

# Math in a Nutshell

## Problem Solving (Grades 3-4)



**Description:** Your students will learn how to search for patterns in data, organize information, eliminate unnecessary information and draw pictures and build models to reach the desired solutions. They must also describe their strategies in writing. Custom spinner, problem-solving cards, tiles and more are included!

**Includes:**

- Dial-A-Trial
- Problem Solving Cards
- 2-color counters
- Dice
- 3-minute timer
- Centimeter Cubes
- Pattern Blocks
- Number and Operation Tiles