

Math And Answers

Question answering

construct its answers by querying a structured database of knowledge or information, usually a knowledge base. More commonly, question-answering systems can

Question answering (QA) is a computer science discipline within the fields of information retrieval and natural language processing (NLP) that is concerned with building systems that automatically answer questions that are posed by humans in a natural language.

Math circle

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A math circle is an extracurricular activity intended to enrich students' understanding of mathematics. The concept of math circle came into being in the erstwhile USSR and Bulgaria, around 1907, with the very successful mission to "discover future mathematicians and scientists and to train them from the earliest possible age".

Singapore math

Singapore math (or Singapore maths in British English) is a teaching method based on the national mathematics curriculum used for first through sixth grade

Singapore math (or Singapore maths in British English) is a teaching method based on the national mathematics curriculum used for first through sixth grade in Singaporean schools. The term was coined in the United States to describe an approach originally developed in Singapore to teach students to learn and master fewer mathematical concepts at greater detail as well as having them learn these concepts using a three-step learning process: concrete, pictorial, and abstract. In the concrete step, students engage in hands-on learning experiences using physical objects which can be everyday items such as paper clips, toy blocks or math manipulates such as counting

bears, link cubes and fraction discs. This is followed by drawing pictorial representations of mathematical concepts. Students then...

MathOverflow

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MathOverflow is a mathematics question-and-answer (Q&A) website, which serves as an online community of mathematicians. It allows users to ask questions, submit answers, and rate both, all while getting merit points for their activities. It is a part of the Stack Exchange Network, but distinct from math.stackexchange.com.

It is primarily for asking questions on mathematics research – i.e. related to unsolved problems and the extension of knowledge of mathematics into areas that are not yet known – and does not welcome requests from non-mathematicians for instruction, for example homework exercises. It does welcome various questions on other topics that might normally be discussed among mathematicians, for example about publishing, refereeing, advising, getting tenure, etc. It is generally...

Math wars

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In the United States, math wars are debates over modern mathematics education, textbooks and curricula that were triggered by the publication in 1989 of the Curriculum and Evaluation Standards for School Mathematics by the National Council of Teachers of Mathematics (NCTM) and subsequent development and widespread adoption of a new generation of mathematics curricula inspired by these standards.

While the discussion about math skills has persisted for many decades, the term "math wars" was coined by commentators such as John A. Van de Walle and David Klein. The debates focus on traditional mathematics versus reform mathematics philosophy and curricula, which differ significantly in approach and content.

Basic Math (video game)

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by Atari, Inc. for the Atari Video Computer System. The game features

Basic Math is an educational video game programmed by Gary Palmer and published by Atari, Inc. for the Atari Video Computer System. The game features a series of ten arithmetic problems involving addition, subtraction, multiplication, or division. The player can edit different gameplay modes to alter how the numbers in the problem are chosen, or if their questions are timed. The game was released in September 1977 as one of the earliest releases for the Atari VCS.

The game is the only known game developed for the VCS by Palmer, who initially worked at Atari creating debugging stations for game developers, and later assisted with work on the Atari 400/800 line of computers. It was the first educational video game for the VCS, with other companies also releasing arithmetic-themed cartridges in...

Math Blaster!

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Math Blaster! is a 1983 educational video game, and the first entry in the "Math Blaster" series within the Blaster Learning System created by Davidson & Associates. The game was developed by former educator Jan Davidson. It would be revised and ported to newer hardware and operating systems, with enhanced versions rebranded as Math Blaster Plus! (1987), followed by New Math Blaster Plus! (1990). A full redesign was done in 1993 as Math Blaster Episode I: In Search of Spot and again in 1996 as Mega Math Blaster.

The game spawned other Math Blaster titles including Math Blaster Jr. and Math Blaster Mystery: The Great Brain Robbery, as well as math-related spin-offs like Alge Blaster and Geometry Blaster, and forays into other subjects like Reading Blaster, Word Blaster, Spelling Blaster, and...

New Math

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mathematics was taught in American grade schools, and to a lesser extent in European countries and elsewhere, during the 1950s–1970s.

World Maths Day

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World Maths Day (World Math Day in American English) is an online international mathematics competition, powered by Mathletics (a learning platform from 3P Learning, the same organisation behind Reading Eggs and Mathseeds). Smaller elements of the wider Mathletics program effectively power the World Maths Day event.

The first World Maths Day started in 2007. Despite these origins, the phrases "World Maths Day" and "World Math Day" are trademarks, and not to be confused with other competitions such as the International Mathematical Olympiad or days such as Pi Day.

In 2010, World Maths Day created a Guinness World Record for the Largest Online Maths Competition.

World Maths Day will next take place on 26 March 2025.

Math Bass

2021. Earnest, Jarrett (30 June 2015). "Math Bass: Off the Clock Poses Few Questions and Supplies Fewer Answers". The Village Voice. Archived from the

Math Bass (b. 1981, New York, New York) is an artist known for fusing performance with paintings and sculptures using formal elements like solid colors, geometric imagery, raw materials, and visual symbols. Bass has exhibited at Overduin & Kite, Human Resources, and Vielmetter Los Angeles. The artist was featured in the 2012 Made in LA Biennial at the Hammer Museum and in May 2015, MoMA PS1 presented Bass's first solo museum show, Math Bass: Off the Clock, organized by Mia Locks.

Bass currently lives and works in Los Angeles, California.

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