

· Photos: AP, Pittsburgh Post-Gazette

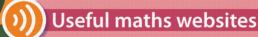


the magic!

Top tips for learning maths

O be good at maths, you need to spend a lot of time doing exercises so you must learn to be patient. Here are some other essential tips.

- 1. Master the main ideas: you cannot answer hard questions until you master the basics.
- 2. Listen carefully to your teacher: take notes and ask questions if you do not understand.
- 3. Do lots of maths exercises: the more you practise, the better you become.
- 4. Examine your mistakes: go through your calculations to see where you went wrong.
- 5. Get help from older people: you can ask a parent, a brother, an uncle, etc.
- 6. Do arithmetic quickly in your head: memorise multiplication tables, adding single-digit numbers, etc.
- 7. Search the internet for help: see below for website recommendations.



Cool maths trick

THE nine times table is hard but you can do this clever trick to work it out.



- 1 Hold up your hands and number them 1-10 from left to right.
- 2 Fold the finger you want to multiply 9 by. In this example, '7' is folded.
- Count the number of fingers to the left and right of the folded finger and put the numbers together. In the picture, there are six fingers to the left and three fingers to the right of the folded one. So the answer to 9x7 is 63!







Easy Sudoku

SUDOKU is a numbers puzzle that trains logical thinking, improves your memory and increases your concentration. Try it!

Rules: Fill in the numbers 1-4 only once. Do it for every row, column and 2x2 box.



Answers on P12

Khan Academy

A free, non-profit website for doing maths exercises, which also monitors your progress.



Multiply with partial products (2-digit numbers)		Go to lesson p
Use partial products to multiply 39 × 92.		
30		
×92		
18 2×9 oven		
60 2×3 mm		
90 × 9 ones		
+2,700 90 × 3 tens		
Stack? Use a bloc.	Report a problem	

Math Game Time

All maths games are free and cover all primary levels.



Math Playground

This has many free games that cover arithmetic, algebra, fractions and geometry.







