

Math in a Nutshell

Problem Solving (Grades 5-6)



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-Combo
- Student Activity Guide
- Shape Tiles
- Game Markers
- Reflector
- Colorful Cubes
- Teacher's Guide
- 1-minute timer
- Foam Cubes
- 0-9 Number Choosers
- 1-6 Number Cube
- 7-12 Number Cube