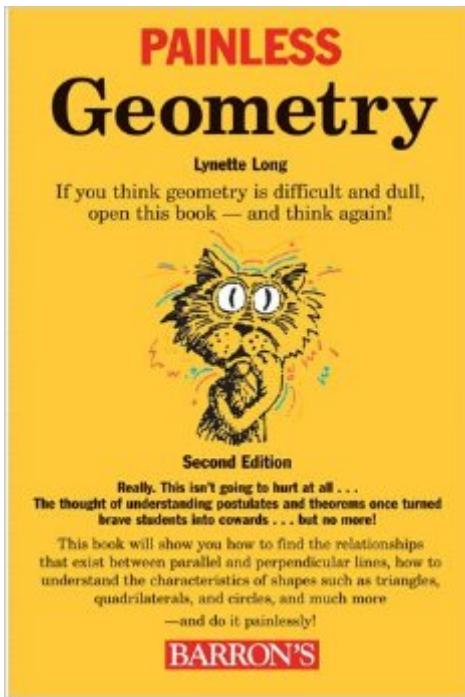


The book was found

Painless Geometry (Painless Series)



Synopsis

The author demonstrates how solving geometric problems amounts to fitting parts together to solve interesting puzzles. Students discover relationships that exist between parallel and perpendicular lines; analyze the characteristics of distinct shapes such as circles, quadrilaterals, and triangles; and learn how geometric principles can solve real-world problems. Titles in Barron's Painless Series are written especially for middle school and high school students who are having a difficult time with a specific subject. In many cases, a student is confused by the subject's complexity and details. Still other students simply finds a subject uninteresting, an attitude that usually results in lower grades. Painless titles offer informal, student-friendly approaches to each subject, emphasizing interesting details, supplementing the text with amusing insights, and outlining potential pitfalls clearly and step by step. Students begin to understand how disparate details all fit together to form a clear picture. Timelines, ideas for interesting projects, and "Brain Tickler" quizzes in many of these titles help to take the pain out of study and improve each student's grades.

Book Information

Series: Painless Series

Paperback: 320 pages

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Product Dimensions: 6.1 x 0.7 x 9 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars (See all reviews) (37 customer reviews)

Best Sellers Rank: #124,328 in Books (See Top 100 in Books) #126 in Books > Science & Math > Mathematics > Geometry & Topology #206 in Books > Science & Math > Mathematics > Study & Teaching #12101 in Books > Teens

Customer Reviews

Since I'm homeschooling my high school sophomore this year, I've been spending time looking at math books. "Painless Geometry" seemed like a good bet. Profusely illustrated (albeit with silly monkey pictures) and written in plain English, it looked like just what we'd want. That's until I started actually using the book. First of all, who ever heard of a 300-page reference book with only three pages of index? How are you supposed to find things that way? It's missing things like the base of a

triangle (the index has neither "base" nor "triangle:base") and how to label an angle. The information's in the book, but you certainly can't find it using the index. Not only that, but the pages aren't labeled like a normal book, with the name and number of the chapter at the top or bottom of each page. You can't find your place in a book that way! There's little depth to the book. There are experiments with pencil and paper, but no real-world examples of where you'd use geometry. Area is calculated in "square units" with no discussion of real units of measure. Pi is introduced with a single paragraph. No explanation is given of its rich history, how it's calculated, or applicability throughout mathematics. The oversimplifications in this book may make life difficult later. The book states that all angles are measured in degrees, and the degrees symbol is generally omitted. Whatever happened to radians? In one of the problems, she asks for the area of a circle with diameter of ten. The correct answer is 100 times pi. The book states the answer as 314. That's an approximation, not an answer! Then we started finding the mistakes. Typos like "Computer the area of a circle" (page 184) I can live with.

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