Dyscalculia Toolkit

How Singing, Playing Games and Other Fun Activities Can Help Defeat Math Disabilities

Elementary Grades

Linda Silbert, PhD
Alvin J. Silbert, EdD

A STRONG Learning Centers® Handbook for Parents

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by Linda Silbert, PhD and Alvin J. Silbert, EdD

Learning Math

Math can be a frustrating subject for many children, especially if they have Mathematics Disorder, a math disability sometimes called dyscalculia. Either they can't remember the number facts or multiplication tables, or they memorize them in a flash and can't understand the concepts. Many children experience difficulty with both computation and application.

Case Study: Ben, age 10

This a question from my weekly newspaper Q&A column.

Dear Dr. Linda,

My fourth grader does well in school, except for math. This has been since first grade. He had trouble writing numbers and when he finally learned them he could never keep them in the right columns. I'm confused because he seems to understand math, but when he takes a test, he always makes these careless mistakes. For example, he could be doing a page of subtraction and forgets and starts to add the numbers. He has a terrible time with regrouping and forget the times table. No matter how many times we go over them, he can't remember them. What can I do to help him?

This is a typical pattern caused by a math disorder commonly referred to as dyscalculia. Since math becomes more complex in third grade, the symptoms typically begin to appear around the third or fourth grade. The following is a more detailed response than appeared in the column.

Some Symptoms of Math Disabilities:

- Avoids math work.

- Cannot keep numbers in columns.

- Becomes confused with math concepts.

- Has trouble with word problems.

- Math homework ends up in tears.

- Will add one column of numbers, forget what she is doing, then subtract the next column.

- Has difficulty with regrouping. For example, he carries a number into the next column and forgets to add it on.

- Has difficulty remembering addition facts and the multiplication tables.

- Has difficulty remembering math steps. For example, cannot remember how to carry or borrow numbers, the steps in long division or how to add, subtract multiply and divide fractions.

- Changes the order of numerals when copying them.

Strategies:

Here are some of the top strategies.

- If your child has trouble keeping numbers in their appropriate column, *turn lined paper sideways* and write the numbers in columns or use graph paper.

- Have your child *cover up all columns* except those he is working on.

- If your child is being tested for concepts and understanding and has difficulty with computation, have him *use a calculator* for those tests or assignments.

- Suggest that your child *circle the + or - sign* before computing the problem.

- *Color code fact families and multiplication facts* for your young child. For example, you could color 2+3=5, 3+2=5, 5-2=3, 5-3=2 in green, and 3+4=7, 4+3=7, 7-3=4, 7-4=3 in blue.

- Show your child how to use one or more of these similar strategies to help remain focused. "*Count on your fingers, count on your toes, tap on the table, or tap on your nose.*" Teachers tend to discourage this, but children with dyscalculia find these useful.

- If your child has trouble with subtraction try counting up. For example, find 8–3 =. First, circle 8. Then say 3, now count up on your fingers until you reach 8 (4, 5, 6, 7, 8). You'll have 5 fingers showing which is the answer.

- When doing word problems, *substitute large numbers with smaller numbers*, because sometimes the large numbers can intimidate your child so that she can't understand the problem. For example, you could substitute 1,452 with 2.

- When he is working on a word problem, tell your child to *write down the given information including what he's trying to solve for.*

- Suggest that your child *talk* to herself out loud or sub-vocalize.

- Suggest that your child draw a simple picture of what the problem is about.

- *Long division*: Many children become confused when doing long division because it involves doing four steps repeatedly and they get lost. It helps them enormously if they write the letters representing each step, DMSB, near each problem. As they do each step they place a check mark under the letter. Then repeat the check marks until they finish. Also, if they have trouble remembering the letters, they can say a phrase such as: "Does McDonalds Serve Burgers?" or "Daddy Mommy Sister Brother."

How will this Dyscalculia Toolkit help my child in math?

In this Dyscalculia Toolkit, you'll find fun activities using multi-sensory techniques to insure that your child develops a strong math foundation. Your child will play with numbers and concepts and not only learn math facts, telling time, measurement and more, but will have fun doing it.

Contents

Activity 1: Play Memory or Go Fish and Learn

Learn hard-to-remember addition facts

See general directions for all card games on page 9.

Make a deck of 40 cards by writing or printing the contents of each box on a card. To avoid confusion, it is a good idea to underline sixes and nines whenever you write them on cards.

Play Memory or Go Fish using these cards and see how quickly they'll learn these number facts. Note: A match is the two items in the same row (e.g. 9+9 and 18).

9+9	18
8+8	16
3+4	7
3+5	8
3+6	9
3+7	10
4+4	8
4+5	9
4+6	10
4+7	11
4+8	12
7+8	15
5+6	11
5+7	12
5+8	13
6+6	12
6+7	13
7+7	14
2+3	5
10+10	20
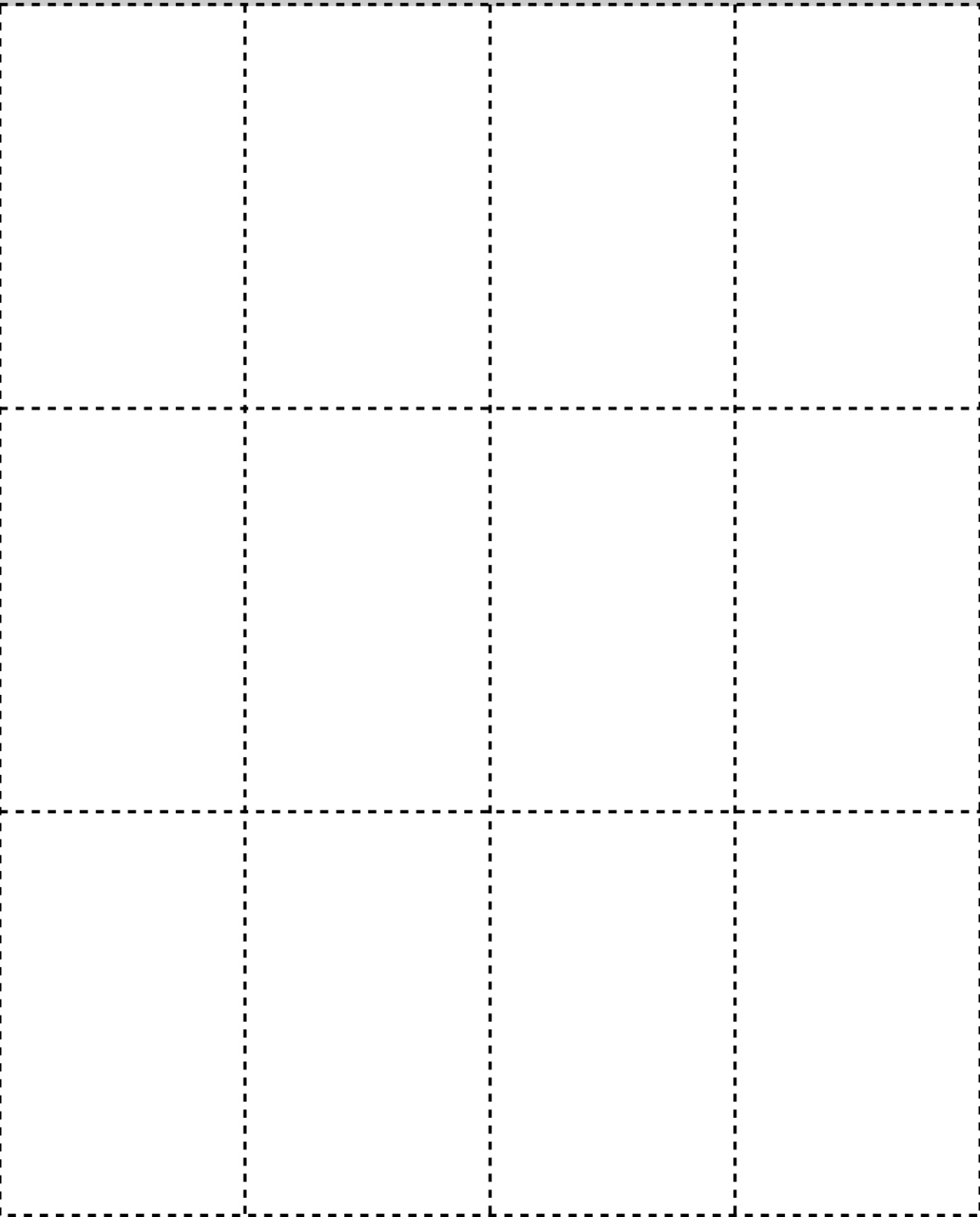
General directions for all card games.

An adult should make cards from index cards cut in half or from sheets printed on heavy stock from the previous page. In all games, the deal and play are clockwise.

Match: The two items next to each other in the grid form a match.

Memory: Directions: (two or more players)

Object of the Game: Players select matches from overturned cards, either by chance or by remembering their locations after seeing them during play. The player with the most matches wins.

One player shuffles the deck and lays out all playing cards face down in a rectangular pattern—perhaps 8 rows of 5 cards—in the center of the table.

The first player turns over two cards in place. (Players should help as needed.) If they match, the player puts them on his pile and goes again. If they do not match, they are returned face down in place and the player to the left goes, and so on. The winner is the player with the most matches.

For more challenging play, the cards may be laid out in an array that is more difficult to remember, perhaps in the shape of an S or in the shape of an O.

Go Fish: Directions: (two or more players)

Object of the Game: Players form and discard pairs of cards, trying to be the first to get rid of all of their cards.

The dealer shuffles the deck and deals five cards to each player. The remaining cards are placed face down in a draw pile. Players remove any matches from their hand and place them face up in front of them.

The player to the dealer's left goes first, selecting a card from his hand and asking the second player (the one to his left) if she has the match. For example, if he selects "9x9," he would say, "Do you have 18?"

If the second player has the match, she hands it to the first player, who places the pair face up in front of him. (Players should help as needed.) The first player continues to request cards as long as the second player has matches.

If the second player does not have a match, she says, "Go fish," and the first player picks the top card from the draw pile. In the unlikely event that the first player draws the matching card, he gets another turn; if he draws anything else, he places it in his hand and play continues with the player to his left (clockwise).

The game continues until one player wins by matching and putting down the last card in his or her hand. In the event that the draw pile is depleted before this happens, the winner is the one with the most pairs.

Activity 2: Penny-Candy Flash Card Game

Ages: 6 and up

Materials: index cards, or sheets of cover stock or heavy paper cut into cards.

Directions:

1.   **Set of flash cards**. First you need to make (or buy) some flash cards. These can be made from: index cards, index cards cut in half or cards you print from page 9. Write one word on each card.

2.   **Select**. Select three number-facts cards from the pile and place them in front of the player. The player gets points depending on how fast he can get the correct answers. Allow him as much time as he wants to practice, before, after, or during play. (Remember the goal is to learn the number facts.) After timing him, place these cards aside and place three other number-facts cards in front of him. Continue play.

3.   **Points**. Adult and child define what points are. For example, a point can be a penny or little candy (such as a jelly bean or M&M®). Modify the prize system together as appropriate. It's amazing how fair children are when making up rules.

4.   **Points**. Flash Card Game Point System—

Example

0-5 Seconds	3 pennies or candies
6-10 Seconds	2 pennies or candies
11-15 Seconds	1 pennies or candies
16 Seconds or more	0 pennies or candies

Activity 3: Adding Nines—Trick

Adding nine to one-digit numbers confuses some children, probably because nine is the largest digit. Here is a trick that makes adding nines a snap.

Adding nines—trick

To add nine to any one-digit number, make that number smaller by one, and place the one in front of it.

Examples:

$$9 + 3 = 12$$

| Make this 1 less | place the 1 in front |

$$9 + 8 = 17$$

| Make this 1 less | place the 1 in front |

Now try these.

1. 9+7 =	2. 9+5 =	3. 9+3 =
4. 9+4 =	5. 9+2 =	6. 9+6 =
7. 9+8 =	8. 9+9 =	9. 9+1 =
10. 7+9 = (Be extra careful)	11. 5+9 =	12. 3+9 =

12. 12	11. 14	10. 16	9. 10	8. 18	7. 17
6. 15	5. 11	4. 13	3. 12	2. 14	1. 16

Activity 4: How Much is a Million?

A million stamps

Activity: Here is an activity to get some feeling for the number one million.

1. Place one sheet of unlined paper on a table.

2. Fold it in half. Then again in the same direction. Then once more. Open it up.

3. Fold it in half in the other direction three times as in step 2. Open it up.

4. You now have 8x8 postage-stamp-size rectangles. Write your first name in each rectangle to create 64 "you stamps." Carefully cut them into individual stamps. (Alternate: use computer graphics to put a little picture of yourself on each stamp as shown.)
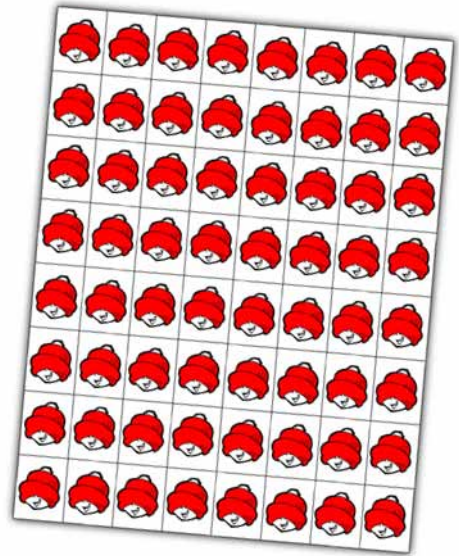
Let's do a little arithmetic to see how many sheets of these stamps you would need to have a million stamps. 1,000,000 divided by 64 is 15,625 sheets!

That's 31.25 reams of paper or 3.125 (or 3 1/8) full cartons. (A ream has 500 sheets.)

That's over three full heavy boxes of paper needed for one million "you stamps." Whew, a million is a really big number!

A billion stamps

Want a billion stamps? A billion is a thousand million, so that's 3,125 cartons of paper.

A trillion stamps

…a trillion stamps? A trillion is a thousand billion, so that's 3,125,000 cartons of paper.

Activity 5: Adding and Subtracting Using Trillions!

Kids enjoy the challenge of working with large numbers. (No carrying or borrowing.)

$$135,436,782,098,776$$
$$+\ \ 211,231,001,301,211$$

Trillions

$$123,456,789,123,456$$
$$+\ \ 563,210,100,765,123$$

Billions

$$987,987,987,987,987$$
$$-\ \ 123,456,781,234,567$$

Millions

$$666,555,444,333,222$$
$$-\ \ 333,333,\ 222,222,111$$

Thousands

Activity 6: Family Statistics

Interview the members of your family. Fill in the information.

Family Member	Name	Age
Mom		
Dad		
Brother		
Sister		
Brother		
Sister		
Grandma		
Grandpa		
Aunt		
Uncle		
Cousin		
Cousin		

Directions

On a sheet of paper, rewrite the names and ages in age order. Start with the youngest on the top line and end with the oldest on the bottom line.

Range: The age of the youngest is _____ . The age of the oldest is _____. Find the range of ages by subtracting (oldest – youngest).

<div style="text-align:center">The range = _____.</div>

Median: Median means middle. Starting at both ends of the list, with your left pointer finger on the youngest age and your right pointer finger on the oldest age, work your way to the middle of the list. The age in the middle is called the "median" age. If you get to the middle and there are two ages, the median is the average of the two middle ages.

<div style="text-align:center">The median age of your family is _____ .</div>

Mean: The mean is the average of the ages. You can find this by finding the sum of all the ages and dividing by the number of people. (You might want to use a calculator for this one.)

The sum of the ages is _____ . The number of family members is _____ . Find the mean age (or average age) by dividing the sum of the ages by the number of family members.

<div style="text-align:center">The mean age of your family is _____ .</div>

Mode: The mode is the most common age. Look to see if any family members are the same age. If so, the age that is the most common is the mode. If your family has a most common age, write it in this space.

<div style="text-align:center">The mode (age) for my family is _____ .</div>

Math pun: Who is the meanest in your family? _____ . What this is asking in

math terms is "Which person is closest in age to the mean you just calculated?"

(Probably the "meanest" person is not mean at all. They're probably very nice.)

Activity 7: Learn 0 & 1 Times Tables by Millions

Young kids get excited when they learn to multiply huge numbers. So, let's give them an early jump by showing them how to use the 0 and the 1 times tables, even with millions.

Zero Times Table	One Times Table
0 x 0 = 0	0 x 1 = 0
1 x 0 = 0	1 x 1 = 1
2 x 0 = 0	2 x 1 = 2
3 x 0 = 0	3 x 1 = 3
4 x 0 = 0	4 x 1 = 4
5 x 0 = 0	5 x 1 = 5
6 x 0 = 0	6 x 1 = 6
7 x 0 = 0	7 x 1 = 7
8 x 0 = 0	8 x 1 = 8
9 x 0 = 0	9 x 1 = 9
10 x 0 = 0	10 x 1 = 10

Zero Times Table: Notice when 0 is one factor, the product is always 0.

That is, 0 times anything is 0. That means it works with huge numbers, too.
For example: 125 x 0 = zero, and 2,875 x 0 = zero, and 10 million times zero is zero.

Now you try it.

1. 67,859 x 0 =   2. 789,321,468 x 0 =

One Times Table: Notice any number times 1 stays the same.

That is, any number times 1 = that number. It works with huge numbers, too.
For example: 12 x 1 = 12, and 2,875 x 1 = 2,875, and 10 million times one is 10 million.

Now you try it.

3. 777,888,999,222 x 1 =   4. 432,765,987,123 x 1 =

5. 1,234,567,890 x 0 =   6. 1,234,567,890 x 1 =

1. 0 | 2. 0 | 3. 777,888,999,222 | 4. 432,765,987,123 | 5. 0 | 6. 1,234,567,890

Activity 8: Learn 2, 5 & 10 Times Tables the Easy Way

In a pinch, an easy way to remember the 2 times tables is to use fingers and count by twos. For example, 2 x 3. The child would put up three fingers and count by twos for each of the three fingers. He would say "two, four, six," touching either the table or his nose with each of the three fingers as he says the word. So, 2x3=6.
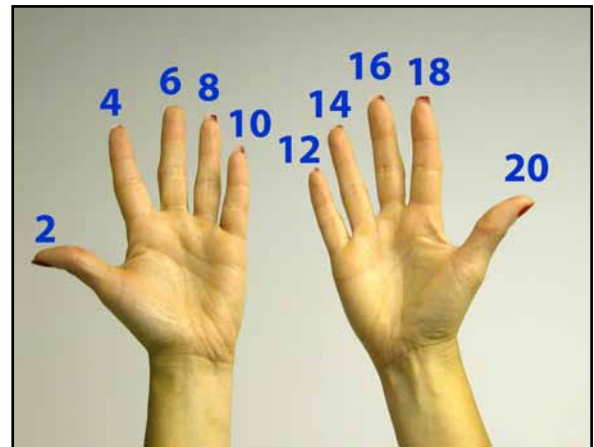
For the 5 times tables, 5x6, she would put up 6 fingers and say "five, ten, … thirty." So, 5x6=30.
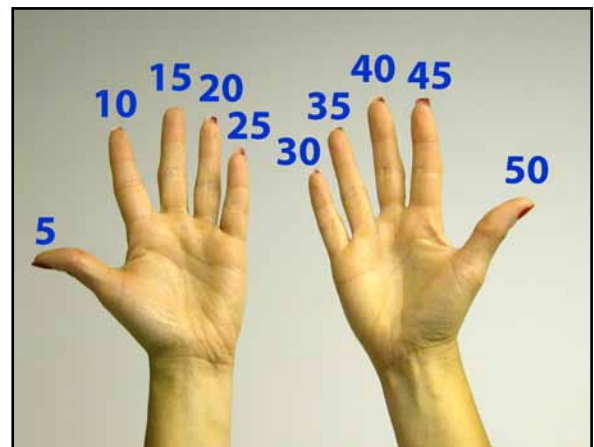
For the 10 times tables, 10x7, she would put up 7 fingers and say "ten, twenty, … seventy." So, 10x7=70.
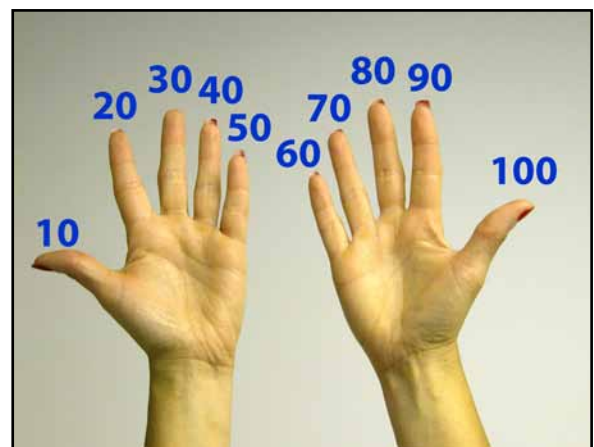
Activity 9: Multiplying by Nine—Tricks

Multiplying by nine is difficult for some children, probably because nine is the largest digit. Here are two tricks that make multiplying a single-digit number by nine a snap.

Multiplying by nine—trick

How to multiply nine and any one-digit number.

The first digit is one less than the number. The second digit is what you would need so the sum of the digits in the answer is nine.

$$9 \times 3 = 27$$

| The first digit is 1 less than the 3 | The second digit is 7 because you have to add 7 to the 2 to get 9 |

$$9 \times 7 = 63$$

| The first digit is 1 less than the 7 | The second digit is 3 because you have to add 3 to the 6 to get 9 |

Now try these.

1. 9x7 =	2. 9x5 =	3. 9x3 =
4. 9x4 =	5. 9x2 =	6. 9x6 =
9. 9x8 =	8. 9x9 =	9. 9x1 =
10. 7x9 = (Be extra careful)	11. 5x9 =	12. 3x9 =

7. 72	8. 81	9. 9	10. 63	11. 45	12. 27
1. 63	2. 45	3. 27	4. 36	5. 18	6. 54

Multiplying by nine—finger trick

To multiply 9 times any one-digit number hold up both hands facing you.

Fold down the finger of that number (counting from the left).

The answer is what you get when you add ten for each of the left fingers that are up and add one for each of the right fingers that are up.

Example: multiply 9x3

To multiply 9x3, fold finger three down (counting from the left). For the left fingers that are up, count by tens. For the right fingers that are up, count by ones. So, 9x3 is 27.
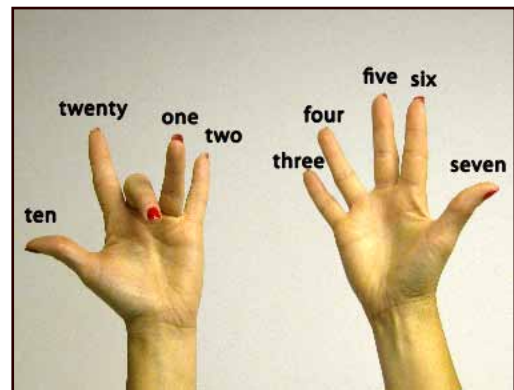
Example: multiply 9x7

To multiply 9x7, fold finger seven down (counting from the left). For the left fingers that are up, count by tens. For the right fingers that are up, count by ones. So, 9x7 is 63.

Re-do the 12 examples on the previous page using this finger trick. Which trick do you like best?
Challenge: Can you figure out why this works?

Activity 10: Sing the 3 Times Table

Hold up you hands facing you and then make fists.

Then to the tune of "Row, Row, Row Your Boat" substitute the products as you sing and hold up a finger for each combination.

Example: As you hold up your thumb on your left hand, you sing 3 (representing 3x1). Then hold up index finger with thumb and sing 6 (representing 3x2), so on.
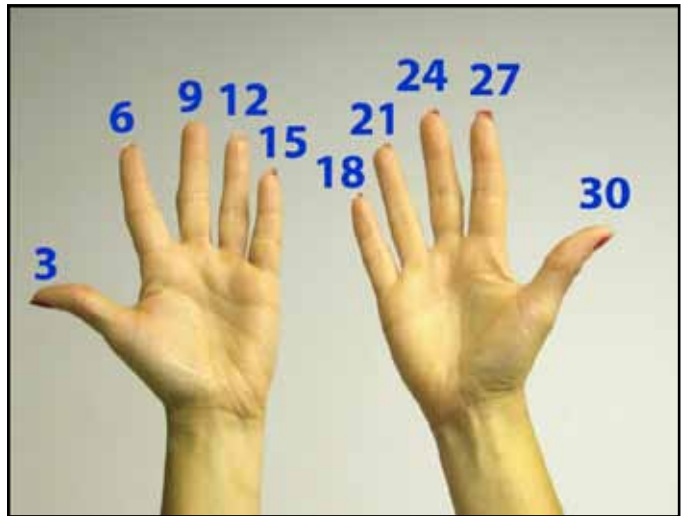
As you sing, 3, 6, 9, 12, 15, (at this point all five fingers will be opened on your left hand) 18, 21, 24, 27, 30 (all ten fingers will be opened)

Three   Nine

Six   Twelve...

Activity 11: Four Times Table Fun

Times-table doubling

In a pinch, an easy way to multiply 4 times a number is to do 2 times that number and *double it*.

Examples:

To do **4x5**, just say "2x5 is 10, double it is 20." So, **4x5=20**

To do **4x7**, just say "2x7 is 14, double it is 28." So, **4x7=28**

To do **4x8**, just say "2x8 is 16, double it is 32." So, **4x8=32**

Four-jingles

Here are some jingles to help you remember some of the pesky 4-times number facts. Draw a picture for each jingle.

4 & 4 feel really keen, because they just turned sweet 16	4 & 7 opened the gate, to welcome number 28
4 & 6 opened the door, to welcome number 24	4 & 8 made beef stew, and gave it to 32

Activity 12: Six Times Table Fun

Times-table doubling

In a pinch, an easy way to multiply 6 times a number is to do 3 times that number and *double it*.

Examples:

> To do **6x5**, just say, "3x5 is 15, double it is 30." So, **6x5=30**

> To do **6x7**, just say, "3x7 is 21, double it is 42." So, **6x7=42**

> To do **6x9**, just say, "3x9 is 27, double it is 54." So, **6x9=54**

Six-jingles

Here are some jingles to help you remember some of the pesky 6 times number facts. Draw a picture for each jingle.

6 & 7 met at 42nd Street	**6 & 8 went on a date, to Disco Club 48**
6 & 6 are 36	**6 & 4 opened the door, to welcome number 24** Good news! You already know this one from the four times tables because it is the same as 4x6.

Activity 13: Learn 7 & 8 Multiplication Facts

Good news. Those who learned the multiplication facts from the previous activities already know the seven times and the eight times facts for: 0,1,2,3,4,5,6,9, and10. Therefore, they only need to learn 7x7, 7x8 and 8x8 products.

Here are some jingles to help you remember these number facts. Draw a picture for each jingle.

Remaining seven and eight jingles

7 & 7 went down the line, to capture number 49	**7 & 8 picked up all the sticks, that added up to 56.** Note: It's interesting that the product 56 and the numbers 7 & 8 form 5,6,7,8.
8 & 8 went to the store, to buy Nintendo 64	**7 & 4 opened the gate, to welcome number 28** Good news! You already know this one from four times tables because it is the same as 4x7.

Activity 14: Play Memory or Go Fish and Learn

Learn hard-to-remember multiplication facts

Activity 14 is the same as Activity 1. Now you are going to play Memory or Go Fish to learn multiplication facts. See general directions for all card games on page 9.

Make a deck of 40 cards by writing or printing the contents of each box on a card.

Play memory or go fish using these cards and see how quickly you'll learn these number facts. Note: A match is the two items in the same row (e.g. 3x4 and 12).

Hard to Remember Multiplication Facts

3x4	12
3x6	18
3x7	21
3x8	24
3x9	27
4x4	16
4x6	24
4x7	28
4x8	32
4x9	36
6x6	36
6x7	42
6x8	48
6x9	54
7x7	49
7x8	56
7x9	63
8x8	64
9x9	81
10x10	100

Activity 15: Measure-Up Scavenger Hunt

Supplies Needed: Provide each player with a 12-inch ruler and a tape measure.

Have a scavenger hunt to find items that measure within half an inch of the five lengths listed in each game. The lengths can be measured horizontally, vertically or around (girth).

Decide the boundaries of the game: inside the home, outside the home, or both. You may limit the game to certain rooms. Decide together. Each player selects a safe location to keep the items during play. Decide which of the six games below you are going to play, or make up your own list. Provide a game list for each player. At the word "Go," the scavenger hunt begins.

Beginner: Each item must be within ½ inch of the listed size.

Game 1	Game 2	Game 3
6 inches	5 inches	1 inch
3 feet	4 feet	5 feet
2 inches	3 inches	4 inches
1 foot	2 feet	1 foot (12 inches)
2 feet	8 inches	3 feet

Advanced: Each item must be within ¼ inch of the listed size. (For more advanced, make up a *metric* game.)

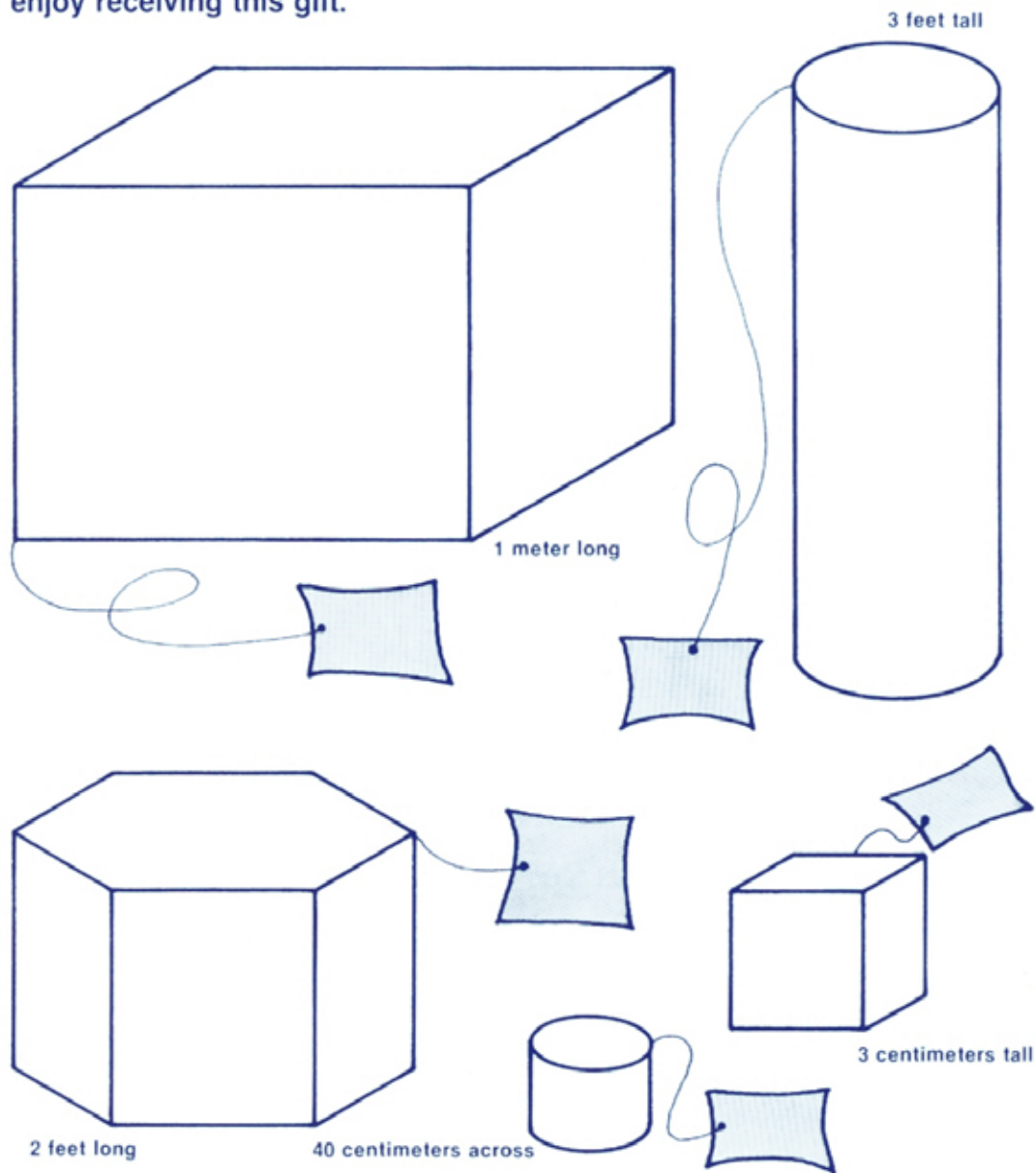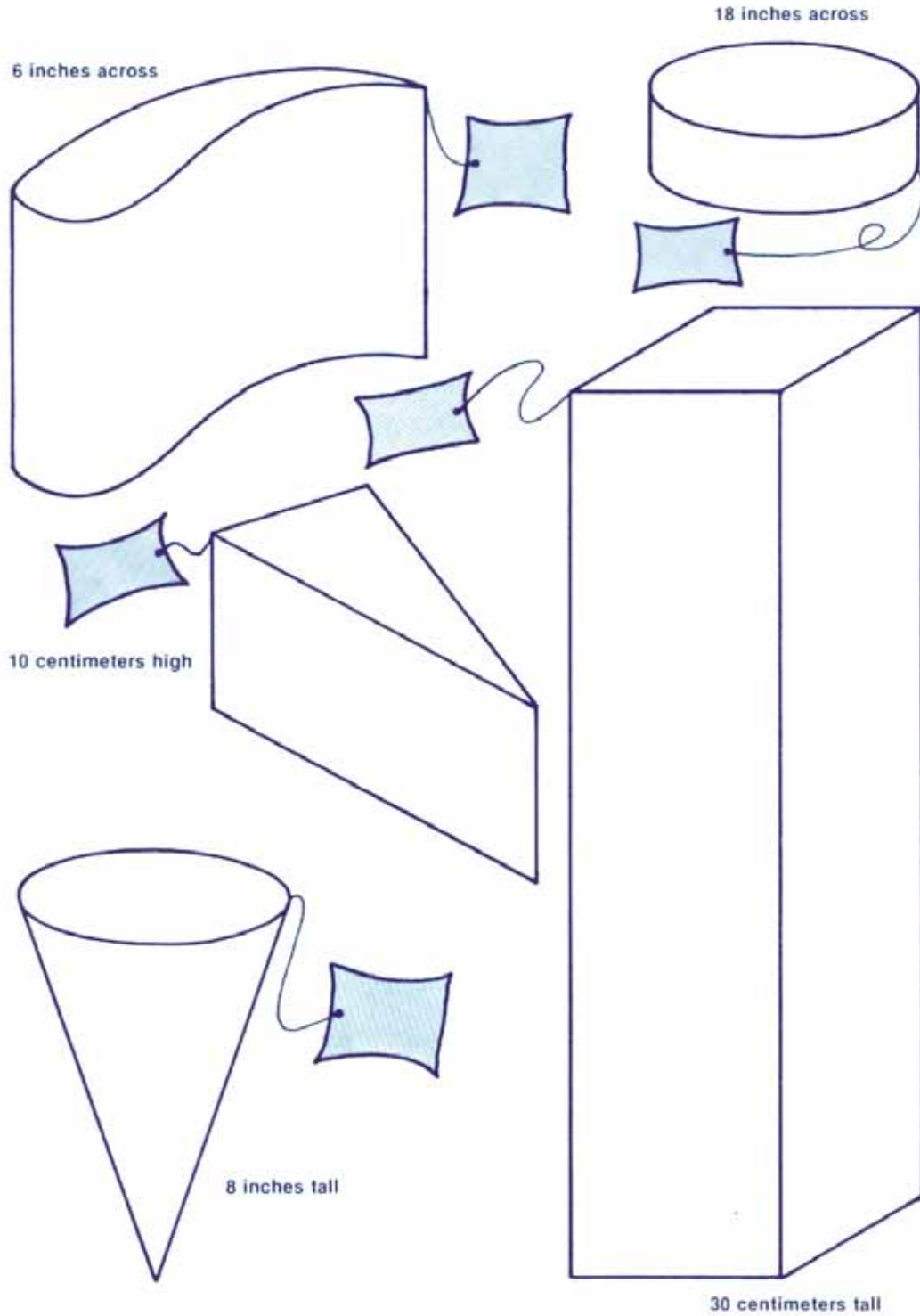| Game 1	Game 2	Game 3
6 ½ inches	5 ½ inches	1 ½ inches
3 ½ feet	4 feet	5 feet
2 inches	3 ½ inches	4 ½ inches
1 ½ feet	2 feet	1 foot (12 inches)
3 feet	8 ½ inches	3 ½ feet

Activity 16: What's in the Gift Box?

From No. 024 *The Wonderful World of Gift Giving*, p16 ⍦ Linda & Al Silbert ⍦ www.StrongLearning.com

FUN-FILLED GIFT BOXES

The gift boxes pictured have different sizes and shapes. Inside each box draw a picture of a gift that has about the same size and shape as the box. On each gift tag write the name of a person who you think would enjoy receiving this gift.

3 feet tall

1 meter long

2 feet long

40 centimeters across

3 centimeters tall

18 inches across

6 inches across

10 centimeters high

8 inches tall

30 centimeters tall

Activity 17: Your Little Shop Around the Corner
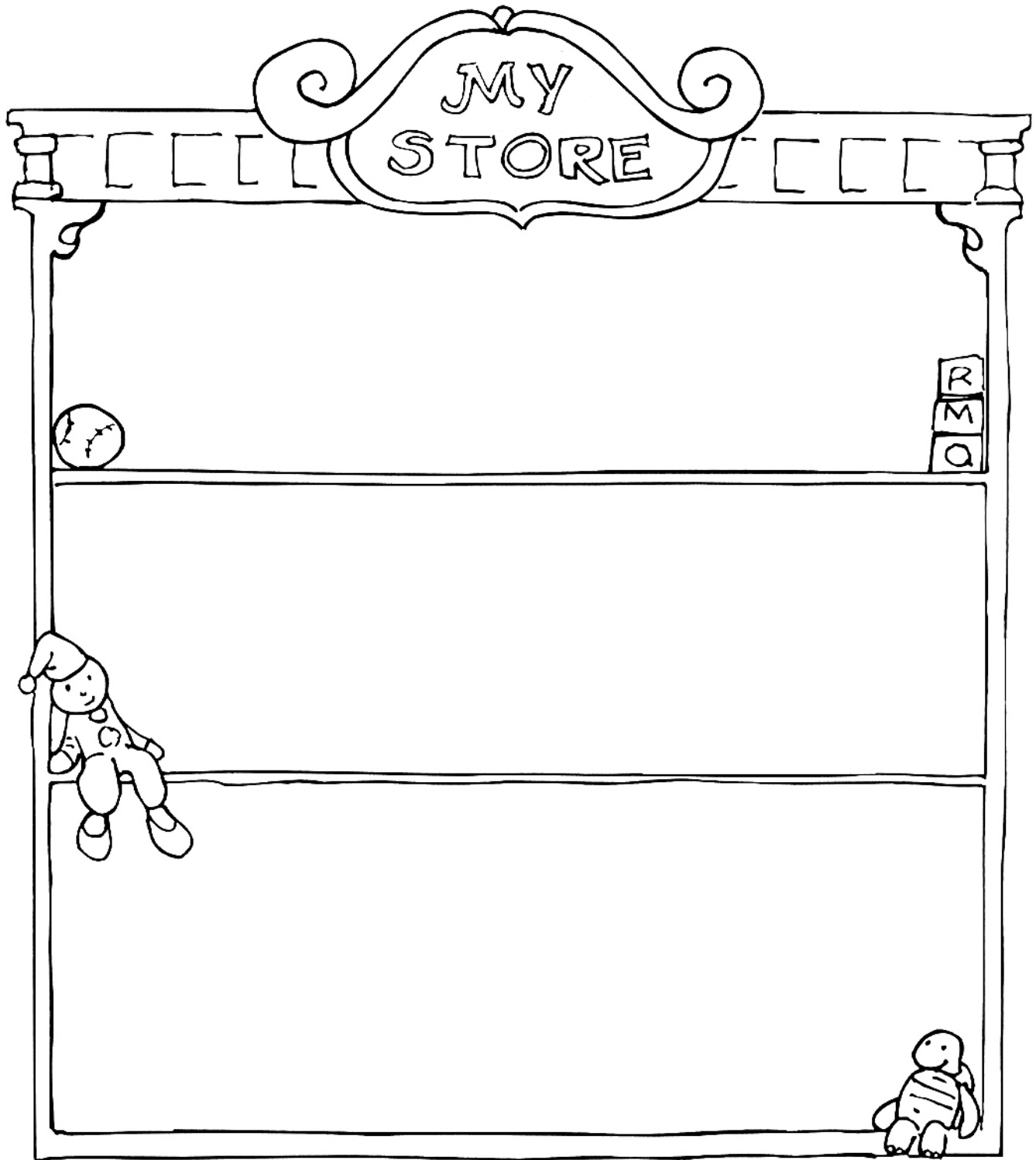
Directions: Color the items that you would like to put on your store shelves. Cut them out and paste them on the shelves in your store. Write the price of each near its picture. If you need more shelves, make additional copies of page 28.

Activity 18: Make Your Own Clock

Make a clock: 1. Print this page on heavy paper. 2. Cut out the clock and the two hands. 3. Fasten the two hands using a paper fastener. (Alternate: use regular paper and paste it onto a paper plate.)
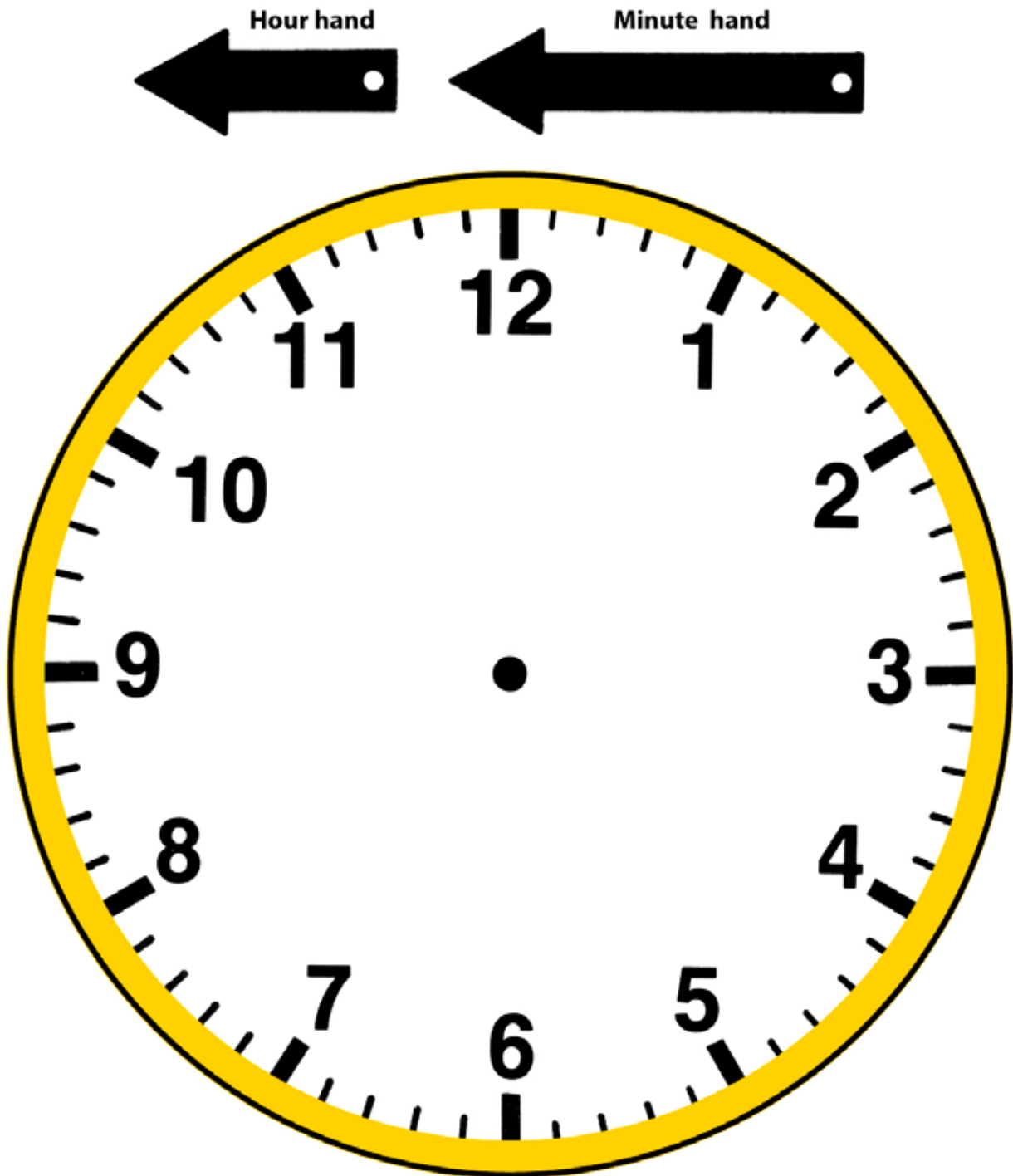
Activity 19: What Time is It?

Set the hands: Move the hands of the clock to show each of the digital clock times. Have someone check that the hands are pointing correctly.
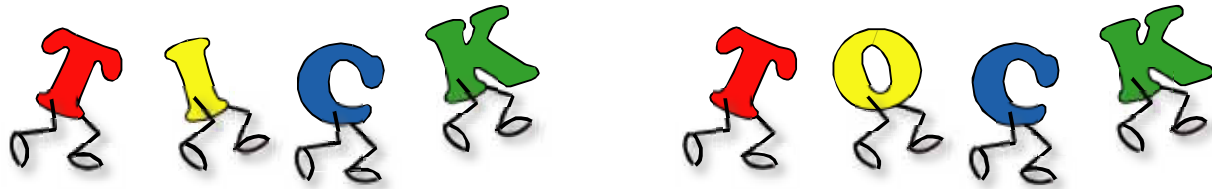
Digital Clock
12:00
12:30
1:15
2:45
6:30
5:45
3:00
4:30
7:45
8:00
9:30
10.45
11:30
12:15
2:15
3:34
4:45
5:00
6:00

Activity 20: Design Your Own Calendar Page

Adapted from No. 017 *My Own Book of Feelings*, p17 ♥ Linda & Al Silbert ♥ www.StrongLearning.com

MONTH _____ YEAR _____

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY

Time Facts: 1 minute = 60 sec   1 hour = 60 min   1 day = 24 hours   1 week = 7 days   1 year = 12 months

Trivia: Were does the word "month" comes from? A month is based on the time it takes the moon to go around the earth once. So, if you want, you can pronounce it "moonth."

Directions: Fill in the days of the month using a calendar showing this month. Write or draw a picture in the box for each special day.

Activity 21: Counting Pennies Without Counting!

Advanced activity:

Kids love to collect pennies. They also love to cash them in when the piggy bank is full. Here's a way to count pennies by weighing them.

Don't panic. This part is difficult, so the brackets have all the answers for you. But, if you can, you might like to use your own numbers.

a. Count the number of pennies on the balance or scale. [I used 20 pennies for this example.]

b. Measure their weight (or mass). [52.3 grams, which equals 1.8448 ounces.]

c. Divide the number of ounces by the number of pennies to find the number of ounces of one penny.
[1.8448 ounces divided by 20 pennies = 0.09224 ounces per penny.]

Now you can count your own pennies by weighing them. It's not too difficult. All you need is a scale, such as a kitchen scale, which measures in pounds and ounces (or grams, if you'd like. I'll use pounds and ounces for this example).

1. Weigh all your pennies. Total weight = _____ pounds and _____ ounces.

2. Since there are 16 ounces in a pound, multiply the number of pounds by 16, and add the number of ounces. Total weight in ounces = _____ .

3. Divide the answer in 2. By the number of ounces per penny. That is

_____ (your answer from 2.) divided by 0.09224 (ounces per penny).

4. Round this answer to the nearest whole number. You have _____ pennies.

Congratulations, you just found the number of pennies without counting.

Just for fun, if you'd like, you can check that you are correct by counting the pennies. Depending on how accurate the scale is, the number might not be exact, but it should be pretty close. Have fun. (* Approximate because the metal composition of pennies keeps changing.)

More resources

Get help with reading and other homework. Sign up for the free mini-book, "Top 25 Homework Tips" at http://drlindasblog.com/sign-up You'll also receive quick easy-to-read weekly tips to help your child with everything from phonics to test-taking to study-skills. Plus the monthly "School Success Newsletter," and the first chapter of our book, "Why Bad Grades Happen to Good Kids."

For information, stories, and articles about School Success for your child, go to http://DrLindasBlog.com. Leave your comments too. We love to hear from you. Join my School Success community.

To sign up for future TeleWebcasts and other School Success events, go to http://DrLindasBlog.com

For private tutoring and educational products, go to http://www.StrongLearning.com Telephone: 1-888-3STRONG

Other important resources:

International Dyslexia Association (IDA) Learn about remediation options http://www.interdys.org

The Learning Disabilities Association of America (LDA) Learn about learning disabilities and remediation options http://www.LDANatl.org/

Children and Adults with Attention Deficit Disorder (CHADD) Learn about attention deficit disorder and remediation options http://www.chadd.org

ADDitude magazine online offers comprehensive resources for parents whose children have ADHD. Includes monthly articles by experts such as Dr. Edward Hallowell, school success tips, parenting strategies, information on learning disabilities, a forum where you can chat with other parents, and blogs. You can sign up to get email alerts for new articles, news and information. http://www.additudemag.com

We appreciate your feedback. Linda@StrongLearning.com

Recommended Resources for Parents & Teachers

Click on links to view details & reviews. Free shipping on orders over $25 from Amazon.com

[Why Bad Grades Happen to Good Kids](), by Linda Silbert, PhD and Alvin J. Silbert, EdD ~~$13.95~~ Price: **$10.67** Save: $3.28 (24%)

"Why do bad grades happen to good kids? ... All I can say is look no further than this wonderful book. It doesn't matter what type of grades your child has achieved - this book is just one of those things you should read regardless of anything else. It makes you think and see problems so much more clearly then you did before." "A well-written book with a bright intriguing cover, packed with useful advice to cherish and share with others."

[Overcoming Dyslexia: A New and Complete Science - Based Program for Reading Problems at Any Level]() by Sally Shaywitz M.D. ~~$16.95~~ Price: **$11.53** Save: $5.42 (32%)

Yale neuroscientist Shaywitz demystifies the roots of dyslexia (a neurologically based reading difficulty affecting one in five children) and offers parents and educators hope that children with reading problems can be helped. Shaywitz's groundbreaking work builds an important bridge from the laboratory to the home and classroom.
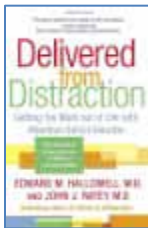
[Delivered from Distraction: Getting the Most out of Life with Attention Deficit Disorder]() by Edward M. Hallowell M.D.& John J. Ratey M.D. ~~$15.00~~ Price: **$10.20** Save: $4.80 (32%)

... personal testimony regarding adult Attention Deficit Disorder (ADD) as well a very readable presentation of the latest research in the field. Defining ADD as a collection of traits, some positive, some negative, the authors intend to encourage those who have this condition or are raising children with it and advise on how to maximize their abilities and minimize characteristics that may hinder them at school or work. An excellent resource.
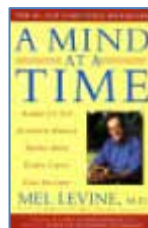
[A Mind at a Time]() by Mel Levine $15.00 Price: $8.94 Save: $6.06 (40%)

Recognizing each child's intellectual, emotional, and physical strengths--and teaching directly to these strengths--is key to sculpting "a mind at a time." Based on his work with children who have learning or behavioral problems, Levine has isolated eight areas of learning (the memory system, the language system, the spatial ordering system, the motor system, etc.). ...describing how each type of learning works and advises parents and teachers on how to help kids struggling in these areas. a must-read for parents and educators who want to understand and improve the school lives of children.

# Recommended Resources for Kids

Click on links to view details & reviews.

Improve Reading, Writing, Math & Study Skills

[Improve Your Study Skills-5 Book Assortment](#) by Linda Silbert, PhD and Alvin J. Silbert, EdD $39.90 Price: **$31.92** Save: $7.98 (20%) (available from StrongLearning.com)

These interactive "how-to" books give students–12 and older–the tools to improve their study skills, reading, memory, writing and math skills. Grades will soar when students use these fun-to-use "how-to" books. They'll develop learning skills that increase their confidence and self-esteem. Easy-to-learn techniques and hands-on exercises from real-life situations.

Improve Math Skills
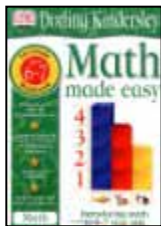
[Math Made Easy: First Grade Workbook](#) by DK Publishing $14.99 Price: **$10.19** Save: $4.80 (32%)

First Grade: Provides practice at all the major topics for Grade 1 with emphasis on addition and subtraction concepts. Includes a review of Kindergarten topics and a preview of topics in Grade 2.
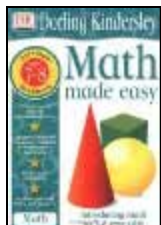
[Math Made Easy: Second Grade Workbook](#) by DK Publishing $14.99 Price: **$10.19** Save: $4.80 (32%)

Second Grade: Provides practice at all the major topics for Grade 2 with emphasis on addition and subtraction of larger numbers. Includes a review of Grade 1 topics and a preview of topics in Grade 3. Includes Times Tables practice.

[Math Made Easy: Third Grade Workbook](#) by DK Publishing $14.99 Price: **$10.19** Save: $4.80 (32%)

Third grade: Provides practice at all the major topics for Grade 3 with emphasis on basic multiplication and division facts. Includes a review of Grade 2 topics and a preview of topics in Grade 4. Includes Times Tables practice.
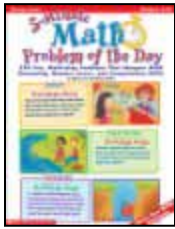
[5-Minute Math Problem of the Day: 250 Fun, Multi-Step Problems That Sharpen Math Reasoning, Number Sense, and Computation Skills](#) ~~$11.99~~ Price**: $9.59** Save: $2.40 (20%)

Chock-full of problems to help your students exercise essential problem-solving skills every day of the year. These fun, multi-step problems will save you time and fuel your students' interest in: whole number concepts and operations, decimals, fractions, measurement, geometry, and more! Leveled to meet a range of abilities. Reproducible.
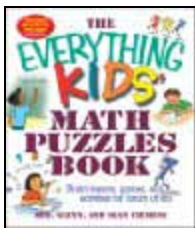
[The Everything Kids' Math Puzzles Book: Brain Teasers, Games, and Activities for Hours of Fun](#) (Everything Kids Series) Price: **$7.95**

Who knew that math could be so cool? Crammed with games, puzzles, and trivia, The Everything® Kids' Math Puzzles Book puts the fun back into playing with numbers! If you have any fear of math—or are just tired of sitting in a classroom—The Everything® Kids' Math Puzzles Book provides hours of entertainment. You'll get so caught up in the activities you won't even know you're learning!

Improve Reading Skills
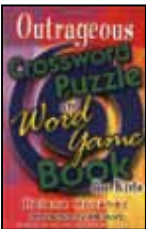
[The Outrageous Crossword Puzzle and Word Game Book for Kids](#) by Helene Hovanec & Will Shortz Price: **$7.95**

This brand-new collection of word searches, fill-in-the-blanks, crossword puzzles, and word scrambles is just for you! Full of riddles and jokes, these puzzles are not only fun, but funny, too. A special introduction by Will Shortz, the crossword editor of The New York Times, points out just how fun these games can be.
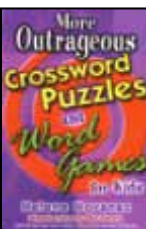
[More Outrageous Crossword Puzzles and Word Games for Kids](#) by Helene Hovanec & Will Shortz. Price: **$7.95**

This second collection features zany crossword puzzles and awesome word games by acclaimed children's puzzle book author Helene Hovanec is chock-full of fun. With plenty of riddles and puns, kids will groan happily while solving a diverse range of puzzles. NY Times crossword puzzle editor Will Shortz writes a funny introduction to begin the book, followed by a special tricks of the trade primer designed to help kids solve each and every puzzle.

[Goofy Mad Libs](#) by Roger Price. Price: **$3.99**

Be your own comedy writer! The idea is simple. Someone asks for a part of speech: a verb, a noun, an adjective, or an adverb. We've included definitions and examples of the parts of speech in case you've forgotten. Players call out their ideas to fill in the blanks and in the end, you have a story reeling from one silly sentence to another until nothing makes sense. That's what you call a Mad Lib®, the world's greatest word game. Players have been howling with friends or laughing all to themselves for over 35 years!

[Best of Mad Libs](#) by Roger Price. Price: **$6.99**

A hilarious way to read, write, and giggle. Over the last 50 years, Price Stern Sloan has published hundreds and hundreds of Mad Libs stories. Come fill out over 125 of the funniest ones in this deluxe oversize edition. This book also includes a history of the game as told by the creator Leonard Stern (complete with pictures) and stories filled out by today's hottest stars!

[The Library of Children's Song Classics](#) by Amy Appleby ~~$24.95~~ Price: **$16.47** Save: $8.48 (34%)

An illustrated volume of storybook, and holiday songs, lullabies, marches, and rounds. Easy-to-read lyrics, piano arrangements, and guitar chords. Includes Simple Simon, This Old Man, and Take Me Out To The Ballgame.
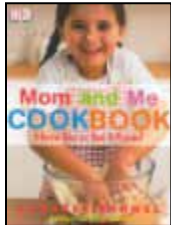
[Mom and Me Cookbook](#) by Annabel Karmel ~~$12.99~~ Price: **$9.35** Save: $3.64 (28%)

With basic cooking techniques and tips, simple first recipes, and tasty, nutritious meal ideas, Annabel Karmel's new family cookbook helps children ages three and up work with their parents to prepare a yummy array of favorite foods.

[The Complete Book of Origami: Step-by Step Instructions in Over 1000 Diagrams](#) by Robert J. Lang ~~$12.95~~ Price: **$9.32** Save: $3.63 (28%)

Create timeless figures with clear, step-by-step instructions, helpful diagrams. Simple to advanced objects: cube, parrot, rabbit, seagull, cuckoo clock, rocket, mouse, elephant, violinist, Viking ship, more.
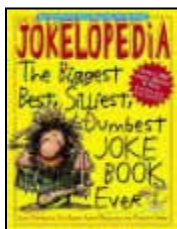
[Jokelopedia: The Biggest, Best, Silliest, Dumbest Joke Book Ever](#) by Ilana Weitzman ... ~~$11.95~~ Price: **$8.60** Save: $3.35 (28%)

Jokelopedia is the mother of all joke books—an all-encompassing, gut-busting collection of more than 1,700 jokes for every occasion. 59 elephant jokes, including Why are elephants banned from public swimming pools They always drop their trunks. Dozens of knock-knock jokes, like Knock, knock./ Who's there?/Raven./Raven who?/Raven lunatic who wants to knock your door down!

[DC Super Heroes: The Ultimate Pop-Up Book](#) DC Comics (Author), Matthew Reinhart ~~$29.99~~ Price: **$19.79** Save: $10.20 (34%)

Pop-up engineer Matthew Reinhart celebrates the history, heroes, and villains of the DC Universe in this ultimate 3-D masterpiece! Bursting with over 25 impressive pop-ups, this deluxe format features a variety of unique novelty elements-including a light-up Bat-Signal, a cosmic Justice League of America battle scene, a twirling Lasso of Truth, and a transparent Invisible Jet!