

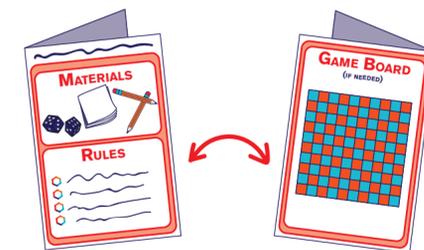
# resources

## THAT MAKE MATH COLLABORATIVE & FUN FOR EVERY STUDENT

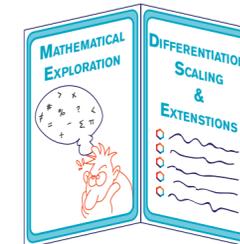
### YOUR CLUB IN A BINDER

Games that are fun for students to play and easy for teachers to set up.

Outside: Playing Instructions + Mat



Inside: Mini Math Lesson



Some ideas:

- Photocopy the outside and make the game a center or independent activity for your students, then review the inside lesson together.
- Put your binder insert under a document camera, or project the PDF and play the game as a whole group to introduce the skill.
- Use the mini lesson as a guide to ask your students questions about what they did in the game, without doing a full lesson.

Register for the National Math Club to get your Club in a Binder!  
[www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint)

### RECOGNITION AND PRIZES

Active clubs can earn awards and great prizes, including pennants, banners, as well as \$250 and \$500 gift cards! One lucky club receives an all-expenses-paid trip for four students and the teacher to attend the MATHCOUNTS National Competition as honored guests.



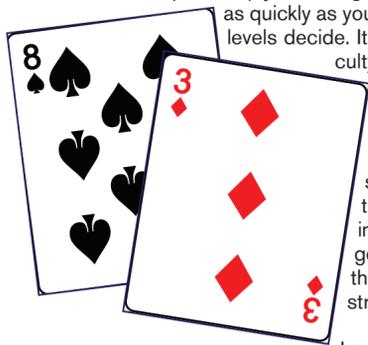
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### try out... "SALUTE" TO TEACH ALGEBRA

We're guessing if you told your students they were going to do some algebra practice, you'd hear a lot of groans and frustrated sighs. But what if you told them they were going to play cards?

Salute is, quite simply, a card game. It can go as fast or as quickly as your students' interests and levels decide. It's easy to scale the difficulty level up or down. And it does not even feel like algebra...but it is.



Play Salute with your students, then after they're hooked, go more in depth with a mini algebra lesson included on the inside of your game instructions!

Learn more and register for free at [www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint) to get your Club in a Binder and online access to the MATHCOUNTS Club App so you and your students can play Salute with cards or on your smartphones!

### try out... "FENCE ME IN" TO TEACH AREA AND PERIMETER

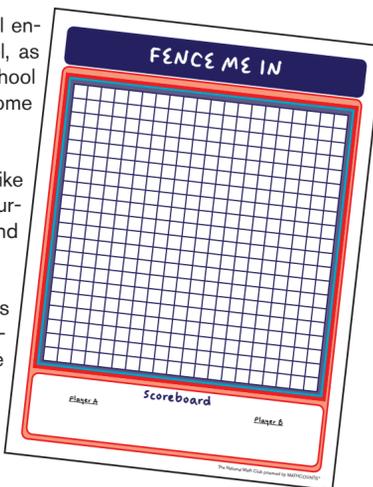
Area and perimeter are two skills your students will encounter again and again throughout middle school, as well as in more advanced math classes in high school and beyond. But it can be confusing and boring to some students...

That's where Fence Me In can help! What feels like just a simple game is a great way to practice figuring out area and perimeter. Plus it builds strategy and problem-solving skills at the same time.

This game, like all games in the National Math Club, is scalable and easy to set up and play. Students of different math levels can play each other, and a mixture of luck and skill means any student can win.

Club leaders and students also can download the free MATHCOUNTS Club App to get a dice generator for this game, making it even easier to play.

Learn more about Fence Me In and register for the National Math Club for free at [www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint)!



### try out... "DICE DUEL" TO TEACH PROBABILITY

Chances are, you have students who dislike probability or "just don't get it."

Enter Dice Duel! Part strategy, part probability. Students also work with common products, meaning this game serves as a quick mental math review.



Register for the National Math Club at [www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint) to get this game and access to the MATHCOUNTS Club App so your students can duel with their phones, too. It's completely free!

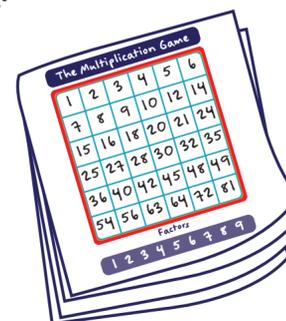


### try out... "THE MULTIPLICATION GAME" TO TEACH NUMBER THEORY

If your students' eyes start to gloss over when you talk about factor pairs and prime numbers, don't worry! The National Math Club has a fun game to teach basic number theory.

The Multiplication Game is easy to play, and the strategizing students do while playing reviews number theory without any of the anxiety and frustration you might see in a typical math class setting.

To get this game, register for free for the National Math Club at [www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint).



Register for free for the National Math Club to get your Club in a Binder!

### try out... "REFLECTION BATTLE" TO TEACH SYMMETRY AND GEOMETRY

Finally—a symmetry activity that is not just drawing lines down the middle of shapes! Reflection Battle not only reviews symmetry but can easily be expanded to include coordinate geometry.

This game is easy to understand and play, but is a fun challenge for students. Reflection Battle is also really easy to scale up: students can play one-on-one or in teams taking turns, and different lines of symmetry can make it easier or harder.

Get this and the rest of the National Math Club games shown in this newsletter by registering at [www.mathcounts.org/nofineprint](http://www.mathcounts.org/nofineprint) for free.

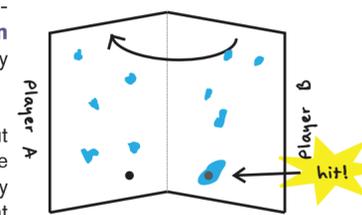


Figure 4

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A ZOO HAS 36 TOTAL **GRIZZLY** BEARS,  
**BLACK** BEARS & **POLAR** BEARS. IF  $\frac{5}{6}$  ARE  
NOT **POLAR** BEARS AND 25% ARE **GRIZZLY**  
BEARS, HOW MANY ARE **BLACK** BEARS?



Get the solution at [www.mathcounts.org/poster](http://www.mathcounts.org/poster)

[WWW.MATHCOUNTS.ORG](http://www.mathcounts.org)

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