## Sautngitowroldonenumberacestmol



## STUDY GUDE

MAGICIAN JOE ROMANO COMBINES MAGIC, MATH AND SUPERHEROES IN THIS DAZZLING PRODUCTION OF "SUPERHERO MATH!" MLLTIPLY YOUR STUDENTS' EXCITEMENT FOR MATH IN A FRACTION OF THE TIME WITH THE ADDITION OF THIS EXCITING NEW MATH ASSEMBLY! MAGICIAN JOE ROMANO USES MAGIC, MUSIC, AUDIENCE PARTICIPATION AND MIND BLOWING ILLUSIONS TO GET YOUR STUDENTS EXCITED ABOUT MATH! THE UNITED STATES IS CURRENTLY RANKED \#32 WHEN IT COMES TO OUR STUDENTS UNDERSTANDING OF BASIC MATH. KIDS ARE CAPTIVATED BY SUPERHEROES! WITH THAT IN MIND, ROMANO HAS CREATED AN ASSEMBLY THAT CREATES THAT SAME EXCITEMENT WHEN IT COMES TO MATH. JOE ROMANO CUTS HIS ARM IN 3 EQUAL PIECES TO TEACH THE CONCEPT OF THIRDS. STUDENTS HAVE TO GLUESS HOW MANY PRIZES ARE IN THE MAGIC GUMBALL MACHINE, A GREAT LESSON IN ESTIMATION. OTHER SEGMENTS INCLUDE ORDERS OF OPERATION, MEASUREMENT, PROBABILITY AND MORE!


ENCOURAGE YOUR STUDENT TO USE BENCHMARKING. WHEN THERE'S A KNOWN SAMPLE HE OR SHE CAN USE TO EXTRAPOLATE TO SOMETHING MUCH LARGER OR SMALLER.
FOR EXAMPLE, FILL ONE OF EACH WITH COINS: QUART-
SIZED, GALLON-SIZED, AND SNACK-SIZED ZIPLOCK BAGS.

1. ASK YOUR CHILD TO COUNT THE NLMBER OF COINS IN

THE QUART-SIZED BAG.
2. USE THAT NUMBER AS THE BENCHMARK TO ESTIMATE HOW MANY COINS ARE IN A BIGGER (GALLON-SIZED)
ZIPLOCK BAG
3. ESTIMATE HOW MANY ARE IN A SMALLER (SNACK-SIZED) ZIPLOCK BAG.
4. FOR AN EXTRA CHALLENGE, ASK YOUR LEARNER TO TALK YOU THROUGH THE THOUGHT PROCESS OF
ESTIMATING THE NLMBER OF COINS THAT WOULD FIT INTO A GIANT TRASH BAG!



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HERE IS A GREAT GAME TO HELP TEACH ADDITION AND SUBTRACTION!
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STEP 1: MAKE GIANT CARDS AND NUMBER 1-12.

STEP 2: FIND SOME GIANT DICE ONLINE, THE BIGGER THE BETTER!

HAVE STUDENTS LAY CARDS IN A ROW 1 12
FIRST STUDENT ROLLS THE DICE --ROLLS A 4 AND A 2
THAT STUDENT CAN TURN OVER ANY COMBINATION OF CARDS THAT EQUALS 6 ( 5 AND 1, 3 AND 2 AND 1, 2 AND 4, ...)

THE FIRST STUDENT PLAYS UNTIL THEY TURN OVER ALL THE LARGE CARDS. THE TURN ENDS IF THEY CAN NOT TURN OVER CARDS TO EQUAL THE ROLLED AMOUNT. THE NEXT STUDENT TAKES THEIR TURN. THE WINNER IS THE STUDENT WHO CAN TURN OVER ALL THE CARDS DURING THEIR TURN.


TOT WNTM RTETD


THE TRICK: SOMEONE ROLLS 5 DICE ON THE TABLE. WITHIN SECONDS YOU ARE ABLE TO CALL OUT THE SUM OF THE BOTTOM NUMBERS ON THE DICE!

THE SECRET: ADD THE TOP NUMBERS OF ALL 5 DICE AND SUBTRACT FROM 35. THIS WILL GIVE YOU SUM OF THE BOTTOM NUMBERS EVERY TIME!

# Colin Consurden 



1. HAVE YOUR FRIEND SELECT SEVERAL PENNIES AND DIMES FROM around the house. They can take as many they want, but they have TO AT LEAST PICK ONE DIME AND ONE PENNY.
2. ASK YOUR VOLUNTEER TO ADD THE TOTAL VALUE OF COINS THEY have in their hand. THEY NEED TO REMEMBER THIS TOTAL VALUE.
3. HAVE THEM COUNT HOW MANY COINS THEY HAVE IN THEIR HAND AND SUBTRACT THAT NUMBER FROM THE TOTAL VALUE THEY WERE TOLD TO REMEMBER. THEY NOW HAVE A NEW NUMBER, ASK THEM TO FOCUS ON THAT NUMBER.
4. ASK THEM IF THEY HAVE 2 OR 3 DIGIT NUMBER IN THEIR MIND. IF THEY DO, HAVE THEM ADD THE DIGITS TOGETHER.
5. THE NUMBER WILL ALWAYS BE NINE!
6. IF THEIR MAGIC NUMBER IS A ONE DIGIT NUMBER. THE NUMBER IS STILL NINE!

# MWNDENDN METH 

TELL YOUR FRIENDS THAT YOU CAN READ MINDS! GIVE THEM A PIECE OF PAPER AND ASK THEM TO WRITE DOWN ANY 3 DIGIT NUMBER, MAKING SURE ALL THE NUMBERS ARE DIFFERENT.

## TOT WiTH LiED

## 1) PENCIL <br> 2) PAPER <br> 3) CALCULATOR

HAVE VOLUNTEER REVERSE THE NUMBER.


## FOR EXAMPLE...

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YOU ARE ABLE TO MAKE THIS AMAZING PREDICTION BASED ON A SIMPLE NUMBER PATTERN. WHEN YOU TAKE A 3 DIGIT NUMBER, REVERSE IT, AND THEN SUBTRACT THE SMALLER NUMBER, THE MIDDLE DIGIT IS ALWAYS 9. THE TWO OUTSIDE DIGITS ALWAYS ADD UP TO 9 AS WELL! WHEN YOU ASK YOUR VOUUNTEER FOR THE LAST NUMBER IN THE FINAL ANSWER, YOU AUTOMATICALLY KNOW THE FIRST DIGIT, IT'S THE DIFFERENCE BETWEEN 9 AND THAT NUMBER, YOU ALSO KNOW THE SECOND DIGIT WILL BE A 9 AND OF COURSE YOUR VOLUNTEER TOLD YOU THE THIRD DIGIT.



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