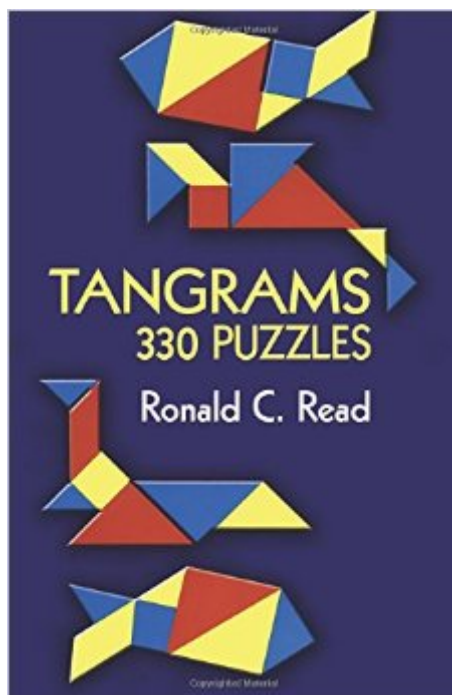


The book was found

Tangrams: 330 Puzzles (Dover Recreational Math)



Synopsis

What is a tangram? It is more easily seen and understood than defined in words. But to put it briefly, it is a geometric dissection puzzle in which seven standard pieces (five triangles, one square, one rhomboid) are used to make images of various objects. The origin of the name is not known, but the game itself is of Chinese origin, and for centuries it has been one of the most popular diversions in the Orient. The tangram is not entirely new to America, since Yankee sea captains brought books of tangram puzzles back from Canton and Shanghai. Edgar Allan Poe was a devotee, while on the other side of the world Napoleon is said to have whiled away his time with them. Around the turn of the twentieth century, the two great modern puzzlers, H. E. Dudeney and Sam Loyd, greatly enlarged the traditional field of tangram situations. This collection gathers together nearly 330 tangrams, the best creations of both Chinese and Occidental puzzle devisers. Included are some of the most striking Oriental puzzles, carefully selected from rare nineteenth-century books and some of the most inventive and imaginative inventions of Loyd and Dudeney. Although individual tangrams have always been favorite members of most collections of mathematical amusements, to our knowledge this is the first book devoted entirely to this popular form in many decades. Some of the tangrams in this collection are relatively easy and can be solved without too much brain-straining. Others are difficult, and many demand quite a bit of mental sweat before they are resolved. All, however, are delightful concoctions in recreational form-perception and will provide many hours of pleasure.

Book Information

Series: Dover Recreational Math

Paperback: 176 pages

Publisher: Dover Publications (June 1, 1965)

Language: English

ISBN-10: 0486214834

ISBN-13: 978-0486214832

Product Dimensions: 0.5 x 5.5 x 8.8 inches

Shipping Weight: 7.2 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (37 customer reviews)

Best Sellers Rank: #20,305 in Books (See Top 100 in Books) #19 in [Books > Science & Math >](#)

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[Games > Puzzles](#) #6806 in [Books > Children's Books](#)

Age Range: 9 and up

Grade Level: 4 and up

Customer Reviews

This book have 334 pages and it is very complete. The introduction is very instructive. There are 11 parts: Letters and numbers, Animals (tangram zoo, cats, dogs, birds, horses, bats, sea creatures...) Mankind (servants, Sam Loyd's portrait gallery, horsemen, medieval ladies...), around the house (watering can, baby carriages, stocking, pistol..), boat and bridges, stories and pictures (the house that jack built, the story of cinderella, a game of billard, the orchestra), a little mathematics (!), chinoiserie (some chinese characters, dagger, raincoat, "drinkink alone"), paradoxes and illusions, double tangrams (rocket, coach, sport car, television set, lion..) et the fifteen-piece puzzle (a pavillon in the moonlight, a man asleep in a drifting boat..). The solutions are given in the back of the book. The illustrations and the explanations are very clear. The author wrote a book really complete about tangram

Too complex for my little preschooler...I was misinformed as I thought that the book was, not only bigger, but full of a pattern per page, instead it is full of teeny black photos, many to a single page. I bought this for my 4 year old...it doesn't make a lick of sense to her. I would not suggest this for little ones, but it is probably perfect for older kids who are interested.

The tangrams themselves all have to be enlarged in order for my students to use them but I do that in Photoshop and it is working fine. I like that all the answers are there as well. Lots to pick from.

My middle school students love working on tangram puzzles. They make a nice activity to complement instruction about transformations, symmetry, and geometry. It helps to introduce and reinforce instruction about fractions. The students love to "race" each other to complete the puzzles. Usually, they struggle with the tangrams at first, claiming that there's no way to solve the puzzle. The students learn to be persistent, patient, and to think about what they are doing. I love when they struggle, get frustrated, then have a gigantic "ah-ha" moment. They feel very good about themselves, and I love that they recognize that they didn't give up just because it was difficult. The ELA/LIT teacher has incorporated the shapes and stories the students create into her instruction as well, making this a fun way to integrate instruction across content areas. We try to keep the integration light and fun. I use the history of tangrams to show the students what children 2000

years ago did to entertain themselves without video games!

My 10 year old loves these things. We homeschool and anything to make learning fun and interesting is great in my book. My 6 year old isn't as advanced as my 10 year old was at her age. She knows all of her shapes, but is struggling with math. If sat and thought about, this book can be very helpful with addition, subtraction, special awareness, critical thinking, fine motor skills(ages 2 and up) and just all around fun time.

We bought this as part of our homeschool curriculum, to be used with Learning Resources Tangrams Smart Pack. My son was able to flip through the book, search for the puzzle he wanted to create, and was able to do most of the puzzles with minimal assistance. The book did need to be propped open, but it is the perfect size to place in a gallon ziplock bag with the Tangrams and taken on trips. This book is probably the most appropriate for children over the age of eight, with a few exceptions for younger ages if you have a child who is a quick study (this requires an honest look at your child's capabilities). I would not try this on a child younger than the age of eight. However, if you do find it is too overwhelming, you merely need to save it for a few years and he/she will then be ready. Great for critical thinking, understanding spatial concepts, fine motor development, and basic geometry.

Awesome for my Pre-K, 4th and 6th grader. Keeps them busy, occupied, increased their focus, concentration, reasoning, analytical and logical reasoning skill sets. Just top of the line. Every minute worth it in life, huh!!!!

This book has a lot of good shapes, but the details of many of the tanagrams are washed out or misaligned, so it's difficult to verify that you've made the right shape. I had a tanagram last night that had a big bump near a corner, but the picture of the tanagram didn't have the bump--when I checked the back of the book to find out how to really do it, I had done it correctly, but their shapes were a little off!

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