



What's what PSPM

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$(a+b)^2 = a^2 + 2ab + b^2$
 $\frac{a}{b} + \frac{c}{d} = \frac{ad+bc}{bd}$
 $n(B) = 68$
 $n(C) = 84$
 $n(B \cup C) = n(B) + n(C) - n(B \cap C)$
 $M = \frac{0.046765 \text{ mol} = 0.016 \text{ M}}{3 \text{ OL}}$
 $z_1 = a \begin{vmatrix} D_1 & B_1 \\ D_2 & B_2 \end{vmatrix} - b \begin{vmatrix} D_1 & A_1 \\ D_2 & A_2 \end{vmatrix}$
 $E = MC^2$
 $\sqrt{5 + \sqrt{24}} = \sqrt{5 + \sqrt{6 \cdot 4}}$
 $f(x) = a(x-x_1)(x-x_2)$
 $a_n = \frac{1}{2^{n-1}} = \frac{1}{2^{10-1}} = \frac{1}{2^9} = \frac{1}{512}$
 $v = \frac{1}{4} \pi r^2 h$
 $A = \pi r^2 h$
 $\cos(B) = \frac{y}{x}$
 $\cos(60^\circ) = \frac{y}{8}$
 $\frac{1}{2} = \frac{y}{8}$
 $y = 4$
 $y = ax + b$
 $AB + BC = x + y$
 $126 = 6xy$
 $2x + 2y = 20$
 $10000a + 100b - 5000 = 0$
 $He = 4.002602$
 $Na = 22.989769$
 $Ar = 39.948$
 $a(bc) = (ab)c$
 $a+b = b+a$
 $a(b+c) = ab+ac$
 $|a| = |-a|$
 $|a| \geq 0$
 $|ab| = |a||b|$
 $|a+b| \leq |a| + |b|$

How are exponents used in real-world situations?

Learning Maths for Kids:
How to garner their attention!

Software Metrics in Software Engineering



LEARNING MATHS FOR KIDS: HOW TO GARNER THEIR ATTENTION!

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Undoubtedly, mathematics is crucial in our daily life. Even toddler needs it for cognitive development especially when it comes to counting numbers,

as well as simple addition and subtraction for ages between 5 and 7 years old. It seems easy, but the acceptance of the learning varies on how they learn it. The information gained needs to be digested by the kids before they fully understand. The main concern is **how much input they would receive from the learning process**. Several strategies were made and are in progress to ensure the knowledge can reach them and are on par with their age. Presume that the kids who could not understand are not that poor. What if the method used to coach them is not an approachable way? Here the experiment begins. As teachers/parents, we should realise the behaviour of our kids.

For kids, it is a taboo where mathematics is uninteresting, tedious and even tricky to learn. Then we need to **make it fun!**

We should know, **in reality, they are all beginners**. As a beginner, all input is new information, and step-by-step coaching is more necessary. Using pictures or figures during learning is indeed worthwhile.



Unlike the conventional way through the black and white colour or only numbers may be less effective, the more **interactive numbers based on figures** can garner their attention in learning math concepts. Besides, **flashcards and in-house objects** are also **practical** during hands-on activity.

Today's kids are also very close to gadgets, and sometimes to disengage them from mobile phones is a massive failure. If we look it in a positive side, we can actually control it by using a productive strategy. A lot of **mathematics games and applications** are available online, with some can be freely accessed. It helps much, especially children with gadget addiction which can lead to mental health issues. Hence, **learning math** can still be done while **using gadgets** and are much more **entertaining** due to **interactive feature** that each apps/games have.



A bright kid is the dream of all parents and teachers. What is most important in educating children depends on our creativity and motivation. Learning mathematics from early development is a fundamental concept in life. The children may not comprehend it well if we disregard their instinct, which they will figure out from their experience, discovery and progress.



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