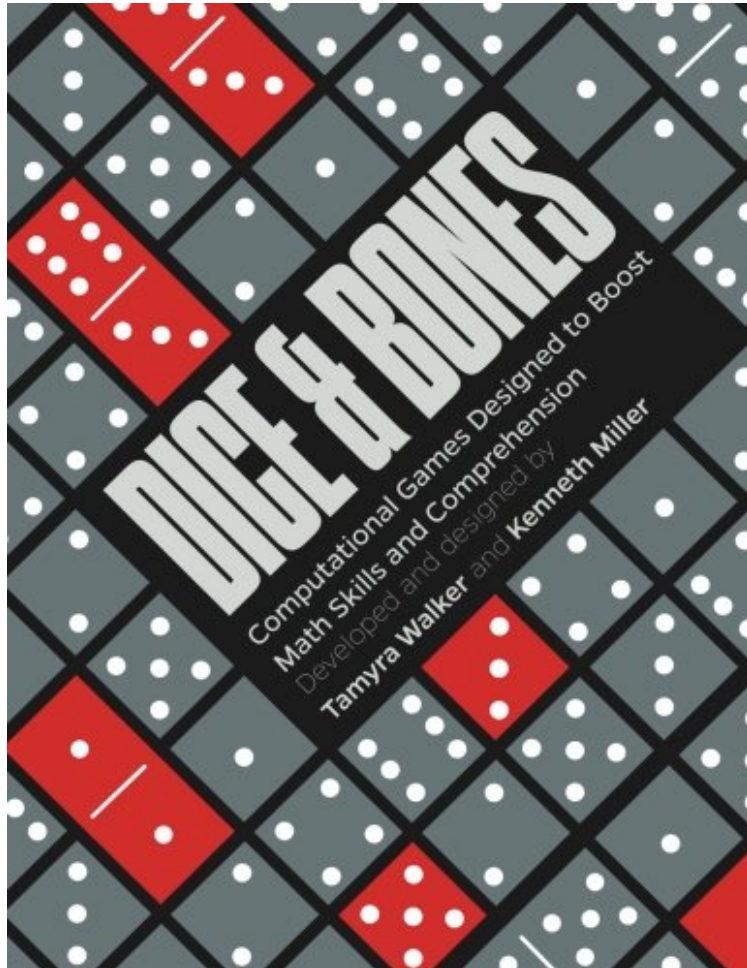


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## Dice and Bones: Computational Games Designed to Boost Math Skills and Comprehension

*Tamyra Walker, Kenneth Miller*

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Dice and Bones is a comprehensive supplementary curriculum designed to provide computational practice and comparative value number sense in a fun and engaging way. All the games included in this book are Common Core State Standards aligned. The idea for this book arose out of the need to make skills practice fun and engaging for students.

About the Author Tamyra Walker holds a MS in mathematics teaching and learning from Drexel University. She has served as an educator for the last 10 years in diverse classrooms in Dallas, TX, Athens, Greece, and currently in Oakland, CA. Her instructional specialization include facilitating voice through mathematically rich discourse and culturally responsive teaching. Kenneth Miller has a degree in interdisciplinary studies with a focus in math and science from The University of Texas at Arlington. He has served as an educator for seven years all over North Texas and taught 6th, 7th and 8th grades. Through experience, he has come to the realization that student success and achievement in academics come from building critical thinking, strong rapport, self-confidence and efficacy in each of his students via academic conversation. His students in their success prove that teaching creatively can reach all students.