

## Specific Educational Benefits of Tangram Smart

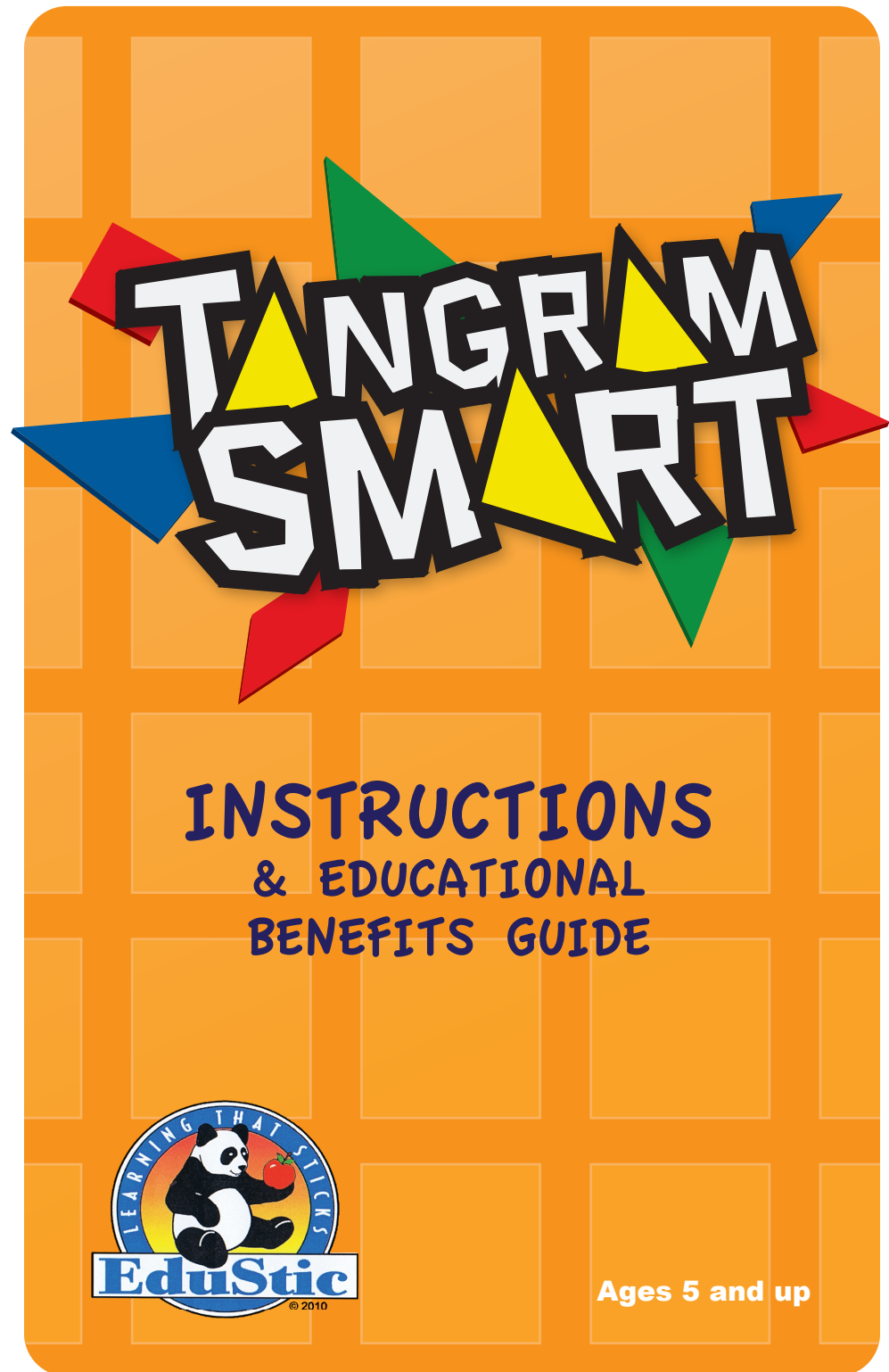
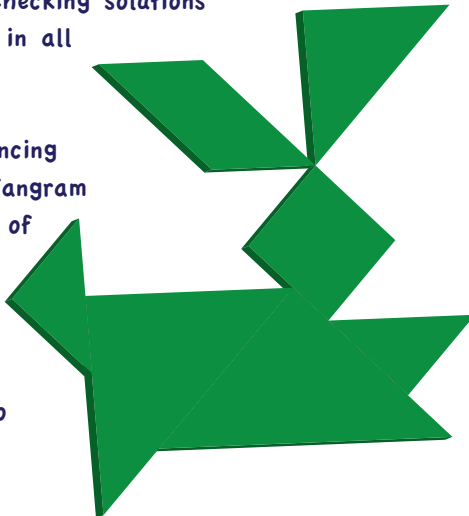
We at EduStic like to use the acronym “**SOAP**” to summarize the benefits of our products. **SOAP** stands for Speed, Organization, Accuracy, and Proficiency. All math subjects require the four skills of **SOAP** for success. Tangram Smart develops these skills in the following ways:

**SPEED** is important in all math problem solving. Tangram Smart helps children develop speed in a way that is engaging and fun, by competing against each other in a race with other players, or by playing independently to improve their own skills.

**ORGANIZATION** is crucial for success in mathematics. Players of Tangram Smart must be neat and organized in order to build each design. Players also easily manage and check that all pieces are put away by using the dual-purpose storage sheet-playing board. With each game, players will learn better organizational skills.

**ACCURACY** is essential in all aspects of mathematics. In Tangram Smart, players can easily self-check by comparing their solutions to the flipchart. Checking solutions for accuracy is a necessary skill in all branches of mathematics.

**PROFICIENCY** is vital in advancing to higher mathematical studies. Tangram Smart has three different groups of objects that not only challenge but also help develop mastery of the game. As players improve their Tangram Smart skills, they can advance to different levels to raise proficiency.

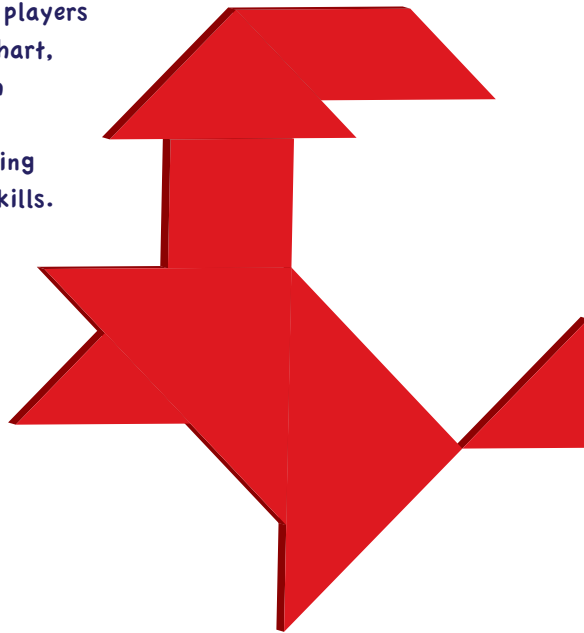


## Are You Tangram Smart?

**Tangram Smart** is a fast-paced object-building game that develops familiarity with patterns, shapes, and languages naturally. Using the famous seven-piece Chinese puzzle, players race against each other to create an animal, object, or number from a flipchart. The first player to finish yells, “Tangram Smart!” Other players check for accuracy and completeness. The first player to complete the object correctly wins the round and gets seven points. All players then read and discuss the English, Spanish, French, and Chinese terms for the object before playing another round.

Each Tangram Smart flipchart booklet has three categories — animals, numbers, and everyday objects. All of the objects are made with the seven-shape tangram pattern. Players can move through the flipchart sequentially or skip around at will.

Each object provides a different type of challenge. As players move through the flipchart, they will increase math confidence, geometric aptitude, critical thinking ability, and language skills. With forty-five challenging objects, players will never tire of testing their ability to recognize shapes in everyday objects with Tangram Smart!



## Introduction—Educational Benefits Supplement

Mathematics is defined as the recognition of connections between numbers and shapes, and the ability to express quantity in an abstract manner. Satisfactory progression in all math subject areas requires the development of visual perception skills. From the age of seven onward, children begin to use symbols to represent objects. Children learn to classify objects according to their features and connect them to the real world at this time.

Tangram Smart helps children develop recognition of important mathematical shapes — squares, triangles, and parallelograms — in a fun, effortless manner. It also connects these shapes to everyday objects, so that children can learn to recognize geometry all around them. The more exposure children have to such shapes and concepts, the better they will do in mathematics as a whole.

## Other Educational Benefits of Tangram Smart:

- Connecting language learning to visual stimuli
- Development of critical thinking skills
- Development of good sportsmanship
- Engagement in humor and fun
- Improved aptitude for mathematics
- Increased patience and perseverance in problem solving
- Learning effortless enjoyment of mathematics
- Recognition of patterns and shapes in everyday objects
- Understanding positive and negative integers
- Use of logic

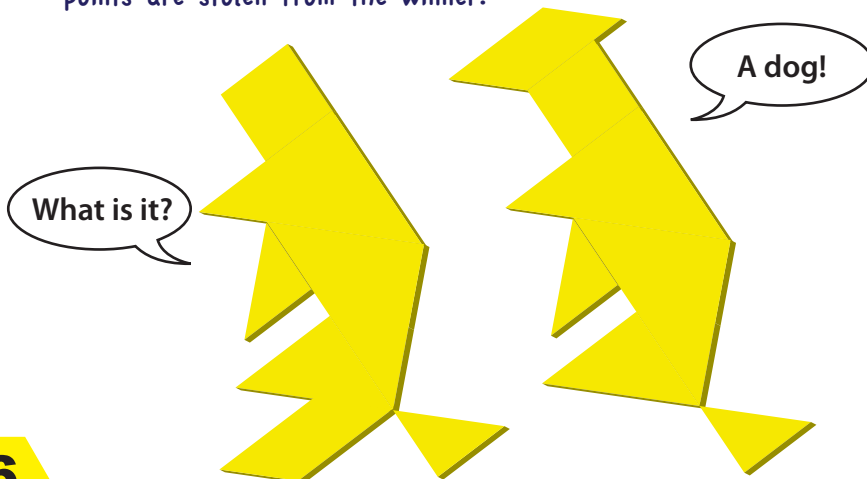
## Game Variations

### “Language Learning” Tangram Smart:

The winner chooses the next object to build. The winner can steal points by asking competitors to identify the new object after saying its Spanish, French or Chinese term. One point can be stolen for the first unknown term, two points for the second, and three points for the third. For example, the winner chooses dog, asks one competitor the Spanish word (“perro” – steals one point if unknown), another competitor the French word (“chien” – steals two points if unknown), and the final competitor the Chinese word (“gou” – steals three points if unknown). But watch out! If any of the competitors identify one of the terms as “dog,” they get to steal those points (one, two, or three) from the competitor. Languages can be asked in any order based on winner’s knowledge of competitors’ language skills.

### “One Shape Out of Order” Tangram Smart:

One time during each game, the winner can assemble an object from the booklet, placing one shape out of order. The winner then asks competitors to identify the object and place the out-of-order shape in the right location. For each competitor that cannot complete the task, the winner steals two of their points. For the competitor who can complete the task, two points are stolen from the winner.



## Tangram Smart Includes:

- 45-Object Tangram Smart Flipchart Booklet



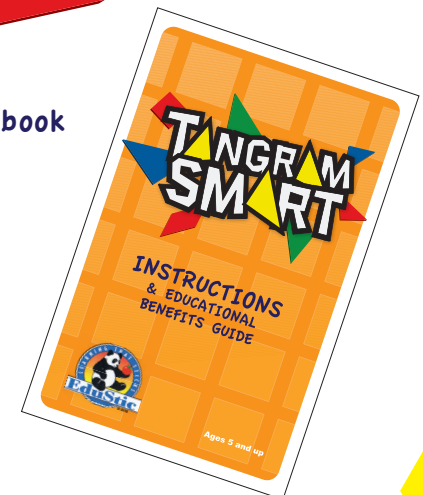
- 4 Laminated Storage Sheets and Playboards



- 4 EduStic Tangram Sets (28 pieces)



- Parent and Teacher Handbook



# Tangram Smart Game Setup

1. Peel paper backing off EduStic tiles.
2. Separate EduStic tiles by pulling them apart.
3. Clean the tangram pieces and playboard with water before playing
4. Give each player a laminated playboard; flip to the blank side.
5. Put the flipchart in a location that all players can see.



## How to Play

1. Give each player one seven-piece EduStic Tangram set.
2. When players are ready, turn the flipchart to the first object.
3. Players now race to complete the object on the flipchart.
4. The first round ends when a player believes the object has been reproduced correctly and yells "Tangram Smart!"
5. If that player correctly reproduces the object, seven points are awarded. Losing players subtract from one to seven points based on the number of tiles missing from the object.
6. If the player who yells "Tangram Smart!" has incorrectly completed the object, that player receives a negative two points.
7. Play continues for five rounds. At the end of five rounds, the player with the highest score wins.
8. Note: EduStic manipulatives must be pressed firmly to stick to clean glossy surfaces. Dust sometimes prevents EduStic manipulatives from sticking. Wipe away any dust with a moist towel before playing if necessary. Also, paper with printed ink sometimes bleeds onto EduStic manipulatives. Keep the two materials separated at all times.