

Hawker Brownlow Education

Engage the Brain: Games. Book 3

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Date Available: May 2008
ISBN: 1 74170 658 0
Code: CO6580
RRP: 24.95
Format: A4, 96 pages
Age Range: Years 2–3
Category: English, Maths, Science, Primary Hands-on resources
Subject: English, Maths, Science, Art, Physical Education, Music, Humanities

Summary:

The Engage the Brain: Games series offers practical activities that energise students, increase brain connections to content, and reinforce learning in a non-threatening atmosphere.

Use these engaging activities to supplement your curriculum goals in:

- Cause and effect
- Antonyms, synonyms and language
- Patterns, classification and symmetry
- Physical, earth and life sciences
- Art, music, physical education and more!

Watch your students thrive and grow with creative experiences that incorporate movement, teamwork, healthy competition and interpersonal skills!

Supporting Resources:

- * CO6564 – Engage the Brain: Games. Book 1
- * CO6572 – Engage the Brain: Games. Book 2
- * CO6599 – Engage the Brain: Games. Book 4
- * CO6602 – Engage the Brain: Games. Book 5
- * CO6610 – Engage the Brain: Games. Book 6
- * CO4715 – Engage the Brain: Games. Middle Years, English
- * CO4723 – Engage the Brain: Games. Middle Years, Maths
- * CO6645 – Engage the Brain: Games. Middle Years, Science
- * CO6653 – Engage the Brain: Games. Middle Years, Social Studies



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