

PreK-12 * All Abilities



**Critical
Thinking
Books &
Software**

**Reading * Writing
Math * Science
Social Studies**

30 NEW PRODUCTS *to Empower the Mind*

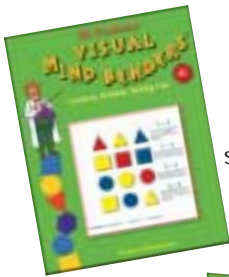


MATH DETECTIVE & SCIENCE DETECTIVE BOOKS & SOFTWARE *Guarantees Higher Grades & Top Test Scores!*

Students develop inferential and deductive thinking skills as they improve their understanding of standards-based math and science. Gr. 3-6. *Math Detective*, pp. 48-50; *Science Detective*, p. 44.

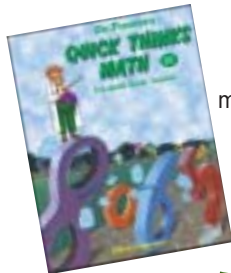
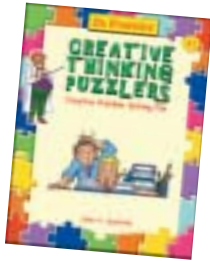


DR. FUNSTER BOOKS *Fast, fun, easy-to-use, thinking skills builders. Only \$5.99 each.*



Builds visual sequencing & classification skills. Gr. 4-12+ p. 17

Gets students thinking out of the box. Gr. 3-12+ p. 13



Encourages mental math & problem solving. Gr. 2-10 p. 47

Develops spelling & vocabulary. Gr. 3-12+ p. 28



"This company offers every imaginable means of teaching critical thinking to every student. I have found no other company that offers such specialized materials."
—Elizabeth, Educator, Richmond, VA

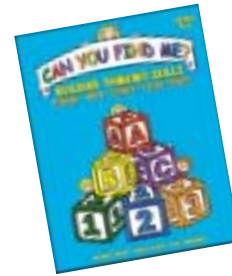
"I work with all abilities from special needs to gifted. Your products are powerful at both ends of the spectrum. The classes I teach are now averaging 2 years above grade level."
—Elaine, Specialist, Early Childhood Education, Houston, TX

"We see great results in thinking skills from using your products. Your work has produced positive results and higher test scores."
—Luine, Educator, Baytown, TX

CAN YOU FIND ME? *Students ask to do these riddles!*



Jump-start young minds with thinking skills riddles. PreK-K, p. 5



PUNCTUATION PUZZLES & RUN-ON RIDDLES

No more boring grammar drills!



Quick, fun activities to sharpen grammar, usage, punctuation, & reading comprehension. Gr. 3-8, p. 38



WORD ROOTS SOFTWARE *The fun way to learn superior spelling and vocabulary!*

Your students rebuild an ancient city as they learn Latin and Greek roots, prefixes, & suffixes—the building blocks of English. Gr. 4-12+, p. 27



GRADE-LEVEL BUNDLES



Satisfaction Guaranteed!

- If you're not completely satisfied, just return any bundle within 60 days of receipt,* or contact us with your questions or concerns. We're here to help.

"We are thrilled with all the books—they really have improved my students' ability to think and reason in every subject!"

—Bonnie, via the Internet

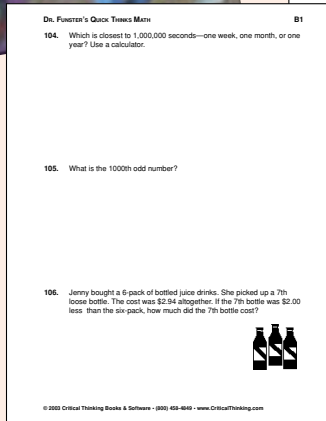
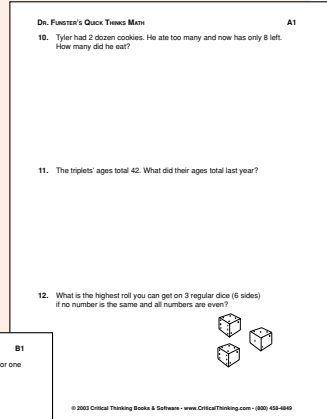
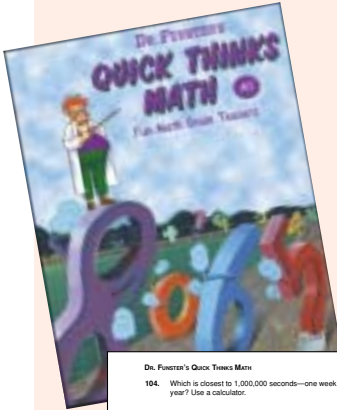
Grades K–8 Book Bundles

<p>GRADE K BUNDLE Visual Perceptual Skill Building 1 (p. 4) Can You Find Me? K (p. 5) Building Thinking Skills Hands-On Primary (pp. 6–7)* Mind Benders Warm Up (pp. 14–15) Dr. DooRiddles A1 (p. 39) <i>*requires manipulatives sold separately on p. 7</i></p>	<p>\$74.⁹⁹ Grade K #TBK1400</p>	<p>GRADE 5 BUNDLE Building Thinking Skills 2 & Guide (pp. 6, 8–9) Mind Benders A3 & A4 (pp. 14–15) Organizing Thinking 2 (pp. 22–23) Word Roots A (p. 26) Reading Detective A1 (pp. 32–33) Editor in Chief A1 & A2 (pp. 34–35) Language Mechanic (p. 41) Descriptive Mysteries (p. 40) Developing Critical Thinking through Science 2 (p. 45) Thinking Connections A1 (p. 43) Mathematical Reasoning 2 & Guide (pp. 52–53) Scratch Your Brain B1 (p. 54)</p>	<p>\$285.⁹⁹ Grade 5 #TBK1405</p>
<p>GRADE 1 BUNDLE Visual Perceptual Skill Building 1 (p. 4) Building Thinking Skills Hands-On Primary (pp. 6–7)* Mind Benders Warm Up (pp. 14–15) Dr. DooRiddles A1 (p. 39) Developing Critical Thinking through Science 1 (p. 45) <i>*requires manipulatives sold separately on p. 7</i></p>	<p>\$83.⁹⁹ Grade 1 #TBK1401</p>	<p>GRADE 6 BUNDLE Building Thinking Skills 2 & Guide (pp. 6, 8–9) Mind Benders A4 (pp. 14–15) Organizing Thinking 2 (pp. 22–23) Word Roots A (p. 26) Reading Detective A1 (pp. 32–33) Editor in Chief B1 (pp. 34–35) Language Mechanic (p. 41) Where-Abouts (p. 40) Sciencewise 1 (p. 46) Thinking Connections A1 (p. 43) Mathematical Reasoning 2 & Guide (pp. 52–53) Scratch Your Brain C1 (p. 54)</p>	<p>\$258.⁹⁹ Grade 6 #TBK1406</p>
<p>GRADE 2 BUNDLE Building Thinking Skills 1 & Guide (pp. 6, 8–9) Mind Benders Warm Up (pp. 14–15) Organizing Thinking 1 (pp. 22–23) Language Smarts A1 (p. 41) Dr. DooRiddles A1 (p. 39) Developing Critical Thinking through Science 1 (p. 45) Mathematical Reasoning 1 & Guide (pp. 52–53) Scratch Your Brain A1 (p. 54)</p>	<p>\$176.⁹⁹ Grade 2 #TBK1402</p>	<p>GRADE 7 BUNDLE Building Thinking Skills 3 Figural, Verbal & Guides (pp. 6, 10–11) Mind Benders B1 & B2 (pp. 14–15) Organizing Thinking 2 (pp. 22–23) Word Roots B (p. 26) Reading Detective B1 (pp. 32–33) Editor in Chief B1 & B2 (pp. 34–35) Arguments & Whatcha-Macallits (p. 40) Sciencewise 2 (p. 46) Thinking Connections B1 (p. 43) Scratch Your Brain C1 (p. 54)</p>	<p>\$283.⁹⁹ Grade 7 #TBK1407</p>
<p>GRADE 3 BUNDLE Building Thinking Skills 1 & Guide (pp. 6, 8–9) Mind Benders A1 & A2 (pp. 14–15) Organizing Thinking 1 (pp. 22–23) Reading Detective Beginning (p. 31) Editor in Chief Beginning (pp. 34–35) Punctuation Puzzlers A & Run-On Riddlers A (p. 38) Language Smarts A1 (p. 41) Developing Critical Thinking through Science 1 (p. 45) Mathematical Reasoning 1 & Guide (pp. 52–53) Scratch Your Brain A1 (p. 54)</p>	<p>\$231.⁹⁹ Grade 3 #TBK1403</p>	<p>GRADE 8 BUNDLE Building Thinking Skills 3 Figural, Verbal, & Guides (pp. 6, 10–11) Critical Thinking One & Guide (p. 12) Mind Benders B2 & B3 (pp. 14–15) Organizing Thinking 2 (pp. 22–23) Word Roots B (p. 26) Reading Detective B1 (pp. 32–33) Editor in Chief B2 (pp. 34–35) Arguments (p. 40) Sciencewise 2 (p. 46) Thinking Connections B1 (p. 43) Scratch Your Brain C1 (p. 54)</p>	<p>\$284.⁹⁹ Grade 8 #TBK1408</p>
<p>GRADE 4 BUNDLE Building Thinking Skills 2 & Guide (pp. 6, 8–9) Mind Benders A2 & A3 (pp. 14–15) Organizing Thinking 1 (pp. 22–23) Reading Detective Beginning (p. 31) Editor in Chief Beginning & A1 (pp. 34–35) Punctuation Puzzlers A & Run-On Riddlers A (p. 38) Descriptive Mysteries (p. 40) Developing Critical Thinking through Science 2 (p. 45) Mathematical Reasoning 2 & Guide (pp. 52–53) Scratch Your Brain B1 (p. 54)</p>	<p>\$250.⁹⁹ Grade 4 #TBK1404</p>		

*Excludes shipping charges. Individual products within bundles are not returnable as separate items. Bundles must be returned complete and in resalable condition.

New!

Gr. 2-10 • Choose from 3 Levels



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Only \$5.99 per book

Dr. Funster's QUICK THINKS MATH
Fun Math Brain Teasers

Strengthens computation, problem solving, and mental math

Objectives

Builds basic math knowledge as it develops students' ability to compute, estimate, create tables and charts, explain their answer processes orally and in writing, and feel confident when faced with new math problems.

Methods

Each book helps students develop a thorough understanding of standards-based math concepts—A1: addition, subtraction, and place value; B1: multiplication, division, fractions, and decimals; C1: percents, probability, ratios, algebra, and geometry. The activities (arranged by degree of difficulty), provide generous space for students to explain their step-by-step reasoning. Suggestions and answers included.

- #TBK116 Level A Gr. 2-4 \$5.99
 - #TBK117 Level B Gr. 5-7 \$5.99
 - #TBK118 Level C Gr. 8-10 \$5.99
- 120 reproducible activities each.



"A good source of non-routine math activities."
—NCTM review

Gr. 4-8 • Choose from 2 Levels

REVENGE OF THE MATH SPIDERS



Develops mental math competence in a fun game of chase and escape!

Goals

Helps students develop mental flexibility with basic operations. Improves their logic, reasoning, and confidence to build strong overall math and problem-solving skills.

Methods

Each level includes a variety of progressively more challenging computation, logic, and reasoning questions. Through correct answers and smart strategy, students escape the spiders while improving their thinking and mental math skills along the way! A1 includes addition, subtraction, place value. B1 includes multiplication, division, fractions, and decimals.

	\$39. ⁹⁹ Single	\$101. ⁹⁹ Lab (5)	\$182. ⁹⁹ Lab (10)	\$430. ⁹⁹ Site
A1 Gr. 4-6	TBK00827SCI	TBK00827SCV	TBK00827SCX	TBK00827SCS
B1 Gr. 7-8	TBK00831SCI	TBK00831SCV	TBK00831SCX	TBK00831SCS

MATH SPIDERS FEATURES

- ▶ 140 activities per CD
- ▶ Custom setup includes choice of maze size, optional chaser spiders, male or female player
- ▶ Randomly generated mazes
- ▶ Collects printable student data

"Gets an 'A' from me!"—Julie, Ellsworth, MI

"This is a fun math program!"

Top Rating!—TuKids.com

"Exceptional for holding the interest of the players. They forget that they are learning."

—Sharon, Morganton, NC

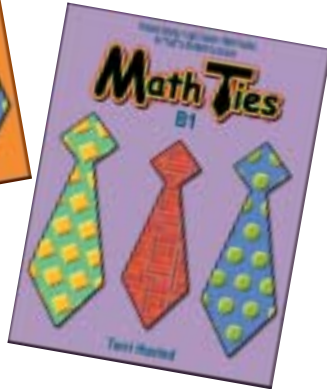
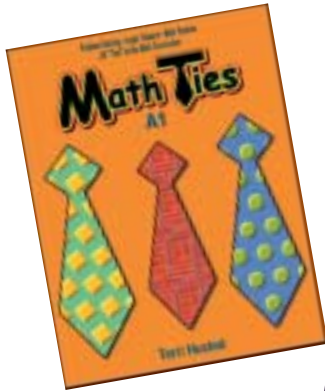
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SYSTEM REQUIREMENTS:

WIN: Windows 95+, 800 x 600 res., 16 MB RAM
MAC: Power PC, sys. 7.6.1+, 800 x 600 res., 32 MB RAM

Gr. 4–8
Choose from 2 Levels



Visit teachersmarketplace.com for our mailing list.

MATH TIES

Problem Solving, Logic Teasers, and Math Puzzles All “Tied” to the Math Curriculum

Written to NCTM Standards

Objectives

Helps students develop

- ▶ proficient use of problem-solving strategies
- ▶ connections between problems, topics, and disciplines
- ▶ confidence and independence when learning daily math and taking math assessments
- ▶ readiness for algebraic thinking

Methods

Students are presented with a variety of problem-solving strategies followed by activities grouped in curriculum themes. Key features include step-by-step modeling, practicing the same strategy with different problem types, writing in math, and using charts and graphs.

Teaching Support

Includes guidelines, concept and problem-solving strategy matrices, portfolios, and answers.

- #TBK4101 A1 Gr. 4–5 \$15.99
 - #TBK4102 B1 Gr. 6–8 \$15.99
- 74–85 reproducible activities per book

MATH TIES CONTENTS

- ♦ Whole Numbers / Fractions
- ♦ Prealgebra
- ♦ Geometry
- ♦ Number Theory / Sets
- ♦ Probability / Logic
- ♦ Topology
- ♦ Measurement Conversion (A1)
- ♦ Decimals, Percents, Ratios (A1)
- ♦ Exponents (B1)
- ♦ Algebra (B1)
- ♦ Proportion (B1)

“I highly recommend Math Ties. A significant portion of it is devoted to helping students develop problem-solving skills. It’s a fabulous resource that you and your students will surely enjoy.”

—Mathematics Teaching in Middle School

Gr. 3–12+ • Choose from 4 Levels

CRANIUM CRACKERS

Critical Thinking Activities in Math

Fun activities that develop higher-order thinking in math!

Series Goal

Develops the diverse math and math-related thinking skills students need for top scores in math and all subjects.

Methods

Each book contains a large variety of mathematical and verbal thinking activities that students cannot solve by rote. They must think their way through each problem, developing skills that help them solve any new computation and word problem they’ll encounter. Practice problems (as needed) are included to introduce new concepts.

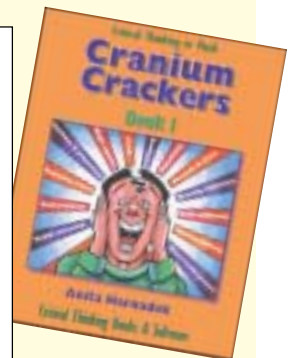
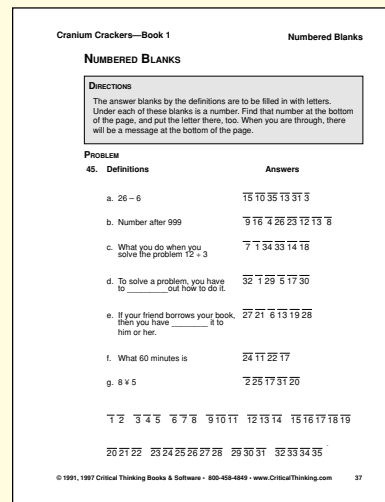
Teaching Support

Subject indexes allow teachers to choose the right activity to blend into daily lessons. Includes hints and answers.

- #TBK3401 Book 1 Gr. 3–4 \$24.99
 - #TBK3402 Book 2 Gr. 5–6 \$24.99
 - #TBK3403 Book 3 Gr. 7–8 \$24.99
 - #TBK3404 Book 4 Gr. 9–12+ \$24.99
- 284–326 reproducible activities per book.

SAVE \$10 WHEN YOU BUY ALL FOUR!

#TBK3400 4-Book Set \$89.99



Visit teachersmarketplace.com for additional catalogs.

CRANIUM CRACKERS CONTENTS

- ♦ Grid problems
- ♦ Bases, Roots, Powers
- ♦ Clock arithmetic
- ♦ Reasoning by analogy
- ♦ Ratios
- ♦ Proportions, Areas
- ♦ Fractions, Percents
- ♦ Drawing inferences
- ♦ Number puzzles
- ♦ Letter puzzles
- ♦ Number patterns
- ♦ Following directions
- ♦ Deductive reasoning
- ♦ Inductive reasoning

“Outstanding achievement in activity books.”

—Parent’s Guide to Children’s Media

“I wasn’t very good at solving problems in math, but since we did Critical Thinking every day, I’m getting way better and improving my skills!”—Naseem, 6th grader

SCRATCH YOUR BRAIN

Clever Math Ticklers

Meeting math standards has never been such fun!

Objectives

These fun problem-solving activities boost students' competence and confidence in their everyday math abilities, helping them make the transition to higher math and improving their scores on assessment tests.

Methods

Each book contains a variety of engaging, often humorous activities—solving puzzles, deducing patterns and sequences, writing multistep solutions to word problems, and more. Problems are sequenced by difficulty throughout each book and each chapter. Some activities have more than one answer, encouraging students to brainstorm and be aware that there is often more than one way to solve a problem.

Teaching Support

Includes detailed solutions and a skills matrix for easy integration of the activities into your curriculum.

- #TBK9906 A1 Gr. 2–3 \$16.99
- #TBK9907 B1 Gr. 4–5 \$16.99
- #TBK9908 C1 Gr. 6–8 \$16.99

118–180 reproducible activities per book.

SAVE \$5 WHEN YOU BUY ALL THREE!

#TBK9999 3-Book Set \$45.99

SCRATCH YOUR BRAIN CONTENTS

Book A1

Matrices • Place Value • Money
Whole Number Operations • Time
Measurement • Using Data • Probability
Geometry • Fractions • Decimals
Patterns • Problem Solving

Book B1

Place Value • Money • Addition
Subtraction • Multiplication • Division
Time • Measurement • Using Data
Ratio • Percent • Probability • Geometry
Fractions • Decimals • Patterns
Problem Solving

Book C1

Addition • Subtraction • Multiplication
Division • Number Theory • Place Value
Money • Time • Measurement
Using Data • Ratio • Percent • Probability
Geometry • Algebra • Exponents
Using Formulas • Fractions • Decimals
Integers • Patterns • Problem Solving

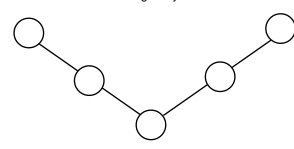
Activities are correlated to National Math Standards in

- ◆ Numbers
- ◆ Operations
- ◆ Geometry
- ◆ Measurement
- ◆ Data analysis
- ◆ Probability
- ◆ Problem solving
- ◆ Reasoning
- ◆ Proof
- ◆ and more!

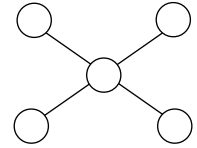
"Filled with challenging, fun activities that not only help your students think critically but also develop their metacognitive math skills. Provides essential learning opportunities for all students."—Bob, Salinas, CA

SCRATCH YOUR BRAIN A1 MATHEMATICS

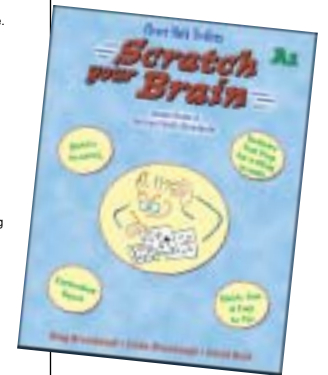
32. Place a 1, 2, 3, 4, or 5 in each circle to get a sum of 8 on each side of the "V." No digit may be used more than once.



33. Put a 1, 2, 3, 4, or 5 in each circle to get a sum of 9 along each diagonal. No digit may be used more than once.



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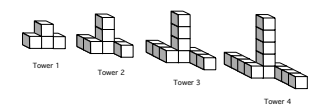


These A1 and B1 samples are condensed in order to display more activities. The actual activity pages include generous white space.

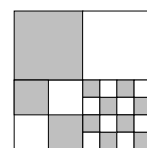


SCRATCH YOUR BRAIN B1 MATHEMATICS

105. Here are some towers made out of cubes. Assuming the pattern continues, answer the following:
How many cubes high will Tower 1234 be?
How many cubes long will each wing in Tower 427 be?
How many cubes will it take to build Tower 873?



136. What fraction of the large square is shaded?



Write an explanation of how you got your answer.

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SCRATCH YOUR BRAIN C1 MATHEMATICS

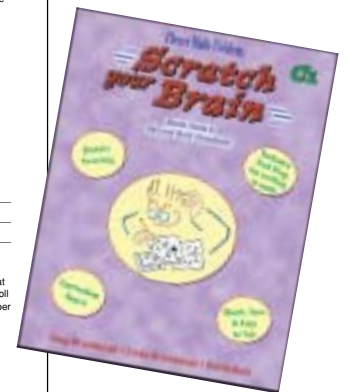
51. What is wrong with the following calculations that show there are only 30 days in a school year?

365 days in a year
-99 (3-month vacation)
275
-19 (school vacation days)
256
-122 (days sleeping—approximately 8 hours per day)
134
-104 (weekend days)
30 (days left in school)

Explain how you got your answer.

52. Suppose you roll a total of 6 with normal playing dice, one of which is red and one of which is blue. What is the probability that you will roll a total of 6 again before you roll a total of 7? If you roll anything other than a 6 or 7 in this situation, roll again. Remember that you are looking for the probability of a 7 after a 6.

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Try these sample activities with your students!

Gr. 2–7+ • Choose from 2 Levels

MATH BLOCKOUT

Fundamental Operations
Elementary Algebra



Goals

Improves students' mental computation, problem solving, logical thinking, and probability skills.

Methods

Players use mathematical reasoning and game strategy as they create equations and block out numbers on a game board. They get one point for blocking out a number and one for each blocked-out number next to it.

Features

Both levels offer a variety of games that spiral in difficulty. Includes printable student data.

Hybrid CD	\$39. ⁹⁹ Single	\$101. ⁹⁹ Lab (5)	\$182. ⁹⁹ Lab (10)	\$430. ⁹⁹ Site
Fund. Op. Gr. 2+	TBK05919SCI	TBK05919SCV	TBK05919SCX	TBK05919SCS
El. Alg. Gr. 7+	TBK05920SCI	TBK05920SCV	TBK05920SCX	TBK05920SCS

"Great for improving logical thinking, analysis, problem solving, and visual scanning along with basic math skills."—Kathryn, Spring Arbor, MI

"A good addition to a school's mathematics library... flexibility of the game makes it appropriate for fourth grade through high school."
—Arithmetic Teacher

"An excellent tool for teaching kids to manipulate numbers—positive and negative—in their head."
—SOI Learning Center, Denver, CO

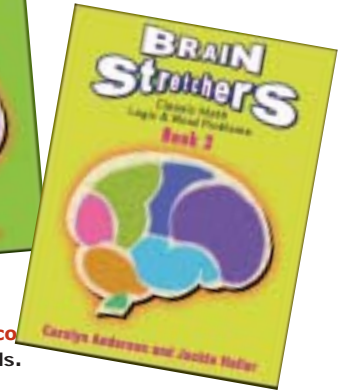
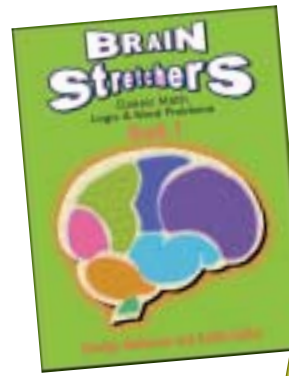
By multiplying 7 and 2, the computer makes 14. Then by adding 14 and the remaining number, 4, it makes 18, to block out that number and get 5 more points!



SYSTEM REQUIREMENTS
WIN: Windows 3.1+, VGA., 4 MB RAM
MAC: sys. 7.5+, color monitor, 2 MB RAM

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Gr. 5–12+
Choose from 2 Levels



Visit teachersmarketplace.com for catalog downloads.

BRAIN STRETCHERS

Classic Math, Logic, and Word Problems

Goals and Methods

Gets students excited about strengthening their core math skills, logical thinking, and problem solving. These activities teach numeric and geometric concepts using fun charts, pictures, grids, figures, and word problems. Your students will ask to do these math activities every day! Answers included.

- #TBK701 Book 1 Gr. 5–9 \$12.99
 - #TBK702 Book 2 Gr. 5–9 \$12.99
 - #TBK703 Book 3 Gr. 6–12+ ... \$12.99
 - #TBK704 Book 4 Gr. 6–12+ ... \$12.99
- 32 reproducible activities per book.

SAVE \$5 WHEN YOU BUY ALL FOUR!

#TBK700 4-Book Set \$46.99

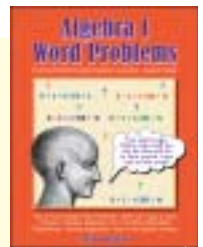
"I strongly recommend that teachers include Brain Stretchers as one of their problem solving resources."

—Mathematics Teaching in the Middle School

Gr. 7–12+ • Choose from 2 Levels

ALGEBRA WORD PROBLEMS

Foolproof Problem-Solving Strategies, Instruction, and Guided Practice



Objectives

These terrific algebra resources use process skills to give students the confidence and competence they need to master algebra word problems.

Teaching Support

Includes examples and practice problems before each lesson, detailed solutions, and practical hints.

- #TBK6414 Algebra I \$32.99
- #TBK6415 Algebra II \$32.99

SAVE \$7 WHEN YOU BUY BOTH!

#TBK6400 2-Book Set .. \$58.99

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CONTENTS

- Algebra I**
- How to solve algebra word problems
 - Translating words into algebraic symbols
 - Ages & Coins / Mixtures
 - Formulas, Rectangles, D=rt
 - Percents & Work Rates
- Algebra II**
- Solving systems of 2 equations with 2 variables & 3 equations with 3 variables
 - Quadratic equations
 - Indeterminate equations
 - False proofs
 - Magic squares
 - "Choose a Number"

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CASWELL & CASWELL**

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