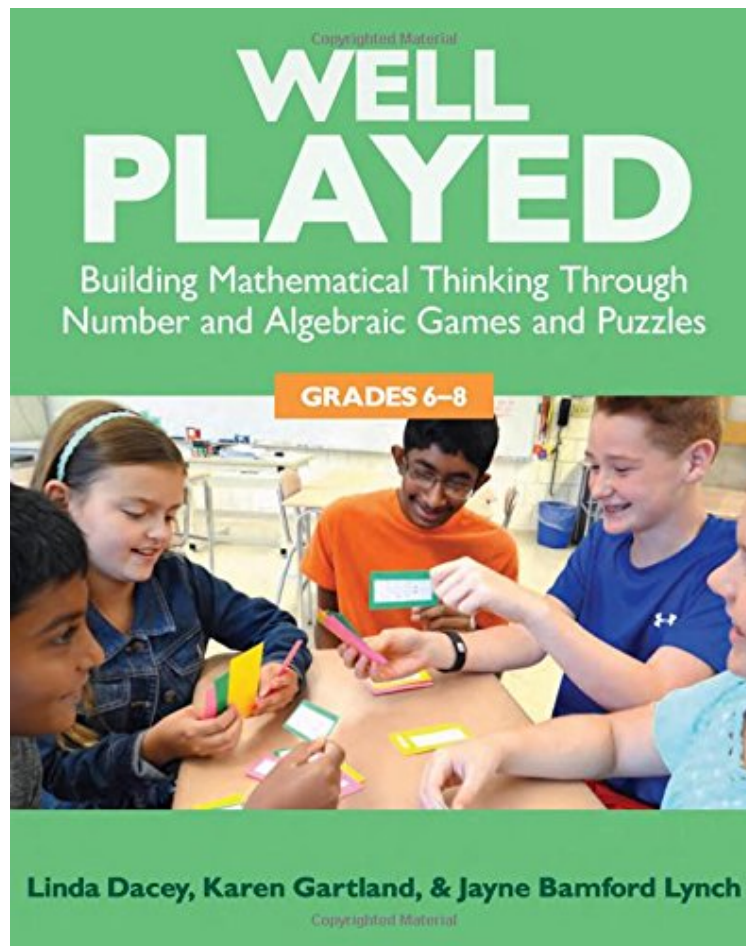


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Well Played, 6-8: Building Mathematical Thinking Through Number and Algebraic Games and Puzzles, 6-8

Linda Dacey, Karen Gartland, Jayne Bamford Lynch
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Students love math games and puzzles, but how much are they really learning from the experience? Too often, math games are thought of as just a fun activity or enrichment opportunity. Well Played shows you how to make games and puzzles an integral learning component that provides teachers with unique access to student thinking. This third book

in the series helps you engage students in grades 6-8 in discussions of mathematical ideas and deepen their conceptual understanding. It also helps you develop students fluency with number systems; ratio and proportional relationships; expressions and equations, statistics and probability; and patterns, graphs, and functions. The twenty-five games and puzzles in *Well Played*, which have all been field-tested in diverse classrooms, contain: explanations of the mathematical importance of each game or puzzle and how it supports student learning; variations for each game or puzzle to address a range of learning levels and styles; clear step-by-step directions; and classroom vignettes that model how best to introduce the featured game or puzzle. The book also includes a separate chapter with suggestions for how to effectively manage games and puzzles in diverse classrooms; reproducibles that provide directions, game boards, game cards, and puzzles; assessment ideas; and suggestions for online games, puzzles, and apps. *Well Played* will help you tap the power of games and puzzles to engage students in sustained and productive mathematical thinking.