

Online Math Resources for Families - Grades 9 and 10

Knowledgehook is an online tool designed to guide students through interactive questions. They gain a deeper understanding of mathematical concepts and explore different pathways to solving problems.

<https://app.knowledgehook.com/app/Login>



Click **Students enter** and then the class code. You can set up an account to access questions.

9 Academic Math - DPCDSB

class code: **tin7864**

9 Applied Math - DPCDSB

class code: **moo6599**

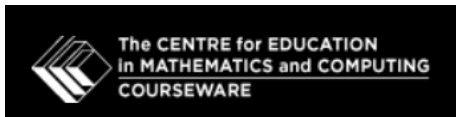
10 Academic Math - DPCDSB

class code: **zip2499**

10 Applied Math - DPCDSB

class code: **lob3438**

The University of Waterloo CEMC courseware materials feature lessons, interactive activities, enrichment challenges, and unlimited opportunity for practice with feedback.



The courseware is online, free to use, and does not require registration. Start learning from a world-class group of educators today!

Grades 9-11

<https://www.cemc.uwaterloo.ca/resources/courseware/grade-9-10-11.html>



Launched in 2007, and initially developed by the Ontario Ministry of Education, **Mathify** has provided students across the province with free, interactive online math tutoring for over 10 years. The platform combines an interactive shared whiteboard and drawing tools, math experts, and a safe space to ask questions – over voice and chat.

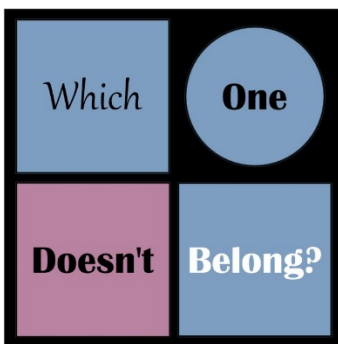
Grades 7 to 10

<https://tvomathify.com/about-us>



Estimation180 are curated images of estimation challenges. These challenges can help students to improve both their number sense and problem solving skills.

<http://www.esteemation180.com/>



Which One Doesn't Belong? is a collection of images where students are asked to reason through which image does not belong. Powerful conversations occur as multiple reasons are possible and we see that any given image may not belong. What becomes the focus is the reasoning offered to support a viewpoint.

<https://wodb.ca/>



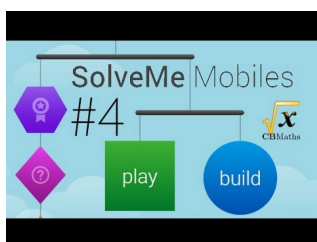
Would You Rather? is a collection of images that presents students with two possibilities to choose from and to reason through their answer.

<https://www.wouldyourathermath.com/>



Visual Patterns are images that provide a sequence of pictures or geometric objects, created based on some rule. Students are asked to reason and prove what the rule might be.

<http://www.visualpatterns.org/>



SolveMe Mobiles are hanging sculptures made of shapes, strings and beams. These beams and strings are weightless, but the shapes have weight. The goal is to figure out what the weight is of each of the shapes to make the mobile balance.

<https://solveme.edc.org/mobiles/>



FractionTalks.com provides images that foster conversations and creative thinking about fractions.

<http://fractiontalks.com/>



Money and Youth is an online tool that consists of 14 modules that students can download.

Topics covered: exploration of one's values, making good decisions, challenges and opportunities of getting money and then spending, saving, borrowing, and protecting money and the things we acquire in life that are important to us.

Grades 7-12

<https://moneyandyouth.com/>



Choose a Path that Includes Math is an online tool kit that is a comprehensive, user-friendly, and inspiring source of information for Ontario teens and parents who are exploring choices for high school math courses.

<http://www.parentengagementmatters.ca/choose-a-path-that-includes-math>
