 4-5

Kit 2004 Saxon Publishers

Saxon Math 5/4 is an integrated mathematics program that consists of 120 daily lessons and 12 activity-based Investigations. Students are tested after every fifth lesson, and all tests are cumulative. Concepts are introduced incrementally and are continually practiced throughout the problem sets. Each daily lesson consists of the following: Warm-Up (8-10 minutes); New Concept (10-15 minutes); Lesson Practice (5-10 minutes); and Mixed Practice (20-30 minutes).

Math

Spectrum Mathematics: Gold Book

17053 1-9
Book 1984 Laidlaw
Includes: numeration (0-10), add & subtract through (1-10), numeration through (99), centimeters and inch and add and subtract two digits.

Spectrum Mathematics: Green Book

17058 1-9
Book 1980 Laidlaw
Includes: add & subtract, multiply & divide (whole numbers), and add, subtract, multiply and divide fractions and decimals.

Spectrum Mathematics: Orange Book

17056 1-9
Book 1984 Laidlaw
Includes add & subtract 2 & 3 digits, multiplication, division, metric measurement and measurement.

Spectrum Mathematics: Purple Book

17060 1-9
Book 1984 Laidlaw
Includes activities on equations, ratios and percents, simple and compound interest and graphs.

Spectrum Mathematics: Red Book

17055 1-9
Book 1980 Laidlaw
Includes add & subtract 2 & 3 digits, renaming and no renaming, calendar time, roman numerals, money, multiplication, division, and measurement.

Spectrum Mathematics: Yellow Book

17057 1-9
Book 1980 Laidlaw
Includes: add & subtract (2-6 digits), multiplication 2 digit by 1 digit, through 4 digit by 3, fractional numbers, add, subtract, multiply fractional numbers.

Strathmore Math Program: Complete Set

19086 1-9
Worksheets 1985 SCEC
Is a revised program. Problems are in larger print, easier to read.

Teaching Mathematics to Increase Student Achievement:

VHS 2000 Video Journal
Program 1: Improving Mathematics with Principles & Standards; Program 2: Applying Standards in the Classroom.

Intermediate 8850574 38-44 minutes 12+

Middle School 8850573 40-41 minutes 12+

Primary 8850572 40-48 minutes K-2

Transmath Sample Kit

15953 6-12
Kit 2009 Sopris West
TransMath provides teachers with explicit instruction and mathematical support that promotes effective teaching of math concepts. Innovative engagement strategies facilitate student learning, including TransMath mBook Smart Board technology. High-quality professional development elevates teachers' understanding of math concepts, helping them to better meet the needs of struggling learners.

Workmat Math - Understanding Place Values, Add, & Subtract

14190 6-8
Book 1989 Creative Publications
Is based on the knowledge that language is the cornerstone of mathematical understanding. Is a series of lessons and activities which will develop all the concepts and skills of place values.

Math

Index

1

1 is One.....	2
1 to 100 Busy Counting Book.....	2
100 Rule.....	23
1-2-3 Book.....	2

A

Achieving TABE Success in Mathematics-TABE 9 & 10, Level M.....	23
Adapting Math Curriculum - Money Skills.....	14
Addition	
Balloon Race.....	6
Boat Race.....	6
Car Race.....	6
Addition Facts 0-9.....	6
Algebra.....	27
Algebra 1 Rescue Sample Kit.....	27
All Fact Flash Cards	
Addition.....	6
Division.....	10
Subtract.....	7
AOT Math Cards-Multiplication.....	9
Attack Math Addition 1.....	6
Attack Math Addition 2.....	6
Attack Math Addition 3.....	6
Attack Math Addition Teacher's Resource Book.....	6
Attack Math Subtraction 1.....	7
Attack Math Subtraction 2.....	7

B

Base Ten Blocks.....	11
Base Ten Blocks for the Overhead Projector.....	11
Base Ten Mathematics.....	11
Basic Math Skills.....	29
Basic Mathematics - 3rd Edition.....	29
Basic Picture Math.....	23
Basic Practice in	
Addition.....	6
Division.....	10
Multiplication.....	9
Multiplication & Division.....	11
Bear Facts.....	9
Beginning to Learn About Numbers.....	4
Blue Number Boards and Pegs.....	2
Boggle Jr. - Numbers.....	4
Brambleberry's Animal Book of Counting.....	4
Button Box Activity Kit.....	4
Buy and Sell.....	14
Buy Now, Pay Later - Credit Basics.....	20
Buying with Sense - 3rd Edition.....	20

C

Calculator	
Desk Top Big Display.....	25
Fraction Mate Scientific.....	25
Giant.....	26
Math Explorer.....	26
Talking.....	26
TI 108.....	26
Calculine.....	23
Calendar - Days, Weeks, Months.....	17
Carry and Borrow Line.....	9
Cash in a Flash.....	14
Casio Calculator - fx-115ES.....	26
Casio Calculator - fx-260 Solar.....	26
Casio Calculator - fx-55.....	26
Casio Calculator - fx-9750GII.....	26
Casio Calculator - SL-450.....	26
Change Equivalence Puzzle.....	14
Clearvue Base Ten Starter Set.....	11
Clifford the Big Red Dog Floor Puzzle.....	2
Clock & Calendar Skills.....	17
Clock Puzzles.....	17
Clock Stamp.....	18
Clock Talk.....	18
Coin Matching.....	14
Coin Puzzles.....	14
Coin Recognition Learning Center Collection - Bag Of Bones.....	14
Coin Skills Curriculum.....	14
Coin Stamps	
Tails.....	14
U.S. Heads.....	14
Coins and Bills.....	14
Coin-U-Lator.....	17
Computation Series Book E, F, G.....	11
Consumer Mathematics.....	20
Consumer Skills.....	20
Count and Add Wipe-Off Book.....	6
Count and Subtract Wipe-Off Book.....	8
Counting 0-31 Wipe-Off Book.....	4
Counting Eggs 1-5.....	4
Counting Money and Making Change.....	14
Counting Money Coins and Bills.....	14
Counting Numbers 1-6 Self Check.....	4
Counting Set.....	4
Counting Shapes.....	4
Cuisenaire Rod Assortment.....	4

Math

D

Daily Mathematics	
Grade 1.....	29
Grade 2.....	29
Grade 3.....	29
Grade 4.....	29
Grade 5.....	29
Grade 6.....	29
Grade 7.....	29
Grade 8.....	29
Day by Day	19
Day-To-Day Math.....	23
Decimals and Percents.....	11
Dennis Dinosaur 0-9 Game	2
Department Store Math for Beginners.....	20
Dino Bingo	
Money.....	14
Numbers	2
Division Fact Lions.....	10
Dollar Line	15
Donald in Mathmagic Land.....	23

E

Economics	21
Economics - Money	21
Edmark Time Telling.....	18
Elapsed Time Flash Cards.....	18
Everyday Math Grades 4-6.....	23
Excel - Addition Book C.....	6
Extra Cheese Please!.....	8
Eye Count - Book of Counting Puzzles	4

F

Flannel Board Numbers	2
Flip and Learn Time	18
Foam Hopscotch.....	2
Follow the Dots 1-9 Mark On Wipe Off Cards	2
Fraction Bingo	11
Fraction Circles.....	11
Fraction Circles and Squares.....	12
Fraction Match-Up.....	12
Fraction Squares.....	12
Fraction Stax.....	12
FractionLine.....	12
Fractions Apparatus	12
Fractions in Action	12
Frog Counters	4
Fun to Play - Number Puzzle	2

G

Geoboards In Action 4-6	27
Geoboards In Action K-3	27
Geometry Kit.....	27
Getting Started with Story Problems	29

Go Fast, Go Far Strategies for Math Success - Intermediate Kit.....	23
Grapes of Math - Mind Stretching Math Riddles.....	23
Grocery Store.....	21
Grocery Store Shopping Basket.....	21
Groovy Numerals Manuscript	2

H

Help Your Child Learn Numbers	2
Hidden Math Pictures - Multiplication Grade 3	9
How Much Will it Cost Stamps	15

I

I Can Add - Wipe-Off Book.....	7
Ice Cream and Economics - Ben and Jerry's Homemade	21
Inside Math Sample Kit	29
Insta-Learn - Mixed Math Set.....	9
Instant Math Games That Teach	23

J

Judy Clock-Flannelboard Set	18
Junior Mathline 10.....	24
Junior Mathline 20.....	24

K

Key to Decimals	
Book 1.....	12
Book 2.....	12
Book 3.....	12
Book 4.....	12
Reproducible Tests Books 1-4	12
Key to Fractions	
Answer Book 1-4	12
Book 1.....	12
Book 2.....	12
Book 3.....	12
Book 4.....	12
Reproducible Tests Books 1-4	12
Kitty Kat Number Bingo	2
Know Your Numbers.....	2

L

Learn about Numbers - My Wipe-Off Book	5
Learn to Count Math Rhymes.....	5
Learning About Money Grades 2-3	15
Learning About Time	18
Learning Flash Cards	
Addition	7
Multiplication	9
Subtraction	8
Life Skills Academics - Math	24
Life Skills Mathematics	29
Living Math Kit.....	29

Math

M

Magna Tiles 3D - Clear Colors	12
Magnetic Numbers	2
Magnetic Primary Counting Shapes	5
Make Your Money Grow.....	21
Market Math for Beginners - Real Life Math Level 1	21
Mastering Your Money	21
Matching Numbers and Numerals Mark On Wipe Off Cards.....	3
Math Activity Program.....	24
Math Appeal - Mind Stretching Math Riddles.....	24
Math Discoveries with Calculators	24
Math Discoveries with Pattern Blocks.....	24
Math for Beginners - Division	10
Math for Everyday Living	21
Math for the World of Work.....	22
Math in Action Series Estimation	24
Math in Action Series Solving Word Problems.....	29
Math in Action Series Understanding Word Problems	29
Math Lines.....	24
Math Links.....	5
Math Mysteries - Addition Book 1	7
Math Strategies - Games and Hints by Caddie Miller	24
Math Tactics.....	30
Mathematics - Concepts	30
Mathline Junior 100	24
MeasureLine.....	13
Measurement Book B	13
Measurement Book C	13
Measuring Up.....	13
Menu Math - Hamburger Hut Add and Subtract Story Problems.....	9
Menu Math for Beginners - Real Life Math Level 1.....	22
Mini-Clocks.....	18
Money Bingo.....	15
Money Book B.....	15
Money Calc.....	17
Money Counts.....	15
Money Discs.....	15
Money Dominoes	
Set 1	15
Set 2	15
Money Flash Cards.....	15
Money Game.....	15
Money in Action.....	15
Money Lines.....	15
Money Makes Sense - 3rd Edition	15
Money Mix 'n Match Puzzles.....	16
Money Puzzles	16
Money Skills Grade 1	16
Money Skills Grade 2	16
Money Skills Kindergarten.....	16
Money Skills Preschool	16
Money Wise	16
Month By Month.....	19
More Counting 11-20	5
Muddling Through Measurement	13
Multi Sensory Numerals	3

Multiplication	
Rescue	10
Treasure Hunt.....	10
Multiplication & Division Flash Cards	11
Multiplication Discs	9
Multiplication Drill.....	10
Multiplication Facts	10
Multiplication Rap with the Facts	10

N

Number Power 1 - Addition, Subtraction, Multiplication, and Division	24
Number Balance	13
Number Bingo.....	3
Number Express.....	3
Number Fishing.....	3
Number Flashcards	3
Number Match	3, 5
Number Operations Addition.....	7
Number Operations Subtraction Book B	8
Number Pattern Line	25
Number Pegboards.....	3
Number Puzzle.....	3
Number Wood Blocks.....	3
Number Worlds - Prevention/Intervention Math Program	
Sample Kit	
Level A	30
Level B	30
Level C.....	30
Level D	30
Level E	30
Level F.....	30
Level G	30
Level H	30
Numbers 1-10	3
Numbers 1-10 Floor Puzzle.....	3
Numbers 1-10 Wipe Off Cards.....	3
Numbers 1-20 Fun-to-Know Puzzle	3
Numbers Lotto.....	3
Numbers Match Mates.....	3
Numeric Desk Templates.....	3
Nursery Rhymes and Numbers.....	25

O

Old Woman in a Shoe (Beginning Number Concepts) - Revised ..	5
One Bear Two Bears	5
One Hungry Monster.....	5
One to Ten Panel	4
Ordinal/Cardinal Puzzle.....	4
Oregon Math	30
Oregon Math Money	
Book.....	16
Workbook.....	16
Oregon Math Story Problems - Add & Subtract	
Book	30
Workbooks.....	30
Overhead Fraction Strips.....	12

Math

P

Pacemaker Algebra I	27
Pacemaker Arithmetic Plus	
1 - Readiness and Counting	30
2 - Addition and Subtraction	30
3 - Multiplication and Division	30
Pacemaker Basic Mathematics - 3rd Edition	25
Pacemaker Geometry	27
Pacemaker Practical Mathematics for Consumers.....	22
Pacemaker Pre-Algebra	27
Passage to Basic Math	30
Pay by Check	22
Payday! Managing Your Paycheck.....	22
Pennies, Nickels & Dimes Mark On Wipe Off Cards.....	16
Place Values Kit	13
Plastic Multicolored Toy Airplane Set	5
Playing with Time.....	18
Playskool Clock.....	18
Practice Money Skills	
Book A	16
Book B	16
Book C	16
Practice Pals - Addition and Subtraction	9
Pre-Algebra	27
Primary Counting Shapes.....	5
Primary School Balance	13
Problem Solving & Measurement.....	13
Programmed Time Telling.....	18
Project MATHEMATICS!	
Story of PI.....	28
Theorem of Pythagoras	28

R

Rap with the Facts - Addition	7
Recipe for Math	30
Remarkable Math	
Money	16
Money Workbook.....	16
Rocker Scales.....	14

S

Saxon Math	
Advanced Math	28
Algebra 1.....	28
Algebra 1/2.....	28
Algebra 2.....	28
Calculus.....	28
Course 1.....	30
Course 2.....	30
Course 3.....	30
Level 1.....	31
Level 2.....	31
Level 3.....	31
Level 4.....	31
Level 5/4.....	31
Level 6/5.....	32
Level 7/6.....	32
Level 8/7.....	32
Level K.....	32
Schoolhouse Desk Calendar	18
Seasons By Seasons	19
Self-Teaching Flash Cards - Division	10
Shape Hunting - Circles, Triangles, Rectangles and Squares.....	28
Shapes and Sizes Kit.....	28
Shopping List Game 1	16
Shopping List Game 2	16
Simple Fractions	13
Soft Numbers	4
SOLVE Book 2 - Fractions.....	13
SOLVE Book 3 - Decimals & Percents	13
Solving Word Problems	29
Spectrum Mathematics	
Blue Book.....	32
Brown Book	32
Gold Book	33
Green Book.....	33
Orange Book.....	33
Purple Book	33
Red Book.....	33
Yellow Book.....	33
Spin 'n Learn Flash Cards - Telling Time	18
Spot-a-Dot Lady Bug Addition	7
Step-By-Step	
Addition	7
Division	10
Fractions	13
Multiplication	10
Subtraction	8
Strathmore Math Program	
Complete Set	33
Division	10
Fractions and Decimals	13
Subtraction	8
Student Clock.....	18

Math

Subtraction	
Dinosaur Land	8
Home of the Future	8
Ice Age	8
Outer Space	8
Subtraction Drill	8
Subtraction Facts	8
Subtraction Facts 0-9	8
Subtraction Zoo	8
Super Speak & Math School Edition	26

T

Tactile Sandpaper Numerals 0-9	4
Take Time	19
Teachin' Time Talking Clock	19
Teaching Hands Wall Clock	19
Teaching Mathematics to Increase Student Achievement	
Intermediate Edition	33
Middle School Edition	33
Teaching the Language of Time	19
Teaching to Standards - Math - Introductory Kit	25
Teddy Bear Counters	5
Telling the Time Flashcards Wipe-Off Cards	19
Telling Time and Measuring	19
Telling Time Flash Cards	19
Telling Time Level 2 Wipe Off Cards	19
Telling Time Mix 'n Match Puzzles	19
Ten Monsters in a Bed	5
Thinking Through Story Problems - Addition/Subtraction	9
Time and Money Wipe-Off Book	19
Time Bingo	19
Time is Now	
Book 1	20
Book 2	20
Book 3	20
Book 4	20
Time Wheel	20

Touch Math	
Addition	7
Addition Kit - 4th Edition	7
Addition Revised	7
Addition Series B	7
Advanced Addition Series C	7
Advanced Multiplication & Division Series C	11
Advanced Subtraction Series C	8
Counting and More Series B	6
Counting Book 1	6
Counting Book 2	6
Fractions Kit	13
Kindergarten Readiness Kit	25
Money	16
Multiplication and Division Series B	11
Multiplication and Division Kit	11
Multiplication and Division Revised	11
Pre-K Kit	25
Sequence Counting Activity Book	6
Sequence Counting/Multiplication Kit	10
Subtraction	8
Subtraction Kit	8
Subtraction Revised	8
Subtraction Series B	8
Time	20
TouchMoney Game	17
TouchMoney Worksheets	17
Toy Money	17
Training in Math Facts	
Addition	7
Division	10
Multiplication	10
Subtraction	9
Transmath Sample Kit	33

U

Unifix Cubes	
1000	6
300	13
Using Dollars & Sense - 3rd Edition	17

V

Value Shopping - Stretch Your Grocery Dollar	22
Visit Budget Town	22

W

Week By Week	19
What's Your Change Drill Cards	17
Why We Have Taxes	22
Why We Have Time Zones	20
Why We Use Money	17
Working Makes Sense - 3rd Edition	22
Workmat Math - Understanding Place Values, Add, & Subtract	33

Math

Y

Year By Year 19