Magical Math Tales

special features

Expands mathematical thinking skills through storytelling:

Develops creative and problem solving skills and enhances mathematical communication skills. Through the storytelling children learn mathematical terms, new concepts, and how to interpret and apply these concepts.

Systemic learning based on the math curriculum:

Divided into three levels - Play, Concept and Logic – using categories based on the primary school curriculum, it also focuses on statistical concepts to improve data analyzing skills. Topics are repeated in each level building on previous learning.

Integrated math knowledge:

Uses a new comprehensive and balanced approach where the math concept does not interfere with the story. This will naturally expand children's understanding and enhance their integrated thinking skills as well.

Relating math to the world around us:

Math in science, music and art: by looking at how math relates to the world around them, children learn and understand how math influences everyday life.

Level	Category	No	Theme	Title
Play	Number and Operation	01	Number sequence and zero	Three, Two, One, Gulp!
		02	Number and quantity	The Seven Lambs and the Wolf
		03	Addition	Add the Rose, Add the Toad
		04	Subtraction	Roll the Rice Cake
		05	Making 10	Protect the 10 Golden Lambs
	Space	06	In and out/Open and close	Open Up the Witch's Castle
		07	Close and far	Take the Short or the Long Way?
	Shape	08	Finding solid diagram and shape	The Golden Ball and the Frog Prince
		09	Partial and whole (1)	Who Did the Seven Blind Mice Meet?
	Measurement	10	Comparing length and size	Big Shoes and Small Shoes
		11	Comparing width	The Three Big-Eyed Dogs and the Treasure Box
		12	Comparing weight	The Stupid Donkey
	Division	13	Finding the same	Finding the Blue Bird
		14	Dividing into one group	That's Perfect for the Rock Soup
	Rule	15	Finding the rule (1)	The Goblin Living in Pattern Land
	Probability and Statistics	16	Graph	The Mysterious Fruit Tree
Concept	Number and Operation	17	Ordinary numbers	Who Is the 12th Animal King?
		18	Large numbers	Spin the Spinning Wheel
		19	Addition by 10	Mr. Scrooge Can't Count
		20	Subtration by 10	That's Too Much, Take More Out!
	Space	21	Position awareness	Mr. Thumb's Adventure
		22	Recollection	The Greedy Old Man's Lesson
		23	Shape recognition	Is It a Wolf? Or a Duck?
	Shape	24	Two-dimensional diagram	Run Run Run!
		25	Combination of division and diagram	The Toy Soldier and His Magical Shapes
	Measurement	26	Estimation	The Good Girl and the Wicked Step-mother
		27	Understanding time flow (1)	The Fast Growing Beanstalk
		28	Understanding time flow (2)	Mr. Grasshopper's Day from Spring to Winter
	Division	29	Dividing into two group	Find the Rabbit!
	Rule	30	Finding the rule (2)	The King's Patterned Clothes
	Probability and Statistics	31	Classifying data	Country Mouse Needs a Graph!
		32	Probability	I Want to Become a Bremen Musician
Logic	Number and Operation	33	Diverse use of numbers	Peter Pan and the Mysterious Letter
		34	Counting money	The Forgetful Monster
		35	Multiplication	The Magic Pocket, Jar and Box
		36	Division	The Shepherd and the Princess
		37	Fraction	Snow White Loves to Share
	Space	38	Coordinates	Which Way Do I Go, Aladin?
		39	Change of position	Everything Needs to Be the Same
	Shape	40	One-dimensional diagram	Find the Shape, Alice!
		41	Partial and whole (2)	The Carp That Grants Wishes
		42	Partial and whole (3)	Stack the Boxes to the Moon
	Measurement	43	Selecting measuring unit (1)	Cinderella Learns to Measure
		44	Selecting Measuring unit (2)	Who's Meat Is Heavier?
		45	Reading the clock	The Clock that Saved Sinbad's Life
		46	Understanding time flow (3)	Maya the Honey Bee
	Division	47	Reclassification	Who's Side Is the Bat On?
	Rule	48	Finding the rule (3)	Find the Key to the Story Box
	Probability and Statistics	49	Table and graph	Rainbow Rose and the Graph
		50	Percentage	Can I Meet My Seven Brothers?

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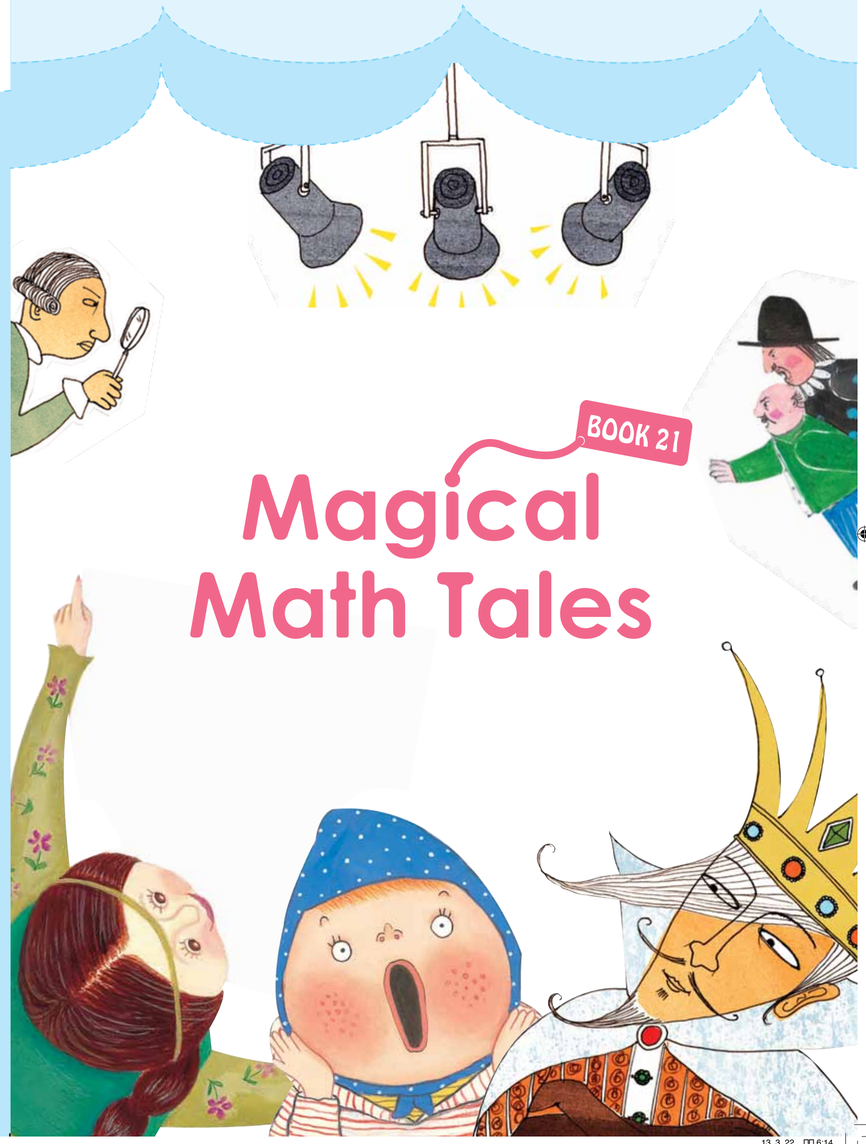

Play

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Three, Two, One, Gulp!

02 Number and Quantity
The Seven Lambs and the Wolf

03 Addition
Add the Rose, Add the Toad

04 Subtraction
Roll the Rice Cake

05 Making 10
Protect the 10 Golden Lambs

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Open Up the Witch's Castle

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08 Finding Solid Diagram and Shape
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The Stupid Donkey

13 Finding the Same
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That's Perfect for the Rock Soup

15 Finding the Rule (1)
The Goblin Living in Pattern Land

16 Graph
The Mysterious Fruit Tree

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Mr. Scrooge Can't Count

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That's Too Much, Take More Out!

21 Position Awareness
Mr. Thumbs Adventure

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The Greedy Old Man's Lesson

23 Shape Recognition
Is It a Wolf? Or a Duck?

24 Two-dimensional diagram
Run Run Run!

25 Combination of Division and Diagram
The Toy Soldier and His Magical Shapes

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The Good Girl and the Wicked Step-mother

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Find the Rabbit!

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31 Classifying Data
Country Mouse Needs a Graph!

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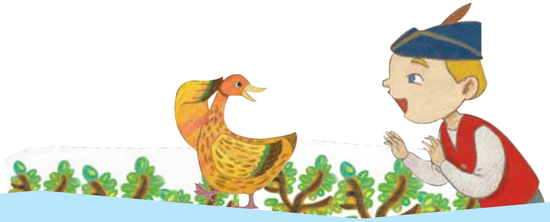
I Want to Become a Bremen Musician



Logic

33 Diverse Use of Numbers
Peter Pan and the Mysterious Letter

34 Counting Money
The Forgetful Monster

35 Multiplication
The Magic Pocket, Jar and Box

36 Division
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37 Fraction
Snow White Loves to Share

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Find the Key to the Story Box

49 Table and Graph
Rainbow Rose and the Graph

50 Percentage
Can I Meet My Seven Brothers?