



# The Mathematical Wonderland

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<b>ISBN</b>	9788854420168
<b>Publisher</b>	White Star
<b>Binding</b>	Paperback / softback
<b>Territory</b>	World excluding Australasia, USA, & Canada. Italy and India non-exclusive
<b>Size</b>	260 mm x 210 mm
<b>Pages</b>	80 Pages
<b>Name of series</b>	LUMI Activity
<b>Price</b>	£10.99

- Learn problem solving through games
- Maths made fun
- Over 80 pages of activities

Like Alice falling into Wonderland, readers of this book will find themselves travelling through wondrous mathematical worlds. Adventures will test their abilities to navigate problems and deduce logical solutions in order to get home. Each chapter offers activities from different phases in problem solving based on the research of mathematician George Polya. Ages 7- 9

**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. **Arianna Bellucci**, studied Entertainment Design at the Nemo Academy of Digital Arts in Florence, Italy, and has worked as a 2D artist in the videogame industry, mainly with LKA studio on the release of "The Town of Light." 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.

