

## Math Grade 3-4

### Addition

314452,VH VHS videocassette  
23 min KPI 2004 Schlessinger Media  
*Math for Children Series* - Teaches the ingredients in addition number sentences such as addends, sums, plus signs, and equals signs. Also offers addition tips including adding with zero, making ten, and ordering addends.

Addition; Mathematics—Study and teaching (Elementary); Arithmetic—Study and teaching; Video recordings for the hearing impaired; Schlessinger, Andrew

### Addition (Beginning Math) (Updated Ed)

309248,VH VHS videocassette  
13 min P 1987 JOURNAL  
Contains new live sequences, as well as contemporary graphics and examples. Children at a Halloween party learn how addition saves time in counting. Viewers discover ideas related to addition, such as the commutative property & the role of zero. Also, expansion and regrouping to add larger numbers, and how the addition algorithm helps find the sum of a pair of two digit numbers.

### Beginning math vocabulary

700140,CD Digital Movie CD  
700140,DV DVD  
PIA 1998 El Dorado, CA  
Narrated by Lisa Gibson.

Presents vocabulary words that are used to describe quantities of objects and amounts of time. Also explains what a pair is, how to put things in order, and how to recognize when objects are alike or different.

Reading comprehension; Vocabulary; English language—Comparison; English language—Quantity; Comprehension; Word recognition; Differentiation (Cognition); Language arts (Primary); Interdisciplinary approach in education; Mathematics; Money; Time; Value

### Clock Shop

140172,CS Computer software  
KPI 1999 CCv Software  
Clock Shop keeps children right on time for learning analog and digital time. Multiple lessons and skill levels teach time recognition, clock math and terminology. The lessons explore time in hour, half-hour, quarter-hour, ten-minute, five-minute and one-minute intervals. Spoken problems and feedback reinforce objectives. Correct answers earn time toward a clock game. Tracks student progress and prints worksheets. MAC/WIN.

### The Clue Finders 3rd and 4th Grade Adventure Series

140169,CS Computer software  
PI 2000 CCv Software  
Over 35 educational activities each with four difficulty levels based on third and fourth grade curriculum support two full year's of learning in the areas of math, language arts, science, geography and problem solving in an adventure setting. Power Mac/WIn/95/98. Includes 2 copies of the CD and teacher materials.

### Math for Children

23 min KPI 2004 SCHLESSINGER  
Make sense of math! Using number sense, algorithms, and hands-on manipulatives, kids tackle math problems found in real-life situations. Whether splitting a pizza evenly, estimating the cost of a new toy, or graphing the results of a science project, math is encountered in many forms. Students will grasp the importance of math in everyday life, and how to solve a problem using different strategies. This exciting video series salutes math heroes from architects to marine biologists, and enables kids to test their math mettle in fun game show segments. Using memorable tips, clear examples, and colorful graphics, Math for Children takes the mystery out of math! Teacher's Guides are included and available online.

*For descriptions see individual titles:*  
Addition

### Touchmath general math kit : Time-money-shapes fractions & advanced counting. Second grade

160046,KT Kit  
P 1998 Innovative Learning Concepts, Inc  
This series of programmed instructional materials help students to develop a system for learning basic math facts. Content Standard: Number Sense. PRIMARY ACTIVITY MASTERS-One hundred twenty-five reproducible masters are divided into groups of twenty-five which present basic concepts for time, money, shapes and sizes, and fractions and advanced counting. Each section is sequenced from simple to more complex and includes a variety of proven activities. ANCILLARY ACTIVITY MASTERS-Seventy-five masters provide logical extensions to the Primary topics. Time extends to months, money to larger sums, shapes to three-dimensional shapes, fractions to more advanced concepts and counting extends to higher numbers. INSTRUCTIONAL AIDS-Include masters which reinforce all five skills with puzzles, games and a variety of other hands-on activities. SECOND GRADE GENERAL MATH KIT GUIDE-Practical in-depth instruction for hands-on classroom activities and answer key for all masters.

Math—Touchmath; Time—Money—Shapes—Fractions—Advanced counting; Bullock, Janet K