

I Ways of working

- 3 introduction
- 6 an investigation
- 7 extracts from children's work
- 17 problem solving
- 18 the role of the teacher
- 19 authority
- 20 pictures of classrooms
- 30 the classroom
- 31 workcards
- 33 examples of workcards
- 38 write-up

II Starting points

- 66 introduction
- 68 arms
- 70 area on a square lattice
- 72 arranging five counters
- 74 bracelets
- 76 choosing rods
- 78 co-ordinates
- 80 counting out
- 82 crossings
- 84 calculators
- 85 distribution of sexes
- 86 end digits
- 87 estimating distance
- 88 fractions
- 90 function game
- 92 half-turns
- 94 halving a line
- 96 intersecting circles
- 98 logarithms
- 100 group structure
- 101 mark and rub
- 102 monodivisors
- 104 movements
- 105 number transformations

- 39 assessment
- 40 examples of write-ups
- 48 syllabus
- 50 examination
- 51 projects
- 54 shared teaching and observation
- 55 extracts from a logbook
- 60 using resources
- 61 aphorisms and argument
- 62 some information
- 64 some books

- 106 next to . . .
- 108 nine times table
- 110 paper folding
- 112 parallel lines
- 114 patterns in polygons
- 116 pegboard game
- 118 polyominoes
- 120 probability fairground
- 124 quadratics
- 126 rotating shapes
- 128 routes on a cube
- 130 routes on a square lattice
- 132 sampling elastic bands
- 133 sets
- 136 shortest distance
- 139 six points
- 140 shuffles
- 142 shunting
- 143 sum of hundred numbers
- 144 surfaces and boundaries
- 146 think-a-dot
- 150 tournaments
- 152 trigonometry

III Materials for mat

- 156 introduction
- 158 acetate sheet
- 164 arrows
- 170 books
- 172 calculators
- 174 circles
- 178 circuit boards
- 180 cubes
- 186 cuisenaire rods
- 188 dominoes
- 191 films

IV Appendix

- 238 on mathematical education
- 239 on influence
- 240 on teacher lusts

thematics

- 196 games and puzzles
 - 200 geoboard
 - 202 geostrips
 - 206 grids and lattices
 - 212 paper and card
 - 216 pegboard
 - 220 playing cards
 - 223 stationery
 - 226 tiles
 - 232 using microcomputers
 - 236 some addresses
-
- 241 postscript
 - 242 index