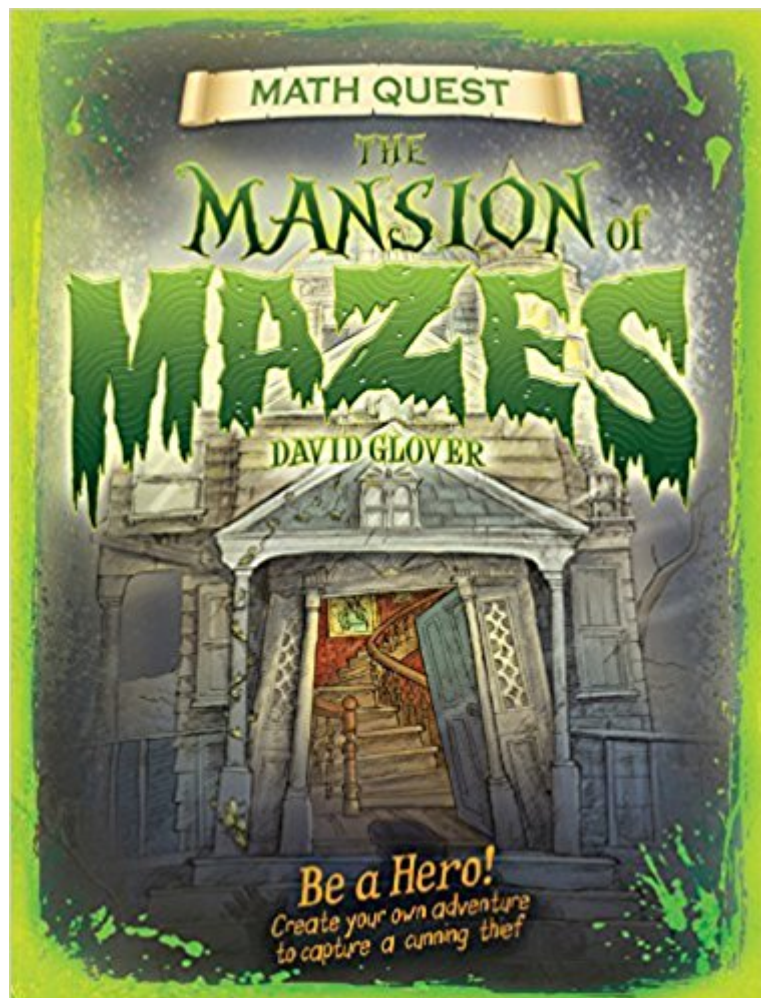




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Mansion Of Mazes: Be A Hero! Create Your Own Adventure To Capture A Cunning Thief (Math Quest)



Synopsis

A mathematical mystery of Shape, Space and Measures. The Mansion Of Mazes has been burgled and you have been asked to solve the mystery. If you fail, the villains will escape for good! Make your way through this thrilling adventure, using your math skills to decide how the plot unfolds. Complete your mission and become a math whiz at the same time! Finding the answers will enable readers to advance through an exciting adventure story.

Book Information

Series: Math Quest

Paperback: 48 pages

Publisher: QEB Publishing; Reprint edition (September 1, 2016)

Language: English

ISBN-10: 1682970086

ISBN-13: 978-1682970089

Product Dimensions: 6.8 x 0.1 x 9 inches

Shipping Weight: 0.3 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 4 customer reviews

Best Sellers Rank: #250,528 in Books (See Top 100 in Books) #56 in Books > Children's Books > Education & Reference > Math > Geometry #59 in Books > Children's Books > Education & Reference > Math > Fractions #3855 in Books > Children's Books > Activities, Crafts & Games > Activity Books

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

David Glover has worked as a research scientist and as a teacher of mathematics and science. He has written best-selling maths and science books and CD-ROMs for all ages, from primary schoolchildren to Open University students. He loves challenging puzzles and problems! Tim Hutchinson has been working as an illustrator for the last 12 years. He has published over 40 publications in their various forms. He has worked on education books, history publications, picture books, and pop up books. He has achieved considerable recognition in particular with his own book Dylan's Day and with collaborations such as Mouseton Abbey.

My eight-year-old loves this book. He loves doing mazes and is enchanted by this journey so much

so that he has asked me to purchase all of the other books in this series.

These books are so much fun! And that is coming from someone who hates math! I taught fifth grade and even then teaching math was my least favorite part of the day. I did my best to make it fun with activities because I learned that when I did the children were more involved and keen to learn. (Not to mention I enjoyed it more as well!) This book embraces that philosophy. It combines math with choose your own adventure stories! Remember those books and how much fun it was to choose what you wanted to have happen next and then turn to the page directed with your choice to read the outcome? This is the same idea, only instead of choosing what you want to happen in the story based on a whim you are on a mission, in this case to find a hidden treasure, and you run across puzzles that need to be solved in order to do so. Each puzzle is a simple math problem with two possible answers listed. You choose an answer after solving the problem then head to the page directed where you are greeted with another problem to solve and so on and so forth. If you make the wrong choice, no worries! The outcome will tell you it was incorrect, often with a little explanation as to why you likely were, then send you back the right path. The story is simple and appealing with enough mystery and fun to keep readers wanting to go further and further until they solve the adventure. I highly recommend this book for budding young mathematicians as well as the hesitant ones. *I received this book in exchange for an honest opinion, which this is.

Don't let the villains escape! What a great book chocked full of mysteries to solve. It will keep your child wanted to do more. The instructions are easy to follow and with the enhancement of math skills. Makes a great gift too. I highly recommend this book. I was given this book from QEB Publishing for a honest review.

My grandson is a voracious reader, he never read anything like this.

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