

A MODEL OF MATHEMATICS

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Illustrations to accompany the tape by the same title.

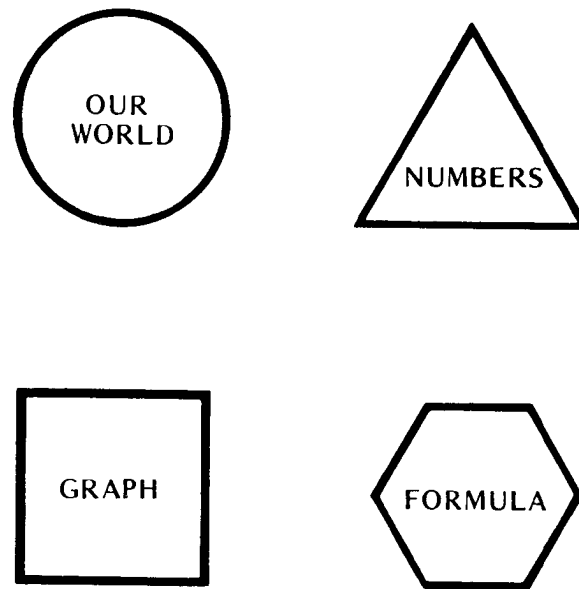


FIGURE 1. The Four Faces Of MATHEMATICS

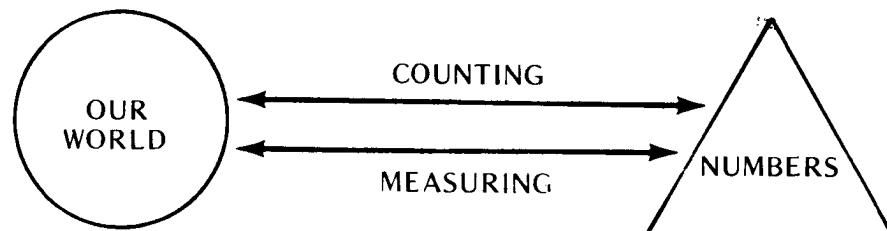


FIGURE 2. Describing the world in numbers.

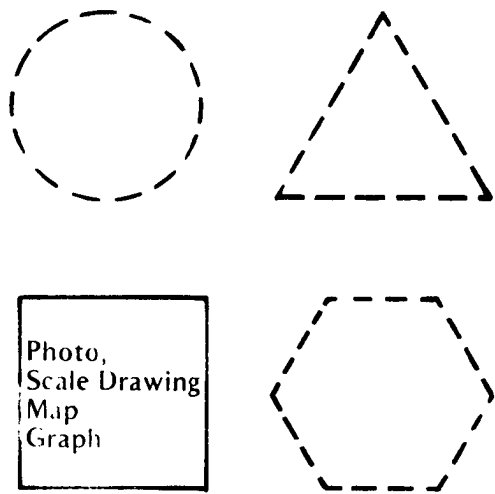


FIGURE 3. Pictures are REPRESENTED By the Square.

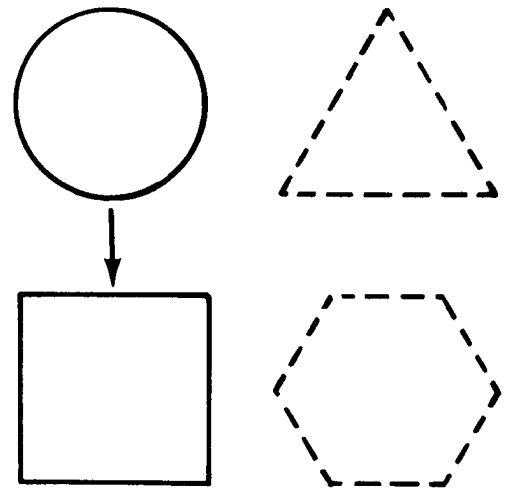


FIGURE 4. The Model of Taking a Photo.

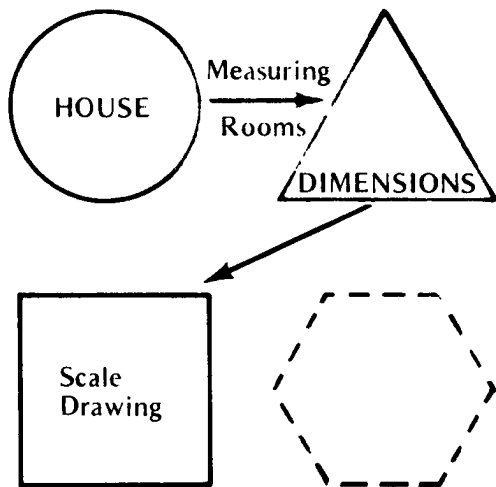


FIGURE 5. The Model of Making a Scale Drawing.

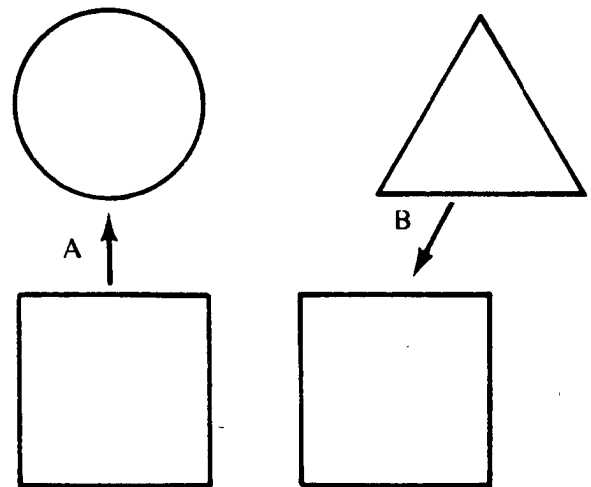


FIGURE 6. Using a Map (A) and Graphing (B).

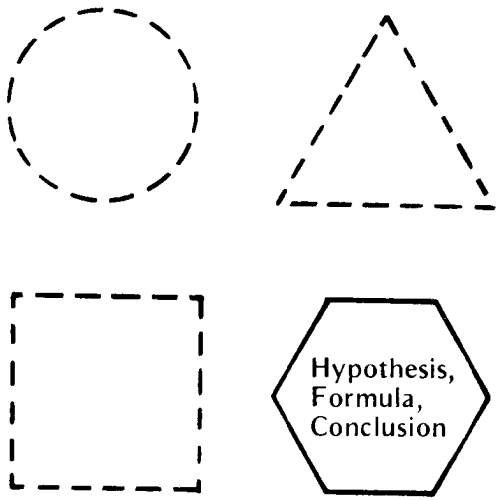


FIGURE 7. The Hexagon Represents the Generalization.

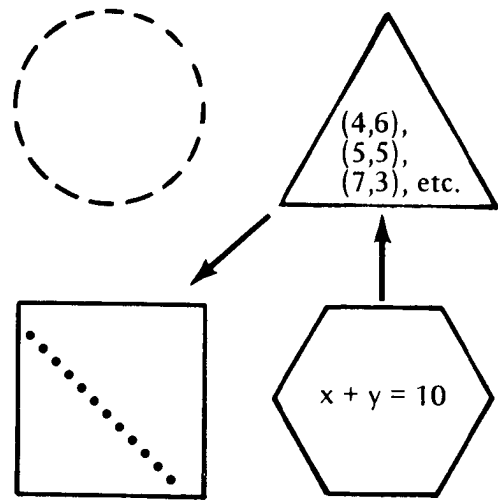
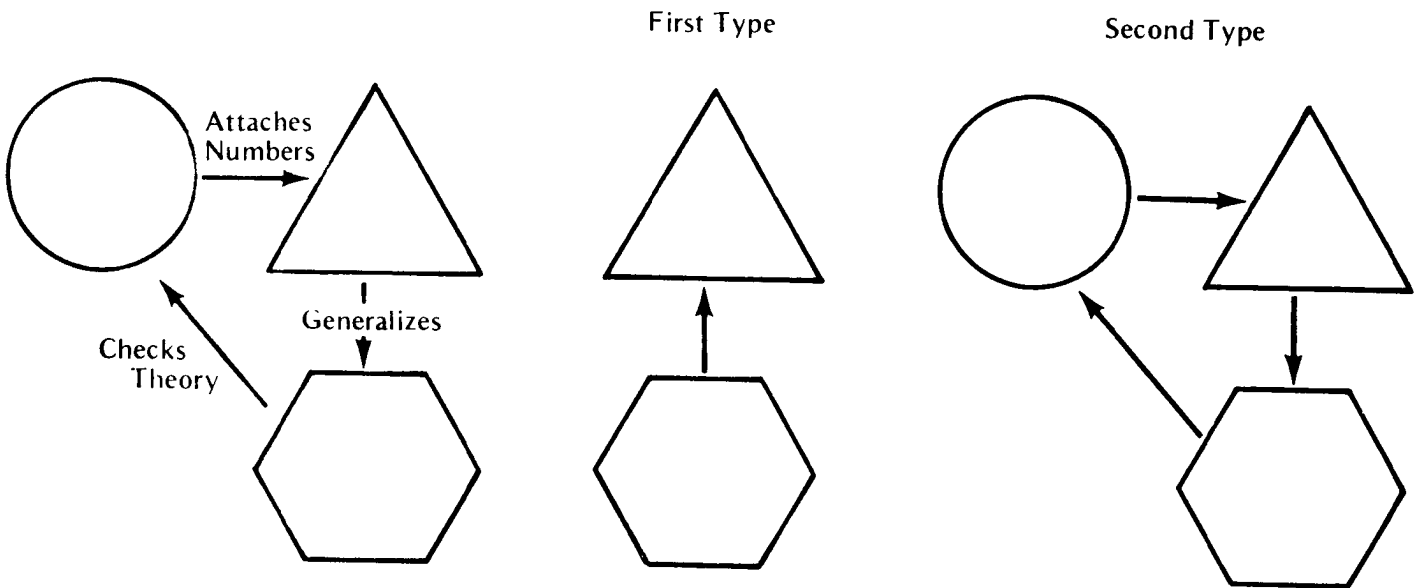


FIGURE 8. Graphing the Equation $x + y = 10$



The Scientific Method

Processes in two ways of finding the area of a rectangle.

FIGURE 9. Illustrations of Various Activities as They Are Shown on the Model.

A	B
8	2
1	9
3	7
5	5
9	1
0	10
4	6
6	4
7	3

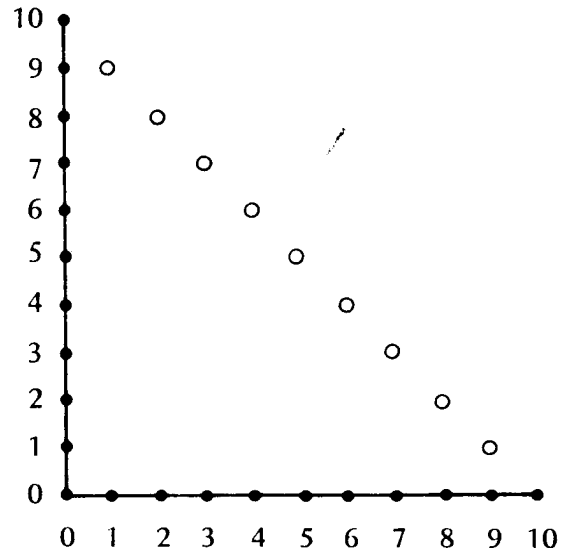


FIGURE 10. The Possible Ways of Dividing Ten Chips.

TRICYCLES	WHEELS
1	3
3	9
?	21
2	6

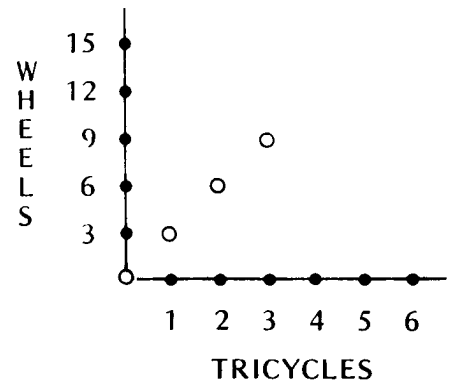


FIGURE 11. The Problem of Tricycles and Wheels.

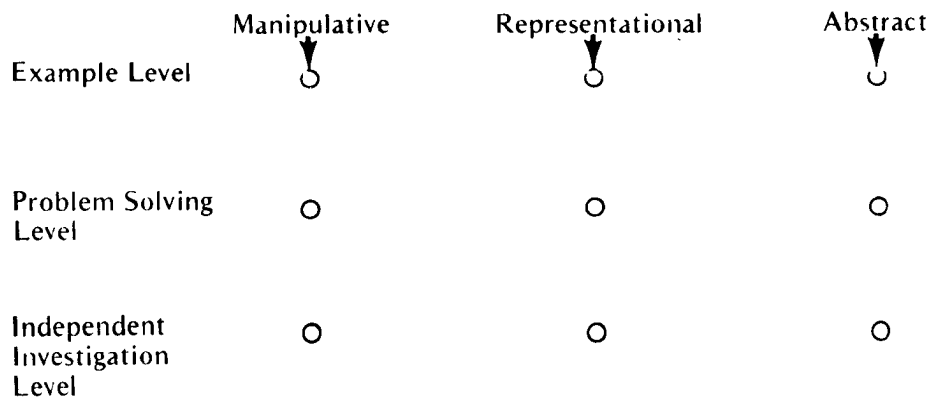


FIGURE 12. The WIRTZ Model of Learning Theory.