

- Eight sessional speakers
- Twenty-eight workshops and seminars
- Films and a publishers' exhibit of learning materials.

The keynote conference speakers are Dr. Howard Fehr, director of Secondary School Mathematics Curriculum Improvement Studies at Columbia University, New York, who will speak on "Geometric Instruction: Goals and Content," Professor Morris Kline, a visiting distinguished professor at Brooklyn College, New York, who will consider "The Value of Senior High Mathematics," Miss Angela Armitt, director of the Summer School and Extension Department, University of Western Ontario, whose topic is "Communication Through Humour," and, Dr. Robert E.K. Rourke, mathematician and lecturer, who will expound on "When Everyone is Somebody, Then No One's Anybody."

The fee for the three-day conference is \$75. Complete details on MATH '75 is readily available from the Centre for Continuing Education, York University, 4700 Keele Street, Downsview, Ontario; telephone (416)667-2502.

Triscore

by A.B. Wacowich,
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Addition, subtraction, multiplication, and division are the main points covered in this game. Factoring is also used.

The grade level is three and up. We have used them as high as grade nine - at this level many students became innovative and introduced powers and roots. Students like the game and we seem to have no difficulty in keeping them active for a complete period playing it.

The game consists of a playing board divided into squares, and numbered chips which are placed on the board by the players. Two to four players may play at a time. Five games, with variations within each, are explained. Students of more ability soon make up other games when those explained become too simple.

The basic idea is to use three chips out of five at any one turn, placing them horizontally or vertically on the squares on the board. The numbers are, let us say, added to get a sum of fifteen. If they get the sum fifteen, then points are given to that player. If the sum of fifteen cannot be obtained by the player, he must still place his chips but score no points. Play ends when the board is full. The winner is the player with the highest score. Similar rules apply to games of product-sum; product-factor; product-sum-difference; numeral factor; other variations of the sum game.*

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