

MONTESSORI TEACHING TOOLS

The Italian Montessori Foundation

It was born to spread the knowledge from the works and thoughts of Maria Montessori, the educational practices that it has inspired, reflections about the study of pedagogical psycho-theories and practices in Montessori schools.

Created in cooperation with **Fondazione Montessori Italia and Montessori Craft**, this new series of **wooden educational tools, inspired by Maria Montessori's pedagogical approach, encourages children to memorize combinations in basic calculation, preparing the calculation in mind and laying the foundations for subsequent more advanced learning.**

Each **wooden board** enhances the learning of abstract concepts thanks to the **manipulation experience**. Through the repetition of each exercise and the progressive level of complexity, **children are supported by the self-correction mechanism and gradually come to master the 4 operations and the concepts of mathematical calculations.**

Montessori Craft

For years it has been designing, building and developing products and services that support the spread of the Montessori method, with a vision of the work that combines the sense of Montessorian work – through which the child builds him/herself interacting with the environment – with the values of craftsmanship.



ADDITION AND SUBTRACTION TABLES

To help children **memorize basic calculation combinations.**

ISBN 978-88-590-3090-4
€ 19,50



MULTIPLICATION TABLE

To help children **memorize the time tables combinations** in preparation for mental calculations.

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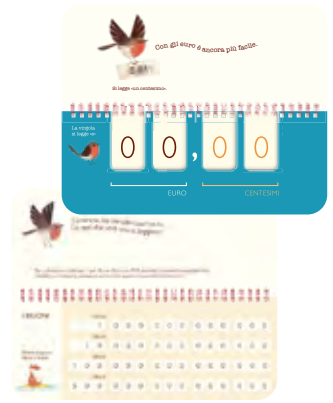
Camillo Bortolato

Numerary

Book-tool for learning to read all numbers

The use of *Numerary* can follow and complete the programme on **mental calculation and the reading of quantities**, which are the foundation for **building number sense** and mathematical skills according to the **analogical method**.

The tool can be used to learn how to **distinguish numbers quickly** (for example, ten from one hundred and from one thousand based on 0's) or to learn how to **read numbers composed by the teacher**. An **app** for the tablet, pc, or IWB is supplied with the tool.



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5/7

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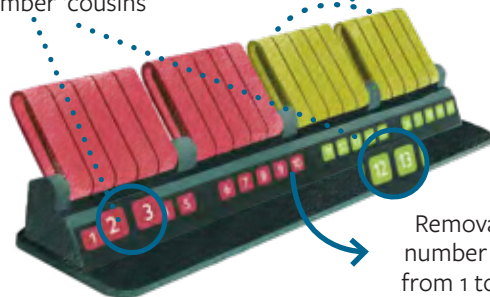
Camillo Bortolato

The Line of 20



The Line of 20 is the alternative to coloured rods in primary school maths teaching. The method valorizes the **intuitive skills of children** who, according to recent research, are all born with an innate capacity for calculus. Unlike coloured rods, which require lengthy instructions, *The Line of 20* is a **fun and easy method** that can be used immediately. It allows arithmetic operations within the number twenty and shows that these arithmetic operations are first of all simple actions such as adding and taking away. Students use the tool as an extension of their own hands and, as mental calculus in human beings has evolved through the use of hands, no other explanation is required.

2-12... 3-13 are
number 'cousins'



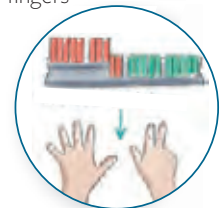
Removable
number line
from 1 to 20



THE LINE OF 20
ENGLISH LANGUAGE
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How is it done?

The 5 pegs remind us
our fingers



The fives are separated
because the amount is
perceived through the
grouping of the pegs



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Analogical MAXItabket

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Primary school 1st grade

The Analogical MAXItabket are designed to **practice the first learnings** without the need for constant guidance. Children can use the **34 practical tables** to learn according to **their own rhythm and style**, gradually reaching **levels of greater complexity**. **Topics covered** include: uppercase and lowercase letter writing exercises, number and quantity writing and recognition, addition, subtraction, science classifications, geographic maps, and reading a clock.

Camillo Bortolato

Analogical Strips

7+

Primary school 2nd grade

Set up according to the principle of self-correction and self-assessment, **the activities take place on the laminated strips with the erasable marker**, which allows learning from mistakes. The strips cover the second-class syllabus and can be used as practice on new content or for reinforcement and remedial work. They can be integrated with the other materials and tools of the Analogue Method for second grade, in particular with the *Pitti's School 2*.



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The Line of 100

Learning maths with the Analogical Method

The Line of 100, to teach **mathematics in the second grade of primary school**, offers numerous colour illustrations and new characters from Pitti's world to guide the students.

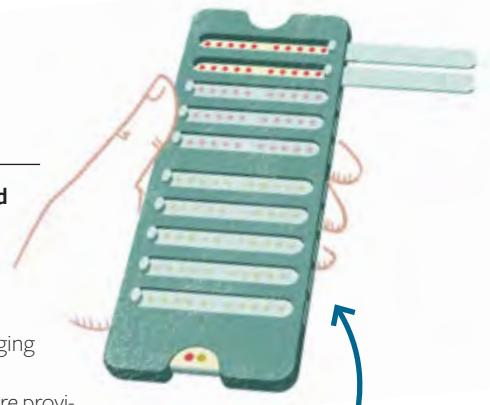
It addresses **mental and written calculation, word problems and times tables** in a stimulating and engaging way.

In addition to *The Line of 100* card insert, 7 more inserts are provided for practicing addition, subtraction, multiplication and division.

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The tool is an "analogical calculator" similar to a cabinet with ten shelves. By sliding the rods sideways, pupils can perform addition and subtraction and understand the meaning of multiplication and division.



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The Line of 1000 and Other Calculation Tools

An Analogical Method for learning mathematics

The Line of 1000 aims to make teaching easier, offering a **ready-to-complete set of exercises**. Mental calculation and written calculation using the four operations, fractions, decimals, the Euro, equivalences and the basics of geometry are dealt with; particular attention is placed on learning times tables. The problems in the last part give pupils a chance to **apply the skills they have learnt**.

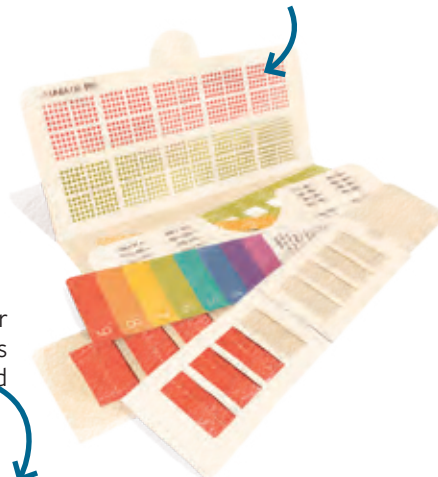


Teacher's guide

3 extra tools for learning fractions have been included



The tools contained allow children to practice times tables, equivalences, fractions and percentages.



Camillo Bortolato
FOURTH CLASS MATHS

A programme to recoup all curricular skills

The volume presents the syllabus for 4th class maths through the Analogical Method. 525 exercises to conquer **all the skills required for the curriculum of the fourth class**: the 4 operations; solution of problems through images; problems with text, euro, decimals, fractions, decimals and percentages; tare, net weight, gross weight; geometry.

9/10

120 PAGES
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Camillo Bortolato
FIFTH CLASS MATHS

A programme to recoup all curricular skills

With more than 430 exercises, the book aims to build and develop the conventional fifth year programme, besides suggesting a series of activities **in preparation for the first year of secondary school**. It comes with a square-ruler goniometer, that allows you to create perpendicular and parallel lines, build and measure angles, and measure bases and heights.

10/11

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STRONGER IN MENTAL CALCULATION - LEVEL 1

Strategies and exercises for flying high in mathematics

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An operational notebook with hundreds of self-correcting exercises that provides all boys and girls – even those with difficulties - a more natural, direct and stable learning approach to mental arithmetic in primary school and in the transition from kindergarten to primary school. Mental arithmetics is the basis for correctly learning mathematics. To develop this skill with an analogical approach, we initially focus on the images of quantities, and not on the numbers, to favor children's natural predisposition towards numerical quantification.

The notebook includes an online exercise book that also allows you to carry out the activities in a digital version using a Tablet, PC, or IWB.



Camillo Bortolato

STRONGER IN SOLVING PROBLEMS

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Aimed at primary school children, the new workbooks from the "Analogical Method Workbooks" series is useful for understanding problems, intuiting the solution and answering the question. The main features:

- Uses images as an essential element to present the problem;
- Uses graphic and visual devices that guide you to the intuitive solution;
- It is aimed at self-correction and self-evaluation of the child, stimulating his autonomy;
- Prefers concrete situations that involve the use of euros and cents.

BREAKING DOWN PROBLEMS

The innovative *Disfaproblemi* series transforms traditional school problems into image games, inspired by Sudoku and other puzzles, to stimulate intuitive strategies in order to consciously choose at a later time the procedures to use to restore confidence and joy to children. Explanations are reduced to a minimum: suggestions and graphic diagrams stimulate students to develop strategies and seek alternative and divergent ways to solve problems.

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Times Tables on the Fly

New tools to learn them on the way

In this new edition, the analogical method **renews the programme for learning multiplication tables**, updating the tools and ways to learn them. It enhances all the advantages of an overview and of a non-fragmented and global teaching method so that **each table is also related to the others, according to an organization and a functional order of the contents**. The revision also concerns the graphic and illustrative context which is designed to facilitate the **acquisition of the multiplication tables**, in particular in the visual associations of images and hook words.



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Camillo Bortolato

GEOMETRY ON THE FLY

SPACE AND SHAPE

A new volume of the Analogical Method to **learn the language of geometry in primary school**.

This volume covers all the concepts of the ministerial geometry programme in primary school. Each double page presents a question relating to the topic and the relative answers: the child learns the answers and tries to repeat them by just looking at the image.

Geometry on the fly was created **for individual pupil use**. In the classroom it can be used in combination with *Geometry on the fly maxi* (in the book the child follows what the teacher shows on the maxi version).

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Fausto Amenta

SOLIDS ON THE FLY WITH STRAWS

Have fun with geometry and relax with math pattern drawings

A **new release** from the Bortolato Analogical Method to discover solids and flat geometric shapes starting directly from real three-dimensional figures and constructions! By building solids and polygons that can be touched, rotated and observed, children **approach geometry in a fun and natural way**.

Solids on the Fly With Straws encourages implicit learning: children learn the first geometric concepts by **building solids and polygons with nothing but some straws and their hands**.



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Camillo Bortolato

CONCENTRATION AND CALM WITH PATTERNS AND MANDALAS

Drawings for balancing out working speeds at primary school

At school some pupils always finish the exercises too quickly, putting off others and causing teachers problems, as they don't know how to keep them occupied. *Concentration and calm with patterns and mandalas* offers a solution to this «lack of harmony», presenting — for **primary school children and, more generally, for children with difficulties** — a journey in drawings designed to be easy to understand and long to carry out. By dedicating themselves to this task, pupils, each in their own time, **can reach a state of concentration, rest and satisfaction**, enjoying the wonder of symmetries and colours.

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Camillo Bortolato

PATTERNS ON THE LINES

Shapes, rhythms and symmetry for free time

This lovely notebook contains **100 original patterns** for primary school children to:

- complete;
- copy;
- reproduce with the included set square.

The proposed patterns are intended to **help children improve concentration, explore geometric concepts** (shape, symmetry, perpendicularity, etc.), help them train in **pre-writing skills** and allow them to use free time at school and at home in a soothing and **relaxing** way.

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I'M DONE, NOW WHAT? MATHEMATICS 1

80 sheets for free time in primary school

80 cards with exercises and activities (for mathematics and Italian subjects) lasting approximately **5-10 minutes each and designed for children who quickly finish their assigned work and have free time before the end of the lesson.** They are useful materials for teachers because they offer the possibility of making pupils **work in complete autonomy**, according to their own rhythms and methods and for the entire duration of the lesson.

The cards are **calibrated to different levels of complexity** and **train basic skills with different activities**: drawing, cutting, construction, playing, reading, writing, calculation.



Beatrice Pontalti

She is a specialised support teacher and has worked in primary schools for 30 years. She graduated in Pedagogy in 1994 and conducts training and refresher courses for teachers and teaching assistants.

COMING SOON

I'm Done, Now What?
English 1 and 2
January 2025



I'M DONE, NOW WHAT? MATHEMATICS 1
80 CARDS ISBN 978-88-590-3593-0 | € 16,50

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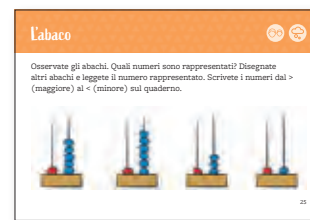


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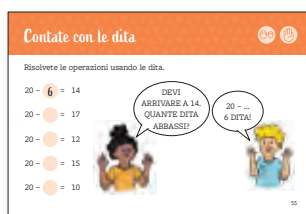
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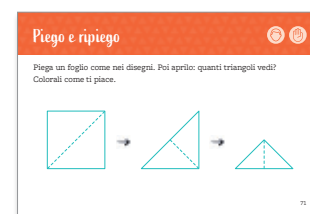
Prerequisites



Numbers from 0 to 20



Operations



Geometry and measures



Giuseppina Gentili and Valeria Razzini

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Activities and worksheets for inclusive teaching in primary school

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Giuseppina Gentili and Valeria Razzini

MATHEMATICAL ADVENTURES WITH THE POP-IT

Numerical challenges of computation and geometry

The volume encourages primary school children to **learn mental calculations, the four operations, multiplication tables, fractions and decimal numbers, and geometric figures** by using the POP-IT, a **tool attached to the book.** It can be used with numbers from 1 to 100 and has coloured bands to highlight the totals and facilitate calculation. It is a **tool loved by children** and capable of involving them both cognitively and emotionally, stimulating multiple learning methods to help them visualize and quantify numbers: **a burst bubble corresponds to a precise quantity.**



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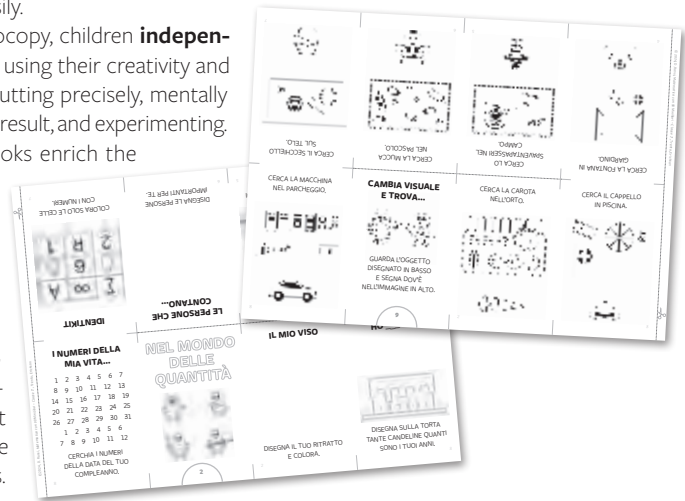
Mathematics with 90 Mini-Books – 1st grade

Workshops and activities for primary school

90 mini-books to build in order to **learn and review the mathematics teaching contents of the first grade of primary school** in a fun, engaging and motivating way. Mini-books are small thematic 8-page booklets, each dedicated to a specific learning content. Each mini-book features easy exercises to do and images to color **to develop logical-mathematical prerequisites and counting skills**. In fact, children learn numbers up to 20 and basic operations quickly and easily.

Starting from an A4 photocopy, children **independently build mini-books** using their creativity and fine motor skills: folding, cutting precisely, mentally rotating and predicting the result, and experimenting. Not only that, the minibooks enrich the shelves of their pocket mini-library represented on the final page of the book.

At the beginning of each section of the book there are **theoretical indications** on the processes involved and a laboratory part closely connected to the contents of the minibooks.



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Marta Chemello and Cesare Cornoldi

LEARNING MATHEMATICS WITH PEER TUTORING

Activities and materials for primary school

The volume offers a collection of materials to **organise a mathematics learning programme using peer tutoring**, a teaching-learning method focused on group activities that allows each student to **contribute with their skills and competences**. After a theoretical section on methodology, the book presents a **preliminary training in the introduction of peer tutoring**.



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Andrea Maffia and Eleonora Pellegrini

LET'S LEARN ARITHMETIC WITH THE EQUALS GAME

Fun activities for developing the concept of equality in primary school

The **"Equals game"** is a **game of refuting/confirming equals** to be introduced from the beginning of primary school and proposed in the following school cycles **to avoid or at least limit** the onset of **severe difficulties** with the symbol of Equality.

7 different packs of cards (100+ deck, Properties deck, Expressions deck, Decimals deck, Fractions deck, Powers deck), allow teachers to build a playful-didactic path personalised according to each pupil's needs.



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Andrea Rota, Marta Magli

DEVELOPING CREATIVITY WITH THE SQUARE CODE

A visual language for primary school teaching

The **Square Code** is a **mathematical language applied to creative design**. It is based on a few simple rules that open the doors to a world for children where **mathematics concepts meet the beauty of images**. It is a universal language, so inclusive and close to the sensibilities of little ones.



216 PAGES
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€ 21,00

Cristina Toso, Sara Sandri, Mirco Meneghel, Irene Cristina Mammarella

BEAT MATHEMATICS ANXIETY

An intervention programme for 3rd, 4th and 5th grades of primary school

This volume presents a **school intervention programme to learn to manage math anxiety in third, fourth, and fifth grades of primary school**.

WHO IS AFRAID OF MATHEMATICS?

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- 1 – Additions and Subtractions up to 20
- 2 – Additions and Subtractions up to 100
- 3 – Multiplication Tables

Three handy workbooks **full of games and puzzles** to solve in order to overcome the fear of maths while having fun!

Set in dark and scary locations, the exercises offered give children **practice with additions and subtractions** and with **times tables**: colouring in hidden pictures, mazes, bats, witches and scary pumpkins, children will gather up a series of clues and stickers which will lead them at the end of their adventure to free the castle and recreate the three locations free from the spell.



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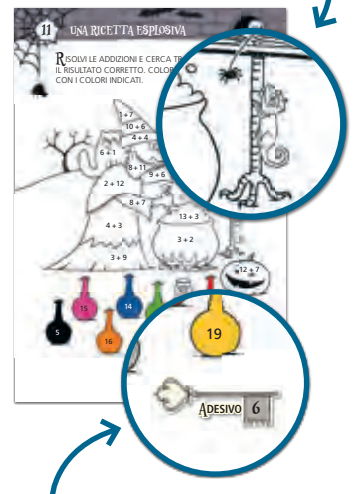
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Have fun looking for the hidden chameleon while solving the exercises!



By correctly solving mathematical problems, children win a sticker to add on the board



The board reproduces the location free from the spell



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Daniela Lucangeli, Silvana Poli, Nicoletta Perini, Annamaria Porru, Adriana Molin

NUMERIC INTELLIGENCE MINI MYSTERIES

6/10



THE SERIES
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The series is dedicated to **primary school children** for learning mathematics in a fun and original way. The volumes of the series propose various **activities with an increasing level of complexity** which aim to: **stimulate attention** to the mental processes that support the learning of mathematics, **enhance divergent and creative thinking** and involve the students through an **intriguing narrative**.

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I SOSPETTATI TIENILI D'OCCHIO!

List of suspects

Activities with clues

Chart to collect clues stickers

Mystery solution



Inspector Numbers' Briefcase

Classroom games for practicing numerical intelligence

Learning through play is definitely a winning choice. Starting from this simple reality, Inspector Numbers' Briefcase involves the whole class, divided into small groups, in a series of **exciting and fun games**, capable of **supporting the learning of mathematics** in an innovative way.

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6/8

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Daniela Lucangeli, Nicoletta Perini

MATHS IN YOUR POCKET

Inspector Numbers rules for primary school

A new useful **tool for primary school children in pocket format**. This is a **pack of flash cards: 40 cards** that summarise in a very simple and immediate way the main **mathematical rules and formulas** of the primary school curriculum.

The **cards are 8 x 12 cm**. Each card contains the **main rules with definitions, examples and illustrations** to facilitate an **immediate understanding of the topic**. The pupil is accompanied by a guide character, Inspector Numbers, the protagonist of the mini detective stories on numerical intelligence.



WINNER OF THE 2022



A PACK OF 40 CARDS

ISBN 978-88-590-2754-6

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The openable ring allows you to **reorder the cards as you like**, remove them or insert new ones.



on the front of each card, the **topic** is stated



on the back you can find the **explanation** of "how to do it".

40 flash card

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Silvia Tabarelli

The Case of Maths Rules

In *The Case of Maths Rules* you'll find everything you need for **revising the rules of maths and geometry, calculation procedures and summary tables with formulas!**

A single book which contains all the rules and procedures for calculations. Seven topic sections for learning and revising maths. Each section has a different colour and presents the main rules of the topic it deals with. All topics follow an **increasing level of difficulty** in the same way as they are dealt with from year one to five at school.

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SEE ALSO

The History Case

page 57

The Case of English Rules

page 61

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Valeria Razzini

THE MATHEMATICAL MYSTERIES OF VILLA TENEBRA

6+

The *Mathematical Mysteries of Villa Tenebra* is a **colourful and fun series** designed to **improve mathematical skills in primary school**.

Together with the characters of the story, children will have to carry out a series of **mathematical exercises** in order to **solve a mysterious case**. Motivated by the story and the goal, they will engage in the proposed activities spontaneously, **without being afraid of making mistakes**, and they will practice not only numerical and calculation skills, but also **logical and problem solving skills**.

The series is made up of **5 volumes**, to be used with children in **each related grade** of primary school.

In the **first part**, the results of the exercises will allow children to **move on the map** and **find out who hid** one of Villa Tenebra's most precious objects.



In the **second part**, children will **collect stickers** and **find the lost object!**

The 3 key principles of the success of *Villa Tenebra* series are:

- an **illustrated narrative** that supports learning
- the **fairy tale**, which holds attention
- **playful teaching**, which actively involves children



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THE LONELY SKELETON
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Valeria Razzini

A Spooky Christmas

Who stole the star from the top of the Christmas tree?

It is Christmas Eve and at Villa Tenebra there are numerous guests waiting for dinner. But the star on the tree has disappeared. **The inhabitants of Villa Tenebra question the 6 witnesses to find the culprit and recover the star.** The investigation is divided into **six sections**, each one set in a different room in the villa. By completing the sections, children will receive one **sticker-clue** to stick in a grid that **will reveal the shape of the culprit.**

80 COLOURFUL PAGES + STICKERS ISBN 978-88-590-3350-9 | € 9,90

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Valeria Razzini

MONSTROUS PROBLEMS AT HOTEL DE TENEBRIS

Vol. 1 - Cleopatra's diadem

Ombretta, protagonist of the successful series *The mathematical mysteries of Villa Tenebra*, returns with a new adventure in a colorful workbook set at the Hotel de Tenebris. Children in the class before primary school will be able to **train logical-mathematical skills, problem solving and the resolution of mathematical and geometric problems in a fun way**.

The little readers will have to follow the clues and solve the cases involving the hotel guests. Only after completing all the sections of the notebook the little ones will discover who is guilty of the crime.

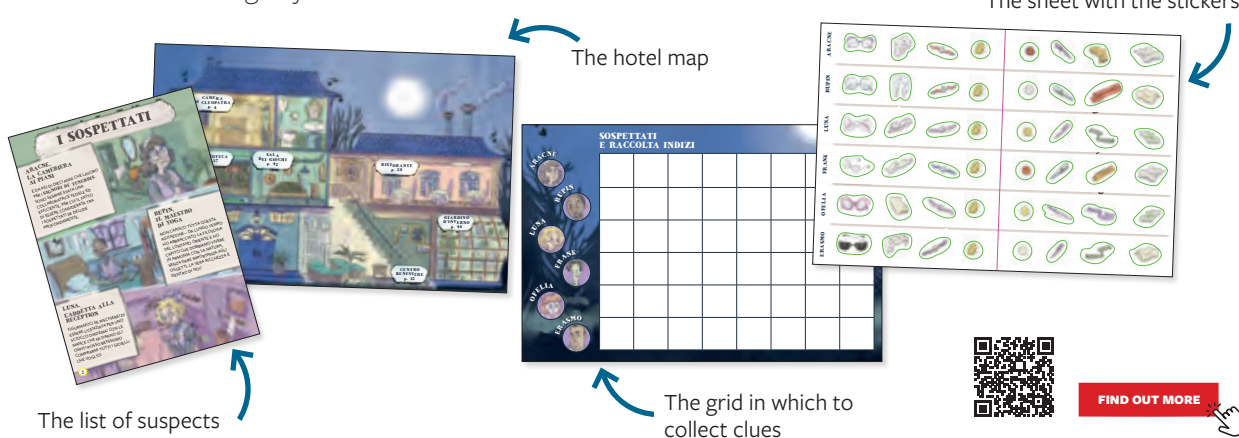


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Giuseppina Gentili, Carlo Scataglini

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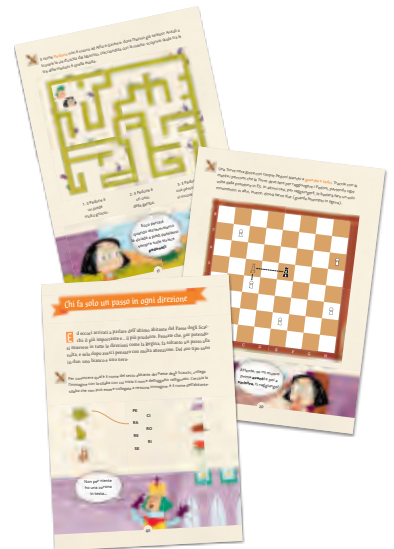
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7 years



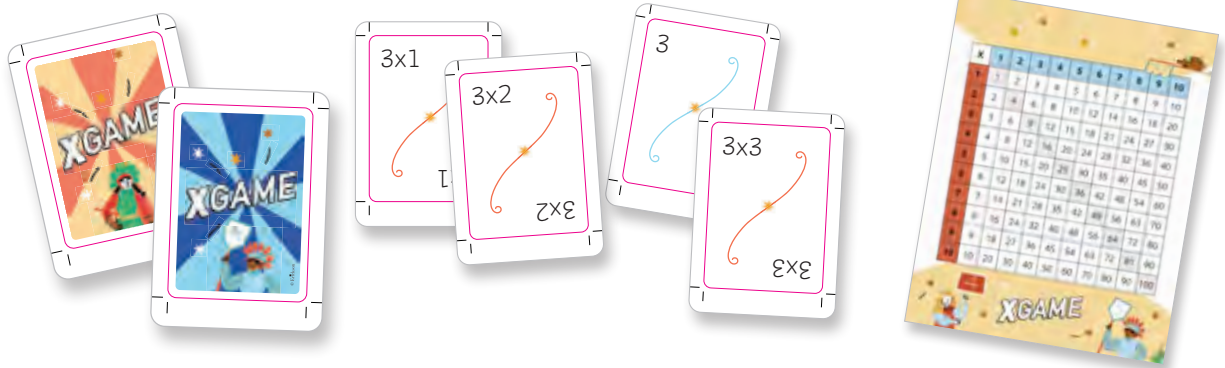
2+ players



200 cards; Multiplication table; Instructions; 4 games



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8 years



1-6 players



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5+ years



2-8 players



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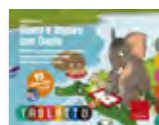
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5-11 years



1 or more players



- Supports learning
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5-99 years



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6/8

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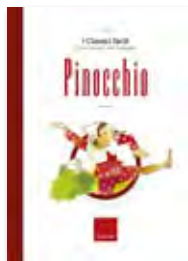
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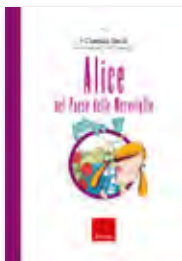
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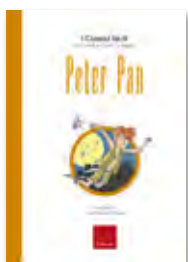
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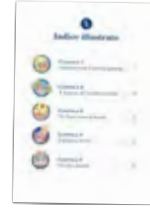
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Solutions

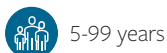
On the right pages the activity to carry out



On the left pages the narrative text

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- Reading-writing learning
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- Creativity



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8 years



3+ players



- 12 character cards
- 30 obstacle cards
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- 1 turn card of the game
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- Watch out for the colour. Identify letters of the same colour, and say a word that begins with the initial letter of the colour.
- Things, names, cities. Choose a category (verbs, places, adjectives, animals, things, cities, etc.) and say a word that begins with one of the letters on the card and which belongs to the chosen category.



- 6 years
- 2-4 players
- 48 cards;
2 instruction cards



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- 6-99 years

- 2-5 players

- 56 Ingredient cards,
18 Cauldron cards, 12 Spell cards, 1 60-second hourglass and 18 magic points

- Concentration
- Cooperation
- Descriptive skills
- Reaction speed



Monica Attolini, Valeria Del Rio and Rossella Cigarini

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Carlo Scataglini

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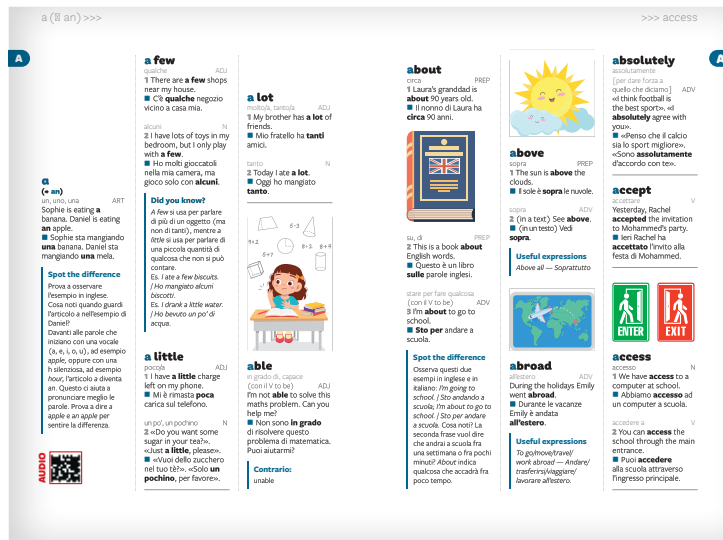


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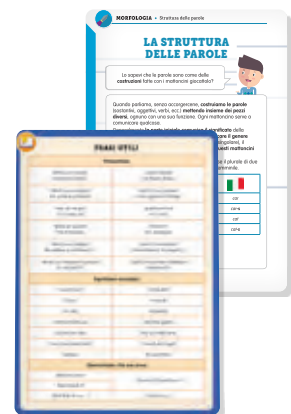
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The History Case
page 57

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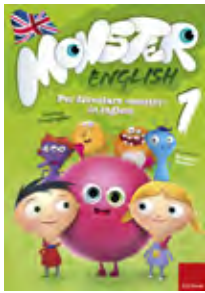
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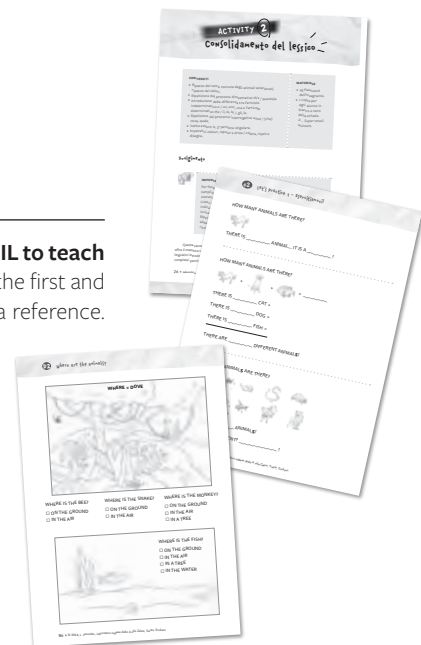
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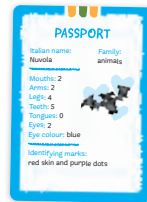
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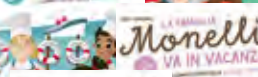
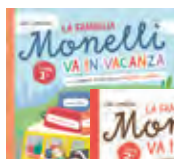
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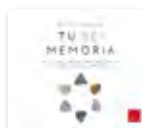
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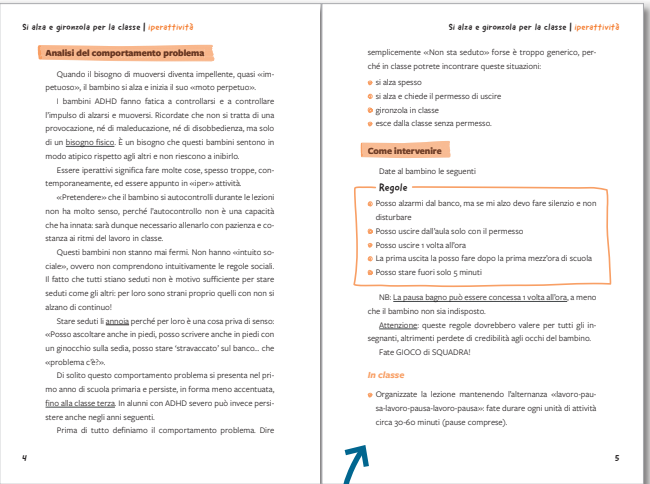
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