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# Real World Math

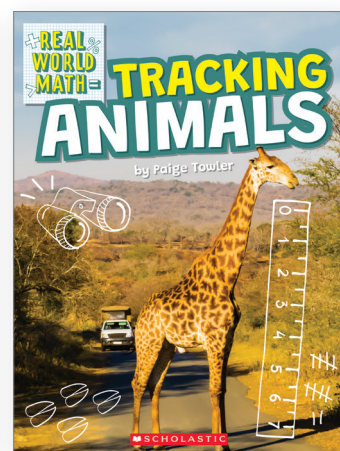
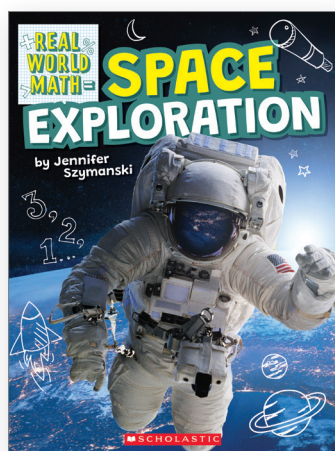
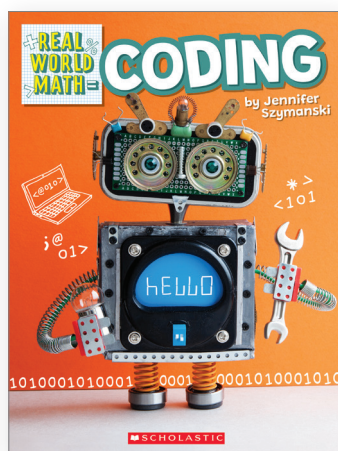
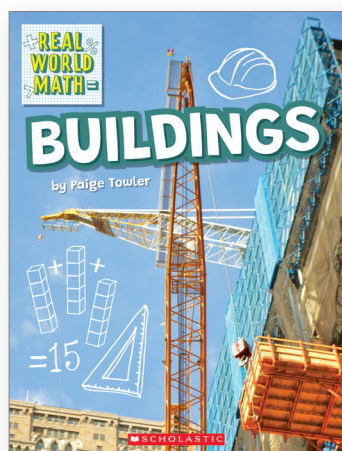
An exciting new series that shows kids just how fun and important math can be!

This brand-new series demonstrates how math skills can be applied to high-interest topics and careers in computers, engineering, zoology, and space. The math concepts include counting 1-100 with basic addition and subtraction, using the power of 10, measuring, and simple geometry. Real world scientists, architects, programmers, and mathematicians model hands-on, from-the-field experiences in a way that will make children excited to use and expand their math skills!

**Titles include:** Coding • Tracking Animals • Space Exploration • Building



**Grades:** K-2 | **Age:** 5 -7 | **Trim:** 8 x 10 | 32 pages, full-color photographs and illustrations



Ready to help the robot tackle the next job? Here it is!

**WALK THE DOG**

How can we write this phrase in code? The code we're going to use has a **key**. You can see the key at the bottom of this page. In the key, every letter of the alphabet is matched up with a number. Find each letter in the phrase on the key. The number that matches the letter in the code. **WALK THE DOG** in this code would be:

23 1 12 11 20 8 5 4 15 7

KEY	A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13	
N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
14	15	16	17	18	19	20	21	22	23	24	25	26	

**YOU CAN DO IT!**

Computers use code to talk to each other. But not to talk to humans! Computers turn code back into words so that we can read them. The robot has a message in code.

Using the key on page twelve, can you figure out what the code says?

**7 5 20 20 8 5 12 5 1 19 8!**

Wow, you did a great job! Our robot is going to take a quick break while we dig a little deeper into code.

**BINARY CODE**  
10100011

Before a robot takes action, it changes the program's numbers and letters into a special kind of code. This type of code has two parts and is called **binary code**.

To write and read this kind of code, we'll have to look for patterns. Patterns are sets of objects, like numbers or shapes, that can repeat. One type of binary code uses two numbers: the number 0 and the number 1.

**4**  
Titles in this series

- **Engaging content** makes math accessible and fun for young readers.
- **Vibrant, full-color photographs** throughout with a modern and colorful design.
- Perfect addition for STEAM libraries.
- Created with an emphasis on **gender and ethnic diversity**.
- Sidebars link the content to **real world examples** of how scientists use math.
- Includes **"You Can Do It!"** math challenges perfectly crafted for 4-to-8 year olds.
- Reviewed by a **math curriculum** specialist consultant
- A **glossary, index**, and other nonfiction text features.

Contact your local Scholastic salesperson for more information or to place an order



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