

# The Learning Path

The neuroscientists behind the ST Math® program frame the process of learning as a path containing three key steps:



## EXPERIENCE

**Hands-on interaction is key — just like learning to drive a car.**

No amount of studying can measure up to the experience of sitting behind the wheel. Why should it be any different with math? Active learning leads to deep, conceptual understanding.



## CONNECT

Students grow their understanding by making connections between related concepts and prior knowledge, **bridging the gap between the conceptual and the abstract.**



## PRACTICE AND APPLY

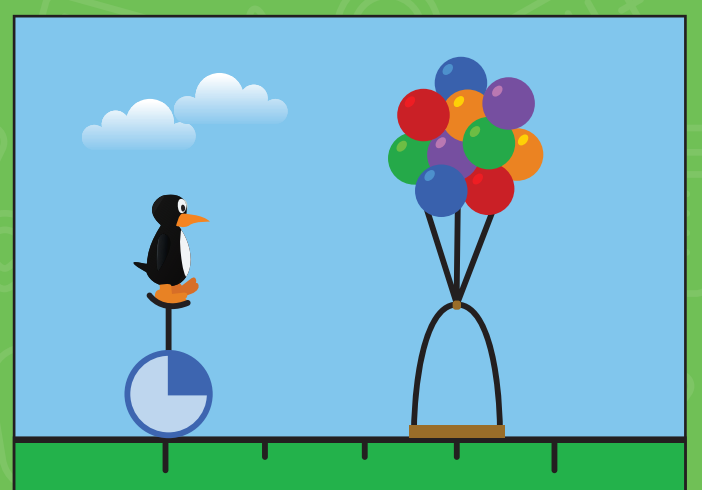
Practice allows students to strengthen connections and hone skills through repetition, and **apply those skills to race through problems in new and novel contexts.**



### ST Math Learning Path

In ST Math games, students **experience** math by interacting with digital manipulatives, make **connections** with the help of immediate animated feedback, and **practice** in a library of over 4,000 puzzles.

ST Math provides students with deep, conceptual understanding which helps them **apply** creative solutions to challenging real-world problems.



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