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.