

[Download] Anno's Math Games

## Anno's Math Games

*Mitsumasa Anno*

*DOC | \*audiobook | ebooks | Download PDF | ePub*



#635575 in Books 1987-09-21 1987-09-21 Original language: English PDF # 1 9.58 x .52 x 8.24l, #File Name: 0399211519104 pages | File size: 19.Mb

**Mitsumasa Anno : Anno's Math Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Anno's Math Games:

0 of 1 people found the following review helpful. Five Stars By D. Bera Awesome book, very playfully introduces some mathematical concepts to young kids. 31 of 31 people found the following review helpful. Teach your children early to LOVE math By Faye Kuli find the review from the library journal really silly. Most preschoolers really can understand and follow this book, when read to them by a caring adult. It is one of the best examples of Mitsumasa Anno's pure love of mathematics shining through. I recommend being there to read it to your child, so you can experience the joy for yourself. I have tutored otherwise very good students having trouble in algebra, and it is obvious that this type of visualizing and reasoning and exploring was missing all along in the school curriculum, which means they were never prepared for abstract thinking. Don't depend on the school to give your children the tools they need. Here is the missing link. These are some basic unifying basic ideas of mathematics that everything else will build on. The first chapter is all about understand operations, that some can be reversed and others can't. Later chapters explore how numbers represent our world, our decimal counting system, and how to measure quantities that are uncountable. All of this is done visually. If you have a number of real objects, you can draw them to represent them, then you can draw them simpler and simpler until they are just circles, and then you can represent those circles with numbers. It is genius, taking what adults take for granted as intuitive, and breaking it down into simple magical steps, which were truly the first ones we took to real understanding. Yes, it was that easy, and yet not all children come to it easily. If only there were more books like this one! Too bad it is out of print now. Get it from your local public library if you

need to. 16 of 16 people found the following review helpful. Fun, creative math lessons  
By Aeron Noe  
My daughter loves workbooks. She'll be 4 this week, and we stumbled upon this book in our favorite bookstore about a month ago. Although we don't let her write in it (saving it for our younger son to use, too), she is in love with it. It is challenging. I find she can do about three pages with me, thinking very hard about all the concepts presented, before she gets tired. This is great, because normally she sits down and plows through a book cover to cover. I was afraid the concepts would be too difficult for her, and to be honest, they would probably be better for an older child, but she is able to understand and get a lot out of it. It teaches concepts like same and different (pick the picture that's different), putting together and taking apart (pictures of inventions and the two separate tools they combine, chart reading activity where you figure out where the kids' colorful clothing goes on a chart that separates color from clothing item), etc. All of this is done with fun little elfish characters. Got to say, I love this book!

Picture puzzles, games, and simple activities introduce the mathematical concepts of multiplication, sequence and ordinal numbering, measurement, and direction.

From Publishers Weekly  
By reinventing the wheel, the author of Anno's Counting House, Anno's Mysterious Multiplying Jar and the recent Socrates and the Three Little Pigs brings to math an intuitive understanding of numbers, sequence and order, which he passes on to readers. He starts with the concept of comparison and difference: in a row of blue squares, a red circle sticks out it's different. He then introduces the idea of proximity: he shows a cat and a mouse, stuck together back to back; and that new things are created by combining two or more disparate objects (including ideas and language), as in putting wheels or handles on things. Then he discusses the meaning of ordered sequence, hierarchy and orientation as in a deck of cards. However, unlike Humpty Dumpty, what one takes apart can be put back together again. Anno emphasizes the importance of knowing one's place in the order of things by talking about the Cartesian coordinate system that locates and places things. Once again, Anno proves that thinking need not be abstract and dry, and math is more than mere measuring sticks. Ages 3-8. Copyright 1987 Reed Business Information, Inc.  
From School Library Journal  
K Up From extremely simple "what is different?" pictures, Anno quickly builds in complexity to tables, mapping, bar graphs, and visual presentations of proportions. It is not clear what the intended audience for this attractive book is. The bright, intriguing pictures and easy beginning will entice preschoolers, but even with an adult's help, few of them could make it all the way through this book. Most third graders could read the directions for themselves, but are likely to find some parts too easy, others too hard to tackle alone, and the "Few Notes for Parents, Teachers, and Other Older Readers" is disappointingly full of philosophy and chary of "right" answers. Perhaps teachers could best use Anno's Math Games to supplement math texts. The section on measuring and proportions is especially valuable. Unlike most math games and puzzles, these are not concerned with numbers at all. Instead of numbers, Anno uses pictures; instead of equations, he works toward an intuitive feeling for what sort of answers are required. Margaret Chatham, formerly at Smithtown Lib . , N.Y. Copyright 1987 Reed Business Information, Inc.  
Language Notes  
Text: English (translation) Original Language: Japanese