

Software Evaluation

Title: Math Mysteries Measurement

Version: N/A

Publisher: Tom Snyder Productions Incorporated

Target Audience: 4th-7th Grade

Type(s) of Software: Problem Solving- Students are given a story to listen to and answer questions to help enhance their mathematical thinking in problem solving.

Curriculum: This product is no longer made, but when it came out, it was made to fit the NCTM standards that recommended helping students work on their mathematical thinking and problem solving skills.

Possible Environment(s): This software could be used in an individual setting, or small or large group settings. There is a disk to use when teaching the whole class and there is a separate disk for individuals or small groups.

Supplements/Documentation: There are worksheets provided for the students to fill out with each separate scenario presented on the software. There are even maps of the Mystery CD Environment.

Cost: This product is no longer sold, and the price could not be found.

This software was created to help children work on their problem solving skills. The software has beginner, intermediate, and advance levels. This game presents a mystery that displays greed, corruption, submarines, and math. Math Mysteries: Measurements is a way to try to get students interested in problem solving. This software comes as two separate disks, one for teacher instruction in the classroom and classroom work, and one for individual student play. Students choose a level of difficulty, and then they can choose a character. The character then describes a problem. After listening to this, the student has to type the problem using numbers and symbols and solve it.

Our group was not a fan of this software. The graphics were blurry and the sounds were slightly annoying. On top of that, problems were read aloud to the student to which they had to remember and understand. Some students struggle with listening and then having to solve and write things from memory. At times it could be confusing to navigate, and it seemed a little outdated. It did have a good message and idea, but could be hard for students to comprehend. Overall, we did not feel that this software would fit in classrooms now days and did not pass.