



The Mathematical Wonderland

Agnese Del Zozzo

Marzia Garzetti

Arianna Bellucci

ISBN

9788854420168

Publisher

White Star

Binding

Paperback / softback

Territory

World excluding Australasia, USA, & Canada. Italy and India non-exclusive

Size

260 mm x 210 mm

Pages

80 Pages

Name of series

LUMI Activity

Price

£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 wonderous 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.

