

HOW TO USE

Five Minutes for Success

Welcome to *Geometry*. I believe you will have a positive experience with the unique Math·U·See approach to teaching math. These first few pages explain the essence of this methodology, which has worked for thousands of students and teachers. I hope you will take five minutes and read through these steps carefully.

I am assuming that your student has a thorough grasp of the four basic operations (addition, subtraction, multiplication, and division), along with a mastery of fractions, decimals, percents, pre-algebra, and algebra 1.

If you are using the program properly and still need additional help, you may visit Math·U·See online at MathUSee.com/support, or call us at 888-854-6284.

—Steve Demme

The Goal of Math-U-See

The underlying assumption or premise of Math·U·See is that the reason we study math is to apply math in everyday situations. Our goal is to help produce confident problem solvers who enjoy the study of math. These are students who learn their math facts, rules, and formulas *and* are able to use this knowledge in solving word problems and real-life applications. Therefore, the study of math is much more than simply committing to memory a list of facts. It includes memorization, but it also encompasses learning underlying concepts that are critical to problem solving.

More than Memorization

Many people confuse memorization with understanding. Once while I was teaching seven junior high students, I asked how many pieces they would each receive if there were fourteen pieces. The students' response was, "What do we do: add, subtract, multiply, or divide?" Knowing *how* to divide is important; understanding *when* to divide is equally important.

THE SUGGESTED 4-STEP MATH-U-SEE APPROACH

In order to train students to be confident problem solvers, here are the four steps that I suggest you use to get the most from the Math·U·See curriculum:

Step 1. Preparation for the lesson.

Step 2. Presentation of the new topic.

Step 3. Practice for mastery.

Step 4. Progression after mastery.