

January 28, 2010

To Whom It May Concern:

I have recently had the opportunity to purchase a game entitled *Prove It: Quadrilateral Edition*. This game, created by Walter Poelzing and marketed by Games For the Mind, is intended to motivate and help students learn, understand, expand, and review the properties and vocabulary of quadrilaterals. I found *Prove It* to be a fast moving game that will engage students in their own learning. Research tells us:

- “Games use the most basic level of active processing, creative rehearsal.” (Caine & Caine, 1997)
- “The mechanisms involved when students are playing a game are just as cognitive as when students are doing math seatwork.” (Bjorkland & Brown, 1998)

I recommend adding *Prove It* to your repertoire of teaching strategies.

Sincerely,

Shari Goodman
School District Mathematics Specialist