

Math'scool is an innovative and dynamic teaching system designed to build mathematical fundamentals for algebra and beyond by covering basic math and pre-algebra skills.

Aimed to prepare students for success in algebra and higher math, this engaging series was created to reach students who are being introduced to pre-algebra skills or need reinforcement of this content. Math'scool presents its comprehensive mathematics curricula through effective and entertaining animations, lively graphics, concrete examples and real-world explanations—providing a fun, multi-sensory approach to teaching and learning the content.

BestQuest

Developed by BestQuest Teaching Systems, the Math'scool Teaching System Content Package addresses the essentials of basic math skills and pre-algebra concepts, including:

- number sense and operations
- fractions
- decimals
- geometry
- measurement

Supports all relevant standards from both the National Council of Teachers of Mathematics (NCTM) and state departments of education.

Consists of 74 lessons accompanied by teacher's guides and student worksheets.

Includes 13 short videos introducing students to adults who rely on math in their daily professions.

Provides all of the effective tools that a teacher needs to support student learning:

- Each video lesson comes with supplemental print materials that cover the curriculum and extend the video instruction.
- Blackline student worksheets include sections for lesson notes and guided practice, plus independent and additional practice challenge questions.
- Teacher's guides provide a complete manual accompanying the lessons, complete with teaching tips, answers to the student problems, glossaries of key terms and module tests.





Math'scool is perfect for supporting your STEM curricula



## Math'scool Teaching System

Grades 5–9

87 titles

41 Hours of Content

2,970 Segments

## NEW!

892 PDF documents – teacher's guides and student worksheets

\$500/yr/school

A SAFARI Montage<sup>®</sup> system is required to purchase this content. (An additional hard drive may need to be purchased to accommodate this product.)

Title List on Reverse Side

## Available digitally, exclusively on



To order, call 800-843-4549 or visit www.SAFARIMontage.com



- **1.1** Order of Operations
- 1.2 Divisibility Rules
- 1.3 Properties of Addition, Multiplication and Inverse Operations
- Distributive Property 1.4
- Estimation 1.5
- Large Numbers: Addition 2.1
- Large Numbers: Subtraction 2.2
- Large Numbers: Multiplication 2.3
- Large Numbers: Division 2.4
- **Problem Solving Strategies** 2.5
- Integers and Absolute Value 3.1
- 3.2 Adding Integers
- Subtracting Integers 3.3
- **3.4** Multiplying and Dividing Integers
- 3.5 Solving Problems With Integers 4.1 Concepts of Fractions, Ratios
- and Percents Concepts of Decimal Place Value and 4.2
- Fraction and Percent Equivalents Factors and Prime Factorization 4.3
- 4.4 Prime Factorization, GCF and LCM
- **4.5** Simplifying and Converting Fractions
- 5.1 Rounding and Comparing Decimals
- Converting, Comparing and Ordering 5.2
- 5.3 Adding and Subtracting Decimals
- 5.4 Multiplying Decimals
- 5.5 Dividing Decimals
- 5.6 Exponents and Powers
- 5.7 Scientific Notation
- 6.1 Adding and Subtracting Fractions With Like Denominators
- 6.2 Adding Fractions With Unlike Denominators
- 6.3 Subtracting Fractions With Unlike Denominators
- 6.4 Adding and Subtracting Mixed Numbers
- 6.5 Multiplying Fractions
- 6.6 Dividing Fractions
- 7.1 Square Roots
- 7.2 Finding Percents
- 7.3 Decimal and Percent Equivalents

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- 7.4 Ratios, Rates and Proportional Reasoning
- Percent Proportions 7.5
- Using Percent Equations 7.6
- **Problem Solving With Percents** 7.7
- Language of Geometry 8.1
- 8.2 Angle Classification and Line Relationships
- 8.3 Angle Relationships and Parallel Lines
- 8.4 Triangles
- **Congruent Triangles** 8.5
- Similar Triangles 8.6
- **Right Triangles** 8.7
- Polygons 9.1
- Quadrilaterals 9.2
- Circles 9.3
- Similar Polygons 9.4
- Inductive and Deductive Reasoning 9.5
- **10.1** Points in a Coordinate Plane **10.2** Classifying Geometric Figures **Using Points**
- **10.3** Coordinate Geometry
- **10.4** Three-Dimensional Shapes
- 10.5 Building Models
- **11.1** Translations and Reflections
- Rotations 11.2
- 11.3 Dilations
- 11.4 Symmetry
- 11.5 Tessellations
- 12.1 Measurement Systems
- Same System Conversions 12.2
- Measurement: Time 12.3
- Measurement: Distance 12.4
- Measurement: Weight and Mass 12.5
- Perimeter and Circumference 13.1
- 13.2 Area
- 13.3 Area: Irregular Shapes
- **13.4** Surface Area: Prisms, Cylinders and Spheres
- 13.5 Volume: Prisms, Cylinders and Spheres
- 13.6 Surface Area: Pyramids and Cones
- 13.7 Volume: Pyramids and Cones

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## Mr. Tu's Excellent Examples

Module 1	Number Sense: Pizza Chef
Module 2	Whole Number Operations: Old Navy Distribution Center
Module 3	Integers: Stunt Pilot
Module 4	Fractions, Decimals, Percents and Fractions: Chocolatier
Module 5	Decimal Operations, Exponents and Powers: Costume Designer
Module 6	Computational Fluency of Fractions: Jazz Musician
Module 7	Ratio, Proportion and Percent: Retail Store Manager
Module 8	Points, Lines, Angles and Triangles: Architect
Module 9	Characteristics of Geometric Shapes: Animator
Module 10	Coordinate Geometry and Spacial Visualization: Origami Enthusiast
Module 11	Transformation of Shapes: Stained Glass Artist
Module 12	Attributes and Tools: Triathlete
Module 13	Perimeter, Area and Volume: Baseball Groundskeeper

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