

PRODUCT

The Algebra Game: Trig Functions—Collaborative Activities and Games to Strengthen Understanding Catheryne Draper, 2016. Grade 7-12, \$49.95. Didax code 211756. Didax; <http://www.didax.com>

This product is designed to reinforce students' understanding of trigonometric functions through lessons and games using card decks. Four decks—each with a different level of difficulty—are included. Each card contains one representation or characteristic of a trigonometric function: an equation, graph, coordinate pair table, period, or amplitude/asymptote. Also included are five lessons and instructions for three games. The materials are suitable for high school students studying second-year algebra through precalculus.

In lessons, students work in groups to match cards and analyze characteristics of trig functions. Worksheets are included. To introduce trig functions, I would supplement these lessons with activities further emphasizing covariation, connections to special right triangles, and transformations of functions. Dynamic software would be particularly helpful in supplementation.

The games are my favorite part of the materials. Go Fish, Rummy, and Match-Match are designed for groups of 2–4 students. In my trial, Rummy best reinforced the concepts within the time constraints of a high school class. Nonetheless, Go Fish and Match-Match could be adapted for time and space constraints by limiting the deck to two or three characteristics (e.g., a graph, equation, and period).

The cards could be used for a variety of teacher-generated activities as well. Additional cards would likely be needed for classes of more than fifteen students; teachers could create these with a “repair card” template provided in the materials.

I recommend these materials for practice and reinforcement of various representations of trig functions. The convenience of the ready-made cards alone is worth the price.

—Kathryn Rhoads
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