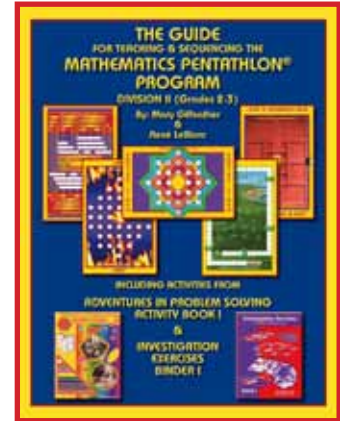
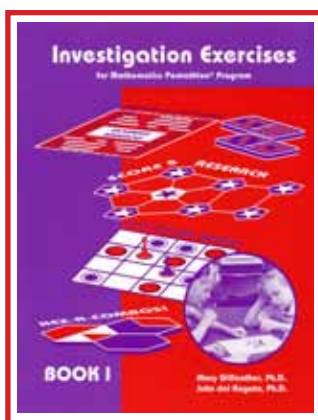
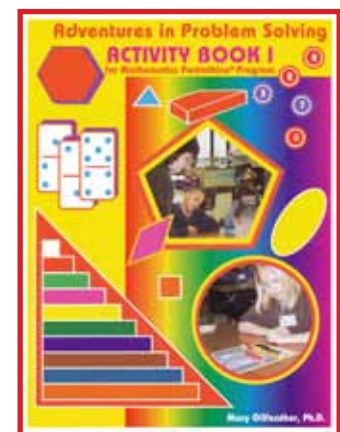


LINKAGE OF THE GAMES WITH CURRICULUM & ASSESSMENT

The Guide for Teaching and Sequencing the Mathematics Pentathlon Program Division II (Grades 2-3) coordinates the Program's three key resources: the Games and this Rule Manual, the **Adventures in Problem Solving Book**, and the **Investigation Exercises Binder**. Organized into Monthly Lesson Plans each Guide outlines 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.



Adventures in Problem Solving Activity Book I (Grades K-3) links the **Mathematics Pentathlon®** series of games with the mathematics curriculum. The numerous activities and projects described in this book guide teachers to explore with their students important geometric, numerical, and scientific relationships. This publication also helps teachers to coordinate the games with mathematics content/process objectives. In addition, many introductory activities are described that develop prerequisite skills for being successful in playing the **Mathematics Pentathlon®** games. Both the **Mathematics Pentathlon®** games and **Adventures in Problem Solving** activities make use of a wide variety of concrete and pictorial models that help students understand and remember important mathematical concepts.



Investigation Exercises Book I (Grades K-3) is the assessment resource for the **Mathematics Pentathlon® Program**. For many years educational leaders have advocated the use of assessment instruments that go beyond the minimal expectancies of standardized testing procedures. Such conventional instruments evaluate students' ability to memorize information in unrelated situations. When teachers "teach to the test" students often use only short-term memory tactics to cope. The **Mathematics Pentathlon®** games require a dynamic form of thinking that cannot be assessed with conventional instruments. **Investigation Exercises Book I (Grades K-3)** complements the **Mathematics Pentathlon®** games and **Adventures in Problem Solving** activities by providing numerous nonconventional paper-pencil ideas for assessing

students' understanding of mathematical relationships/skills that directly relate to the games/activities. This publication also encourages students to critically examine various game-playing options and choose strategic moves.