



IDAHO

REGIONAL MATHEMATICS CENTERS

Resource Request Form: Activity Book

Please fill in the following information.

When finished, e-mail the completed PDF form to irmc@uidaho.edu

Full Name:

School:

E-mail Address:

Phone Number (Only used if resource is not returned):

**Proposed Resource
Check Out Date:**

**Proposed Resource
Return Date:**

Notes or Comments:

Please keep in mind that this request does not guarantee that you will receive the items you've asked for--resources are checked out in a first come basis. Resources may be checked out for only four weeks at a time, but at the end of the four weeks you are able to request renewal for up to another four weeks (if the resources are not already scheduled to go to someone else during that time. If you have any questions please don't hesitate to e-mail us at irmc@uidaho.edu.

Resources Requested:

(Please check all that apply-->if it is noted that two or more copies are available, please indicate desired amount in the notes section above)

Algebra & Geometry: Anything But Square! (2 copies available)
Cartoon Corner: Humor-Based Mathematics Activities
Cartoon Corner 2: Humor-Based Mathematics Activities
Graphing Crime (Real World Data)
Graphing Global Politics (Real World Data)
Graphing Health and Disease (Real World Data)
Graphing Immigration (Real World Data)
Graphing Money (Real World Data)
Graphing Natural Disasters (Real World Data)
Graphing Sports (Real World Data)
Graphing War and Conflict (Real World Data)
The Mathematics of Automobiles and Transportation
The Mathematics of Banking and Credit
The Mathematics of Housing and Taxes
The Mathematics of Personal Finance & Investments
The Mathematics of Trades and Professions
The Mathematics of Working
Round Table Geometry: Sir Cumference Classroom Activities
Show Me the Money: Making CENTS of Economics (2 copies available)
Stats! The Greatest Numbers in Sports (2 copies available)
Quadrant Quandaries: "Puzzling on the X and Y Axes"
Quadrant Quandaries: Volume 2 "Puzzling on the X and Y Axes"