Engaging Books to Creatively Inspire a Love of Math

Address Learning Gaps for Kids Grades 3-8

What Teachers Are Saying:

- "They're so visually appealing and colorful."
- "A lot of these books would be perfect for the school library or for the class math library, and for extra reading or project work . . . they give more context to the subject."
- "They have condensed content that is easy to follow."



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DK Learning

Grade 3		How to Be Good at Math Tre Implement visual sub	HELP YOUR KIDS WITH				Wizard	MATH MACH	SUPER SIMPLE	DS 2+3+5+1-2=9 Visual Guide to Math
Domain	Standard	How to Be Good at Math	Help Your Kids with Math	What's the Point of Math?	The Incredible Math Games Book	Go Figure!	How to Be a Math Wizard	Math Maker Lab	THE CONTENTS BIT FAST TITLE CONT Super Simple Math Math Dictionary	Visual Guide to Math
Operations and Algebraic Thinking	Represent and solve problems involving multiplication and division.	3.0A.A.1: 98; 102 3.0A.A.2: 128–129 3.0A.A.3: 3.0A.A.4	3.0A.A.1: 18; 19 3.0A.A.2: 22–23	3.G.A.1: 130–131			3.0A.A.1: 48 3.0A.A.2: 50–53 3.0A.A.3: 74–75			3.0A.A.1: 50; 51; 56; 64 3.0A.A.3: 52–55
	Understand properties of multiplication and the relationship between multiplication and division.	3.0A.B.5: 154–155 3.0A.B.6:130; 131–133 (up to 10x10); 134								3.0A.B.6: 57
	Multiply and divide within 100.	3.0A.C.7: 104–106; 132–133 (only up to 10 times table — not 12)			3.0A.C.7: 27-34; 43-46	3.0A.C.7: 13 (hand trick for 9x); 86 (high fives)	3.0A.C.7: 49; 76–77	3.0A.C.7: 18–21; 21–25 (can be used for any operations)		3.0A.C.7: 60-63
	Solve problems involving the four operations, and identify and explain patterns in arithmetic.	3.0A.D.8: 24 3.0A.D.9: 107; 135; 152	3.0A.D.8: 66–68; 70 3.0A.D.9: 19; 23			3.0A.D.9: 87 (short division)				3.0A.D.9: 58-59
Number and Operations in Base 10	Use place value understanding and properties of operations to perform multi-digit arithmetic.	3.NBT.A.1: 26 (10 and 100) 3.NBT.A.2: 83–85; 91–92;94–97 3.NBT.A.3: 108 (multiplying by 10); 109 1: 26	3.NBT.A.2: 16-17 3.NBT.A.3: 19	3.NBT.A.1: 88–89		3.NBT.A.1: 86 (rounding off)	3.NBT.A.3: 44-47		3.NBT.A.2: 12; 20 3.NBT.A.3: 15	3.NBT.A.3: 66–67
Number and Operations — Fractions	Develop understanding of fractions as numbers.	3.NF.A.1: 40 3.NF.A.3: 44–46; 48–49	3.NF.A.2: 48–49 3.NF.A.3: 51	3.NF.A.1: 32	3.NF.A.1: 9–10; 35–40		3.NF.A.1: 13 (fractions part); 16–17	3.NF.A.1: 38–41	3.NF.A.1: 46	3.NF.A.1: 68–71 3.NF.A.3: 72–73
Measurement and Data	Solve problems involving the four operations, and identify and explain patterns in arithmetic.	3.MD.A.1: 192–193; 196 3.MD.A.2:178–179; 182–184	3.MD.A.1: 30–32 (not the 24–hour part) 3.MD.A.2: 28	3.MD.A.1: 10–11; 56–59			3.MD.A.1: 80–81; 122–125	3.MD.A.2: 110–113		3.MD.A.1: 90 3.MD.A.2: 74–85
	Represent and interpret data.	3.MD.B.3: 282–291	3.MD.B.3: 202–203 (bar & pict); 206–207; 212–213; (but more basic for 3rd grade)				3.MD.B.3: 110–111; 128–129		3.MD.B.3: 226–229	3.MD.B.3: 116–121
	Geometric measurement: understand concepts of area and relate area to multiplication and to addition.		3.MD.C.7: 133 (square and rectangle with whole number side lengths)						3.MD.C.7: 73 (area) 3.MD.D.8: 73 (perimeter)	
	Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.									
Geometry	Reason with shapes and their attributes.	3.G.A.1: 218	3.G.A.1: 130–131		3.G.A.2: 11–16	3.G.A.1: 56–57			3.G.A.1: 38	3.G.A.1: 105
Mathematical Practices		5: 156–157		4: 6-7 5: 104		1, 2, 6, 7: 26–27	7: 30–33	5: 136–139		



Grade 4		How to Be Goodat Math The singlet-ever visual guide	HELP YOUR KIDS WITH			WIZERCE			Visual Guide to Math
Domain	Standard	How to Be Good at Math	Help Your Kids with Math	What's the Point of Math?	Go Figure!	How to Be a Math Wizard	Math Maker Lab	Super Simple Math Math Dictionary	Visual Guide to Math
Operations and Algebraic Thinking	Use the four operations with whole numbers to solve problems.	4.0A.A.1: 100 4.0A.A.2: 4.0A.A.3:							
	Gain familiarity with factors and multiples.	4.0A.B.4: 28-35; 101	4.0A.B.4: 20; 26-27	4.0A.B.4: 74-75	4.0A.B.4: 40-41			4.0A.B.4: 23-25	
	Generate and analyze patterns.	4.0A.C.5: 14–17		4.0A.C.5: 66–67; 79	4.0A.C.5: 32–33; 44–45	4.0A.C.5: 38–39; 104–105	4.0A.C.5: 56-61	4.0A.C.5: 265–266 (simple ones only and not called arithmetic or geometric)	
Number and Operations in Base 10	Generalize place value understanding for multi-digit whole numbers.	4.NBT.A.1 4.NBT.A.2: 22 4.NBT.A.3: 27							
	Use place value understanding and properties of operations to perform multi-digit arithmetic.	4.NBT.B.4: 4.NBT.B.5: 110–11; 112–113 (called an area model in the US — not the grid method)	4.NBT.B.5: 21 (the box method part — called area model in US)						
Number and Operations — Fractions	Extend understanding of fraction equivalence and ordering.	4.NF.A.1: 45; 46 4.NF.A.2: 50–51	4.NF.A.2: 52					4.NF.A.2: 38	
	Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers.	4.NF.B.3: 42-43	4.NF.B.3: 50					4.NF.B.3: 47	
	Understand decimal notation for fractions, and compare decimal fractions.	4.NF.C.5: 75 (not exact, but best fit) 4.NF.C.7: 60		4.NF.C: 33	4.NF.C.6: 10-11			4.NF.C.6: 11	
Measurement and Data	Solve problems involving measurement and conversion of measurements from a larger unit to a smaller unit.	4.MD.A.1: 160–162; 188–191 (not convert- ing between metric and imperial) 4.MD.A.2: 47, 93; 163; 197; 200–201 4.MD.A.3: 164–171; 176–177				4.MD.A.1: 20-23; 86-87 4.MD.A.3: 22; 106-107	4.MD.A.2: 90–97	4.MD.A.1: 66; 68 (metric only) 4.MD.A.3: 74 (rectangle)	
	Represent and interpret data.						4.MD.B.4: 157		
	Geometric measurement: understand concepts of angles and measure angles.	4.MD.C.5a: 230–233 4.MD.C.6: 238–239 4.MD.C.7: 234–235; 242–243	4.MD.C.5a: 84–85 4.MD.C.6: 83 (protractor)	4.MD.C.5: 50-53		4.MD.C.5a: 134–135	4.MD.C.5: 100–105 4.MD.C.6: 32–37	4.MD.C.6: 34 4.MD.C.7: 31	
Geometry	Draw and identify lines and angles, and classify shapes by properties of their lines and angles.	4.G.A.1: 204–211; 232–234 4.G.A.2: 212–217 4.G.A.3: 256–257	4.G.A.1: 86 4.G.A.2: 116–117; 134–135 4.G.A.3: 88 (just reflective part)	4.G.A.2: 42-43 4.G.A.3: 40-41	4.G.A.2: 54–55 4.G.A.3: 68–69	4.G.A.1: 90-93 4.G.A.3: 70-71	4.G.A.1: 150–156 4.G.A.3: 44–47	4.G.A.1: 30 4.G.A.2: 36 4.G.A.3: 35 (line, not rotation)	
Mathematical Practices		1: 176–177 7: 252–253	5: 83 7: 90–91				5: 32–37		4.G.A.1: 103 4.G.A.3: 113



Grade 5		How to Be Goodat Math	HELP YOUR KIDS WITH	MATH?	FIGURE!			SMITH SONIAN	Visual Guide to Math
Domain	Standard	How to Be Good at Math	Help Your Kids with Math	What's the Point of Math?	Go Figure!	How to Be a Math Wizard	Math Maker Lab	Super Simple Math Math Dictionary	Visual Guide to Math
Operations and Algebraic Thinking	Analyze patterns and relationships.	5.0A.B.3: 248-249		5.0A.B.3: 70-72			5.0A.B.3: 26–31		
Number and Operations in Base 10	Understand the place value system. Perform operations with multi-digit whole numbers	5.NBT.A.1: 5.NBT.A.2: 108; 136 5.NBT.A.3: 5.NBT.A.4: 61 5.NBT.B.5: 114–125	5.NBT.A.4: 71 (just the rounding part, not significant figures) 5.NBT.B.5: 21	5.NBT.A.2: 77 (large numbers part)		5.NBT.A.3: 88–89; 126–127		5.NBT.A.2: 15; 115 5.NBT.A.4: 90 5.NBT.B.5: 21	
	and with decimals to hundredths.	5.NB1.B.6 5.NBT.B.7: 62–63; 87 (decimals part)	J.ND1.D.7. 44-43					5.NBT.B.6: 21 (division)	
Number and Operations — Fractions	Use equivalent fractions as a strategy to add and subtract fractions.	5.NF.A.1: 52–53	5.NF.A.1: 53					5.NF.A.1: 49	
	Apply and extend previous understandings of multiplication and division to multiply and divide fractions.	5.NF.B.4: 54–55	5.NF.B.4: 54					5.NF.B.3: 50 5.NF.B.4: 51	5.NF.B.5: 50
Measurement and Data	Convert like measurement units within a given measurement system.	5.MD.A.1: 163; 185							
	Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition.					5.MD.C.5: 68–69		5.MD.C.5b: 82	
Geometry	Graph points on the coordinate plane to solve real-world and mathematical problems.	5.G.A.1: 248-249		5.G.A.1: 60-61; 63		5.G.A.2: 112-115		5.G.B.3: 37	
	Classify two-dimensional figures into categories based on their properties.	5.G.B.3: 244-245							
Mathematical Practices					1: 48–49 7: 46–47				



Grade 6		How to Be Goodat Math Tre strate or visual guide			FIGURE!	HOW TO BE A Wizard	MATH MATH MACE MATH MACE MACE MACE MACE MACE MACE MACE MACE		Visual Guide to Math
Domain	Standard	How to be good at Math	Help your kids with Math	What's the point of Math?	Go Figure!	How to be a Math Wizard	Math Maker Lab	Super Simple Math Math Dictionary	Visual Guide to Math
Ratios and Proportional Relationships	Understand ratio concepts and use ratio reasoning to solve problems.	6.RP.A.1: 70 6.RP.A.3c: 64–67; 70; 74–76	6.RP.A.1: 56-57 6.RP.A.3b: 29 (speed) 6.RP.A.3c: 60-61; 64-65	6.RP.A.3c: 28–29			6.RP.A.1: 106–109 6.RP.A.3b: 90–97 (also averages and angles) 6.RP.A.3c: 113	6.RP.A.1: 158 6.RP.A.2: 162 6.RP.A.3c: 54–57 6.RP.A.3d: 158	
The Number System	Apply and extend previous understandings of multiplication and division to divide fractions by fractions.	6.NS.A.1: 56-67	6.NS.A.1: 55					6.NS.A.1: 52–53	
	Compute fluently with multi–digit numbers and find common factors and multiples.	6.NS.B.2: 140–147 6.NS.B.4: 28 (common factors part); 29–31 6.NS.B.3: 150	6.NS.B.2: 24-25				6.NS.B.3: 125	6.NS.B.2: 18 6.NS.B.3: 13 6.NS.B.4: 26–27	
	Apply and extend previous understandings of numbers to the system of rational numbers.	6.NS.C.5: 187 6.NS.C.6: 18 (What are + and – numbers part); 250	6.NS.C.6: 34–35 (Number line part); 92	6.NS.C.6: 24–26; 62 (negative coordinates)		6.NS.C.1: 13 (neg numbers part)	6.NS.C.6: 48–49 (also symmetry)	6.NS.C.6: 144	
Expressions and Equations	Apply and extend previous understandings of arithmetic to algebraic expressions.	6.EE.A.1: 36; 39 6.EE.A.2c:308-309 6.EE.A.3: 302-303	6.EE.A.1: 36; 168 6.EE.A.2a: 172–173 6.EE.A.2c: 155 (LINK to 6.G.A.3); 157 (LINK to 6.G.A.4)		6.EE.A.1: 36-37			6.EE.A.1: 22; 95 6.EE.A.2a: 96 6.EE.A.2c: 28–29; 97; 109	
	Reason about and solve one–variable equations and inequalities.	6.EE.B.6: 304–305	6.EE.B.8: 198					6.EE.B.7: 130–131	
Geometry	Solve real–world and mathematical problems involving area, surface area, and volume.	6.G.A.1: 172–175 6.G.A.2: 180–181 6.G.A.3: 251 6.G.A.4: 228–229	6.G.A.1: 122–123; 132–133 6.G.A.2: 155 (rectangular prism only & LINK to 6.EE.A.2c() 6.G.A.4: 157 (rectangular prism only & LINK to 6.EE.A.2c)			6.G.A.4: 60–65	6.G.A.4: 114–117; 118–124	6.G.A.1: 74–75 6.G.A.4: 86 (surface area)	6.G.A.4: 108–109
Statistics and Probability	Develop understanding of statistical variability.		6.SP.A.2: 220	6.SP.B.5c: 90-101				6.SP.A.1: 223	
	Summarize and describe distributions.	6.SP.B.5a: 271 6.SP.B.5c: 276–281	6.SP.B.5: 214–215; 222–223			6.SP.B.5c: 130–131		6.SP.B.4: 237–238; 241 6.SP.B.5c: 231	
Mathematical practices		1: 174–175					1: 50–55		



Grade 7		How to Be Goodat Math	HELP YOUR KIDS WITH	MATH?		Wizard	SMITHSONIAN MARTH MARER 4	B SMITHSONIAN
Domain	Standard	How to be good at Math	A UNEQUE STIP-IPI STIP VISUAL QUICE	What's the point of Math?	Go Figure!	How to be a Math Wizard	Math Maker Lab	те остакте ите таке токое сони Super Simple Math Math Dictionary
Ratios and Proportional Relationships	Analyze proportional relationships and use them to solve real–world and mathematical problems.	7.RP.A.3: 68; 71; 75	7.RP.A.2: 58 7.RP.A.3: 59, 62–63; 74–75	7.RP.A.3: 30–31; 73 (interest)				7.RP.A.2: 160 7.RP.A.2b: 162 7.RP.A.2d: 166 (direct only) 7.RP.A.3: 55; 58–60; 63; 164; 165
The Number System	Apply and extend previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.	7.NS.A.1: 18	7.NS.A.1: 34–45 (+/–/x/div parts)	7.NS.A.1: 26–27 7.NS.A.2b: 20–21				7.NS.A.1: 14
Expressions and Equations	Use properties of operations to generate equivalent expressions.		7.EE.A.1: 174 (linear only)					7.EE.A.1: 99; 101
	Solve real–life and mathematical problems using numerical and algebraic expressions and equations		7.EE.B.3: 69 7.EE.B.4a: 180–181 7.EE.B.4b: 199					7.EE.B.4: 132 7.EE.B.4b: 154–155
Geometry	Draw, construct and describe geometrical figures and describe the relationships between them.	7.G.A.1: 72–73 7.G.A.3: 226	7.G.A.1: 106–107 7.G.A.3: 152–153	7.G.A.3: 42–44	7.G.A.3: 42-44		7.G.A.1: 62–67; 126–129 7.G.A.2: 78–81; 82–87; 130–132; 140–143; 144–149	7.G.A.1: 80; 182; 163 (link to ratio) 7.G.A.2: 192 7.G.A.3: 76; 84; 86 (surface area)
	Solve real–life and mathematical problems involving angle measure, area, surface area, and volume.	7.G.B.4: 220–21	7.G.B.4: 140–143 7.G.B.5: 87 7.G.B.6: 152–153 (not sphere and cone); 156	7.G.B.4: 54	7.G.B.4: 42–43; 62–63 7.G.B.6: 58–59	7.G.B.4: 98–99		7.G.B.5: 40 7.G.B.6: 83
Statistics and Probability	Use random sampling to draw inferences about a population.							7.SP.A.1: 224–225
	Investigate chance processes and develop, use, and evaluate probability models.	7.SP.C.5: 296–297 7.SP.C.8: 298–299	7.SP.C.5: 230–231 7.SP.C.8: 232–239	7.SP.C.8: 112–115	7.SP.C.5: 76–77	7.SP.C.5: 18–19	7.SP.C.5: 133	7.SP.C.5: 209 7.SP.C.8: 210–214
Mathematical practices								2: 78

DK Learning

Grade 8		How to Be Goodat Math	HELP YOUR KIDS WITH		FIGURE!		Visual Guide to Math
Domain	Standard	How to be good at Math	Help your kids with Math	What's the point of Math?	Go Figure!	Super Simple Math Math Dictionary	Visual Guide to Math
The Number System	Know that there are numbers that are not rational, and approximate them by rational numbers.		8.NS.A.2: 39	8.NS.A.1: 54–55	8.NS.A.1: 34–35	8.NS.A.1: 122	
Expressions and Equations	Work with radicals and integer exponents.	8.EE.A.2: 38	8.EE.A.2: 37–38 8.EE.A.4: 42–43 (called Scientific notation in the US)	8.EE.A.1: 73		8.EE.A.1: 117–119 8.EE.A.2: 116 8.EE.A.4: 126–128	
	Understand the connections between proportional relationships, lines, and linear equations.		8.EE.B.6: 182–185			8.EE.B.5: 246; 250	
	Analyze and solve linear equations and pairs of simultaneous linear equations.		8.EE.C.8: 186–189			8.EE.C.7b: 133 8.EE.C.8b: 134–135 8.EE.C.8c: 136; 152	
Functions	Define, evaluate, and compare functions. Use functions to model relationships between quantities.		8.F.A.3: 93 (equation of a line)			8.F.A.1: 252; 111 8.F.A.3: 146–147 8.F.B.5: 251	
Geometry	Understand congruence and similarity using physical models, transparencies, or geometry software.	8.G.A.3: 260–265	8.G.A.2: 120–121 8.G.A.3: 98–105 8.G.A.4: 125 8.G.A.5: 126	8.G.A.4: 44–45 8.G.A.5: 52	8.G.A.5: 52–53	8.G.A.2: 188–189 8.G.A.3: 174–176; 178 8.G.A.4: 190 8.G.A.5: 32–33; 39; 41	8.G.A.3: 112
	Understand and apply the Pythagorean Theorem.		8.G.B.7: 128–129	8.G.B.1: 121	8.G.B.7: 52–53; 55 (Q4)	8.G.B.6: 196 8.G.B.8: 148	
	Solve real–world and mathematical problems involving volume of cylinders, cones and spheres.		8.G.C.9: 155 (sphere and cones); 157 (spheres and cones)			8.G.C.9: 85; 87–88 (volume only)	
Statistics and Probability	Investigate patterns of association in bivariate data.		8.SP.A.1: 226–227			8.SP.A.1: 243–244 8.SP.A.4: 219	

