

**Linking the Mathematics Pentathlon® Games
With the Curriculum & Assessment
Via
Adventures in Problem Solving Activity Books I & II
& Investigation Exercises Books I & II**

Adventures in Problem Solving Activity Book I (Gr. K-3) & Book II (Gr. 4-7) link the Mathematics Pentathlon® series of games with the mathematics curriculum. The numerous activities and projects described in these books guide teachers to explore with their students important geometric, numerical, and scientific relationships. They also help teachers to coordinate the games with mathematics content/process objectives. In addition, many introductory activities are suggested that develop prerequisite skills for playing the Mathematics Pentathlon® games. Both the Mathematics Pentathlon® games and Adventures in Problem Solving activities make use of a wide variety of physical and pictorial models that help students understand and remember important mathematics concepts.

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 which cannot be assessed with conventional instruments. Investigation Exercises Book I (Gr. K-3) & Book II (Gr. 4-7) complement the Mathematics Pentathlon® games and Adventures in Problem Solving activities by providing numerous non-traditional 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 better moves.

In this segment a sampling of Adventures in Problem Solving Activity Book I & Book II and Investigation Exercises Book I & Book II is provided at each of four division levels. Included you will find an example of each of the following:

	<u>Adventures in Problem Solving</u>	<u>Investigation Exercises</u>
Division I	Calla	Shape-Up
Division II	Ramrod	Par 55
Division III	Juggle	Contig 60
Division IV	Prime Gold	Pent'Em In