

## Descriptions of the “ODs”

- **GOD – Game** of the day: We will play many games throughout the class. On most days, we will play a game - the game of the day – that will directly tie in to one of the topics covered that day. These are games that you will be able to use in your classroom.
- **HOD – Homework** of the day: Your homework assignment each night will be to create six problems related to topics covered during class that day. Of these six problems, you must provide complete solutions to three. The idea behind this assignment is to have you “looking for discrete math” everywhere. We would like for you to come up with problems that are related to something you did or observed that day on the way to or from class, in class, at home, at the store, etc.
- **MOD – Mathematician** of the day: Each day we will give you the name of a mathematician that had some influence in the field of discrete mathematics. You will need to find three facts about this mathematician: one historical fact (excluding dates and places of birth, marriage, death, etc.), one professional fact and one “obscure” fact.
- **POD – Problem** of the day: At the beginning of each day there will be a problem on the overhead that will be known as the problem of the day. We will spend the day developing the tools necessary to solve the problem – maybe. ☺
- **ROD – Reading** of the day: In your notebooks you have a copy of several chapters from the book Discrete Mathematics Across the Curriculum K-12 : NCTM Yearbook. We will choose a chapter or two from this book each day as a reading assignment. The class will either discuss or write about the reading the next day.
- **WOD – Writing** of the day: Every day will consist of a writing assignment. The subject of these writings will vary throughout the class. Some of the possible topics are the ROD, concepts covered in class, strategies for solving problems, etc.

**Note:** The HOD and WOD will be turned in each day, so please have these assignments neatly written and ready to be collected.