



Math is Everywhere: Reasoning

Text by Agnese Del Zozzo

Text by Marzia Garzetti

Illustrated by Camilla Garofano

| | |
|----------------|---|
| ISBN | 9788854419001 |
| Publisher | White Star |
| Binding | Paperback / softback |
| Territory | World excluding Australasia, USA, & Canada. Italy and India non-exclusive |
| Size | 260 mm x 210 mm |
| Pages | 64 Pages |
| Name of series | LUMI Activity |
| Price | £10.99 |

- Includes detachable poster

The topics chosen for this book are inspired by the studies of Alan J. Bishop, so there are six universal activities that characterise mathematics: Counting, Locating, Measuring, Designing, Playing & Explaining. The ability developed in this activity book is Reasoning: curiosity about the surrounding world is stimulated, the most complex mental categories are broadened (cause and effect relationship), problem solving, first arithmetic skills, logic, space and time skills, planning and coding are practiced. Ages: 5 to 7 years

Agnese del Zozzo and **Marzia Garzetti** both have mathematics degrees; and after years of self-employment in the world of education, they began researching the teaching and communication of mathematics. They are currently PhD students at the universities of Trento and Bolzano, respectively. Tecnoscienza is a group of authors and educators who have been involved for more than 15 years in the dissemination of science, technology, mathematics, and the environment for numerous institutions, such as museums and businesses. Their books have been published in more than 20 countries and are designed to stimulate thoughts, actions, and emotions. **Camilla Garofano** was born in Empoli, Italy. After many years designing theatre costumes, she finally turned to designing imaginary worlds and creatures leading to a career in digital media, particularly in illustrations for children. She is a member of Fuffa, an illustration studio based in Tuscany that was created by a team of four friends passionate about illustration and books. Together they make picture, activity, and interactive books, as well as puzzles and toys. Between them, they have years of experience in the editorial field, and they share the same goal: to create something beautiful.

