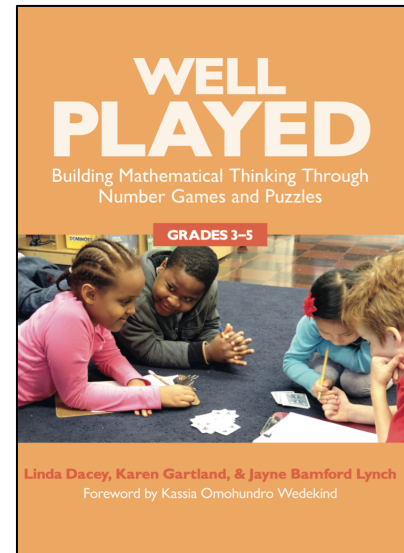


# Well Played: Building Mathematical Thinking Through Number Games and Puzzles, Grades 3–5

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## Summary

Students love maths games and puzzles, but how much are they really learning from the experience? Too often, maths games are thought of as just a fun activity or enrichment opportunity. *Well Played* shows you how to make games and puzzles an integral learning component that provides teachers with unique access to student thinking.

The 25 games and puzzles in *Well Played*, which have all been field-tested in diverse classrooms, contain:

- explanations of the mathematical importance of each game or puzzle and how it supports student learning
- variations for each game or puzzle to address a range of learning levels and styles
- clear step-by-step directions
- classroom vignettes that model how best to introduce the featured game or puzzle.

The book also includes a separate chapter with suggestions for how to effectively manage games and puzzles in diverse classrooms; reproducibles that provide directions, game boards, game cards and puzzles; assessment ideas; and suggestions for online games, puzzles and apps. *Well Played* will help you tap the power of games and puzzles to engage students in sustained and productive mathematical thinking.

## Other Resources

- *Maths Intervention: Building Number Power with Formative Assessments, Differentiation and Games (Years 3–6)* (EYE0107)
- *Overcoming Difficulties with Number: Supporting Dyscalculia and Students who Struggle with Maths* (SA0077)