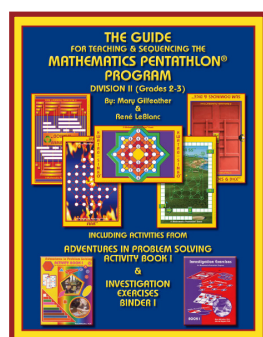


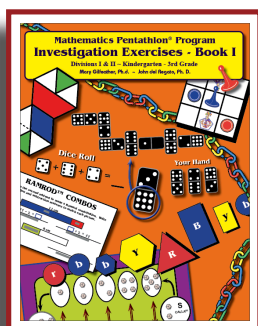
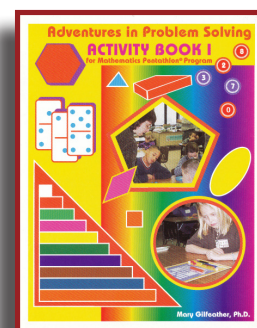
The Mathematics Pentathlon® Program

The Mathematics Pentathlon® Program is a compilation of 4 key resources: the Math Pentathlon Games and related Game Rule Manual, The Guide for Teaching & Sequencing the Mathematics Pentathlon® Program, Adventures in Problem Solving Book I (Grades K-3), and Investigation Exercises Book I (Grades K-3).



The Guide for Teaching & Sequencing the Math Pentathlon Program coordinates the Games and Game Manual, the Adventures in Problem Solving Book, and the Investigation Exercises Book. The Guide is organized into Monthly Lesson Plans with four Lessons per month for weekly implementation. Each Lesson describes necessary materials, approximate lesson time, resources with corresponding page numbers, and a summary of each activity with related illustrations.

The Adventures in Problem Solving Book connects the Mathematics Pentathlon games with the math curriculum providing numerous activities that deal with important math content and process-related objectives. In addition, many introductory activities are suggested that develop prerequisite skills for being successful in playing the Mathematics Pentathlon games and developing related problem-solving strategies.



The Investigation Exercises Binder complements the Math Pentathlon games and Adventures in Problem Solving Book by providing problem-solving worksheets that help students develop higher-level thinking about the multiple strategies within each game.

MATHEMATICS PENTATHLON®

MATH GAMES & ACTIVITIES THAT PROMOTE CREATIVE THINKING

Mathematics Pentathlon® is a K-7 grade program of engaging and interactive problem-solving games with supportive curricular and instructional activities and assessment tools that motivate ALL students to enjoy math and spend more time learning math. This program strengthens basic math concepts and skills, and stimulates creative thinking while developing problem-solving skills.

**BENEFITS STUDENT ACHIEVEMENT
ALIGNS WITH STEM & STANDARDS
FOR SCHOOLS, CLUBS, AND HOMES
ACADEMIC TOURNAMENTS
PROFESSIONAL INSERVICES**



WWW.MATHPENTATH.ORG

HOW IS IT USED?

Involvement in the Mathematics Pentathlon® program can occur in several ways:

- ★ **Classroom Instruction**
- ★ **Math Clubs**
- ★ **Home Use of Program**
- ★ **National Mathematics Pentathlon®**

Academic Tournaments: Students learn the five Mathematics Pentathlon® games and related activities and assessments within the appropriate Division (grade level):



- Division I (Grades K-1)**
- Division II (Grades 2-3)**
- Division III (Grades 4-5)**
- Division IV (Grades 6-7)**

STEM & ALIGNMENT WITH NATIONAL & STATE STANDARDS

The Math Pentathlon® Program is identified as a STEM Program that builds skills and student interest in Science, Technology, Engineering, and Math. It aligns with and stresses the following National and State Standards:

- ★ **Number & Operations**
- ★ **Algebra**
- ★ **Geometry & Measurement**
- ★ **Data Analysis & Probability**
- ★ **Problem Solving**
- ★ **Reasoning & Proof**
- ★ **Oral & Written Communications**
- ★ **Connections & Representations**

This highly motivational program aligns with National and State Standards, strengthens basic concepts and skills, and also develops higher level problem-solving abilities.

BENEFITS TO STUDENTS' ACHIEVEMENT

- ★ **Differentiates Instruction**
uses specially-designed Gameboards to motivate ALL students of varying abilities and learning styles to enjoy math and spend more time learning it
- ★ **Develops Active Problem Solving**
the ability to resolve problems that are continually undergoing change
- ★ **Integrates 3 Types of Mathematical Reasoning**
Spatial, Computational, and Logical
- ★ **Stimulates “Right Brain” Thought**
creative thinking, spatial visualization and reasoning
- ★ **Utilizes Mathematics Manipulatives**
models to develop conceptual understanding

**MORE TIME ENJOYING AND
LEARNING MATH
=
BETTER TEST SCORES &
PROBLEM-SOLVING ABILITIES!!!**



flyerforwsandhandouts.mind