

[Awesome Tanks 2 Cool Math Games](#)



Awesome Tanks 2: Cool Math Games That Pack a Punch

Are you ready to unleash your inner strategist and dominate the battlefield? Forget boring math worksheets – we're diving headfirst into the exciting world of "Awesome Tanks 2," a surprisingly addictive and educational game found on Cool Math Games. This isn't your grandpappy's math class; this is where strategic thinking meets explosive action, all while subtly sharpening your mathematical skills. This blog post will explore everything you need to know about Awesome Tanks 2, from its gameplay mechanics and strategic elements to the underlying math principles it cleverly incorporates. Get ready to roll!

Understanding the Awesome Tanks 2 Gameplay

Awesome Tanks 2, a standout title in the Cool Math Games library, pits you against computer-controlled opponents in a series of tank battles. The objective is simple: destroy all enemy tanks before they destroy you. But achieving victory requires more than just blindly firing your cannon; it demands careful calculation, strategic positioning, and a keen understanding of angles and trajectory.

Mastering the Mechanics: Aim, Angle, and Power

The core gameplay revolves around three key elements:

Aim: Precise aiming is crucial. You'll need to adjust your aim to compensate for the distance to the target and any potential obstacles.

Angle: The angle of your cannon significantly impacts the trajectory of your projectile. Experimenting with different angles is key to mastering long-range shots and overcoming obstacles.

Power: Selecting the right power is essential for achieving accuracy. Too little power, and your shot will fall short; too much power, and your shot might overshoot.

Beyond Basic Firing: Utilizing Upgrades and Terrain

Awesome Tanks 2 offers a variety of upgrades that can significantly enhance your tank's capabilities. These upgrades often influence your strategic options, pushing you to adapt your approach to each battle. Furthermore, understanding the terrain—hills, valleys, and obstacles—is crucial for selecting advantageous positions and exploiting enemy weaknesses. A well-placed shot from a concealed position can often be the key to victory.

The Hidden Math in Awesome Tanks 2

While Awesome Tanks 2 presents itself as a pure action game, a closer look reveals a subtle yet significant integration of mathematical principles:

Geometry and Trigonometry in Action

The game subtly teaches geometry and trigonometry through its aiming mechanics. Players subconsciously learn about angles, distances, and trajectory. Calculating the correct angle to hit a distant target requires an intuitive grasp of these concepts.

Problem-Solving and Strategic Thinking

Each battle presents a unique problem-solving challenge. Players must analyze the battlefield, assess enemy positions, and plan their attacks accordingly. This requires critical thinking and strategic planning, skills directly related to mathematical reasoning.

Resource Management and Upgrade Choices

Choosing which upgrades to purchase involves resource management – a concept closely linked to budgeting and allocation, essential aspects of financial mathematics. Players must prioritize upgrades based on their current needs and future strategic goals.

Leveling Up Your Awesome Tanks 2 Skills

Becoming a master of Awesome Tanks 2 requires practice and strategic thinking. Here are some tips to help you dominate the battlefield:

Practice Makes Perfect: Mastering the Basics

Start by practicing your aiming and power control. Spend time mastering the basics before tackling more challenging levels.

Observe and Learn: Analyzing Enemy Tactics

Pay attention to your opponents' movements and firing patterns. Understanding their strategies can help you anticipate their actions and formulate effective counter-measures.

Experiment and Adapt: Finding Your Winning Strategy

Don't be afraid to experiment with different strategies and approaches. What works in one situation might not work in another. Adaptability is key to success in Awesome Tanks 2.

Conclusion

Awesome Tanks 2 is more than just a fun online game; it's a cleverly disguised math lesson. By seamlessly blending engaging gameplay with subtle mathematical principles, it offers an entertaining and effective way to enhance problem-solving skills and strategic thinking. So, jump into the action, unleash your inner general, and discover the surprising mathematical depth hidden within this captivating Cool Math Games title.

FAQs

1. Is Awesome Tanks 2 free to play? Yes, Awesome Tanks 2 is typically free to play on Cool Math Games.
2. What are the system requirements for Awesome Tanks 2? The system requirements are generally low, making it accessible to most devices.
3. Can I play Awesome Tanks 2 on mobile devices? Yes, Cool Math Games is accessible on many mobile devices, meaning you can enjoy the game on your phone or tablet.
4. Are there any in-app purchases in Awesome Tanks 2? No, there are generally no in-app purchases in Awesome Tanks 2 on Cool Math Games.
5. How many levels are there in Awesome Tanks 2? The number of levels can vary depending on the version of the game, but there are typically many levels to challenge players of all skill levels.

awesome tanks 2 cool math games: Games C. Thi Nguyen, 2020 Games are a unique art form. They do not just tell stories, nor are they simply conceptual art. They are the art form that

works in the medium of agency. Game designers tell us who to be in games and what to care about; they designate the player's in-game abilities and motivations. In other words, designers create alternate agencies, and players submerge themselves in those agencies. Games let us explore alternate forms of agency. The fact that we play games demonstrates something remarkable about the nature of our own agency: we are capable of incredible fluidity with our own motivations and rationality. This volume presents a new theory of games which insists on games' unique value in human life. C. Thi Nguyen argues that games are an integral part of how we become mature, free people. Bridging aesthetics and practical reasoning, he gives an account of the special motivational structure involved in playing games. We can pursue goals, not for their own value, but for the sake of the struggle. Playing games involves a motivational inversion from normal life, and the fact that we can engage in this motivational inversion lets us use games to experience forms of agency we might never have developed on our own. Games, then, are a special medium for communication. They are the technology that allows us to write down and transmit forms of agency. Thus, the body of games forms a library of agency which we can use to help develop our freedom and autonomy. Nguyen also presents a new theory of the aesthetics of games. Games sculpt our practical activities, allowing us to experience the beauty of our own actions and reasoning. They are unlike traditional artworks in that they are designed to sculpt activities - and to promote their players' aesthetic appreciation of their own activity.

awesome tanks 2 cool math games: The Revolt of The Public and the Crisis of Authority in the New Millennium Martin Gurri , 2018-12-04 How insurgencies—enabled by digital devices and a vast information sphere—have mobilized millions of ordinary people around the world. In the words of economist and scholar Arnold Kling, Martin Gurri saw it coming. Technology has categorically reversed the information balance of power between the public and the elites who manage the great hierarchical institutions of the industrial age: government, political parties, the media. The Revolt of the Public tells the story of how insurgencies, enabled by digital devices and a vast information sphere, have mobilized millions of ordinary people around the world. Originally published in 2014, The Revolt of the Public is now available in an updated edition, which includes an extensive analysis of Donald Trump's improbable rise to the presidency and the electoral triumphs of Brexit. The book concludes with a speculative look forward, pondering whether the current elite class can bring about a reformation of the democratic process and whether new organizing principles, adapted to a digital world, can arise out of the present political turbulence.

awesome tanks 2 cool math games: **Outbreak Undead** Christopher De La Rosa, Ivan Van Norman, 2010-07-01 Outbreak: Undead is a Zombie Survival Simulation RPG that is not only fun, but an essential step in surviving the Undead. This book provides the most dramatic, effective, and above all realistic means in which to (safely) simulate the events of a zombie uprising and try your chances at survival!--Cover.

awesome tanks 2 cool math games: **The Monsters Know What They're Doing** Keith Ammann, 2019-10-29 From the creator of the popular blog The Monsters Know What They're Doing comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In The Monsters Know What They're Doing, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, The Monsters Know What They're Doing is essential reading for every DM.

awesome tanks 2 cool math games: Live to Tell the Tale Keith Ammann, 2020-07-07 From the author of The Monsters Know What They're Doing comes an introduction to combat tactics for

Dungeons & Dragons players. In his first book, *The Monsters Know What They're Doing* (based on his popular blog), Keith Ammann unleashed upon the D&D world a wave of clever, highly evolved monster tactics. Now it's only fair that he gives players the tools they need to fight back...and prevail! An introduction to combat tactics for fifth-edition Dungeons & Dragons players, *Live to Tell the Tale* evens the score. It examines the fundamentals of D&D battles: combat roles, party composition, attacking combos, advantage and disadvantage, Stealth and Perception, and more...including the ever-important consideration of how to run away! Don't worry about creating a mathematically perfect character from square one. Survival isn't about stats—it's about behavior! With four turn-by-turn, roll-by-roll, blow-by-blow sample battles, *Live to Tell the Tale* breaks down how to make the best choices for your cherished characters so that they can survive their adventures, retire upon their accumulated riches, and tell stories about the old days that nobody will ever believe.

awesome tanks 2 cool math games: *Look At Aa* Patricia L. Joseph, 2009-10-13 There is no available information at this time.

awesome tanks 2 cool math games: *Everything Bad is Good for You* Steven Johnson, 2006-05-02 From the New York Times bestselling author of *How We Got To Now* and *Farsighted* Forget everything you've ever read about the age of dumbed-down, instant-gratification culture. In this provocative, unfailingly intelligent, thoroughly researched, and surprisingly convincing big idea book, Steven Johnson draws from fields as diverse as neuroscience, economics, and media theory to argue that the pop culture we soak in every day—from *Lord of the Rings* to *Grand Theft Auto* to *The Simpsons*—has been growing more sophisticated with each passing year, and, far from rotting our brains, is actually posing new cognitive challenges that are actually making our minds measurably sharper. After reading *Everything Bad is Good for You*, you will never regard the glow of the video game or television screen the same way again. With a new afterword by the author.

awesome tanks 2 cool math games: *The Circle* Dave Eggers, 2013-10-08 LONGLISTED 2015 - International IMPAC Dublin Literary Award *The Circle* is the exhilarating new novel from Dave Eggers, bestselling author of *A Hologram for the King*, a finalist for the National Book Award. When Mae Holland is hired to work for the Circle, the world's most powerful internet company, she feels she's been given the opportunity of a lifetime. The Circle, run out of a sprawling California campus, links users' personal emails, social media, banking, and purchasing with their universal operating system, resulting in one online identity and a new age of civility and transparency. As Mae tours the open-plan office spaces, the towering glass dining facilities, the cozy dorms for those who spend nights at work, she is thrilled with the company's modernity and activity. There are parties that last through the night, there are famous musicians playing on the lawn, there are athletic activities and clubs and brunches, and even an aquarium of rare fish retrieved from the Marianas Trench by the CEO. Mae can't believe her luck, her great fortune to work for the most influential company in the world—even as life beyond the campus grows distant, even as a strange encounter with a colleague leaves her shaken, even as her role at the Circle becomes increasingly public. What begins as the captivating story of one woman's ambition and idealism soon becomes a heart-racing novel of suspense, raising questions about memory, history, privacy, democracy, and the limits of human knowledge.

awesome tanks 2 cool math games: *Eight Eurocentric Historians* James Morris Blaut, 2000-08-10 This text examines and critiques the work of a diverse group of Eurocentric historians who have strongly shaped our understanding of world history. It provides invaluable insights and tools for readers across a range of disciplines.

awesome tanks 2 cool math games: *The Precipice* Toby Ord, 2020-03-24 This urgent and eye-opening book makes the case that protecting humanity's future is the central challenge of our time. If all goes well, human history is just beginning. Our species could survive for billions of years - enough time to end disease, poverty, and injustice, and to flourish in ways unimaginable today. But this vast future is at risk. With the advent of nuclear weapons, humanity entered a new age, where we face existential catastrophes - those from which we could never come back. Since then, these

dangers have only multiplied, from climate change to engineered pathogens and artificial intelligence. If we do not act fast to reach a place of safety, it will soon be too late. Drawing on over a decade of research, *The Precipice* explores the cutting-edge science behind the risks we face. It puts them in the context of the greater story of humanity: showing how ending these risks is among the most pressing moral issues of our time. And it points the way forward, to the actions and strategies that can safeguard humanity. An Oxford philosopher committed to putting ideas into action, Toby Ord has advised the US National Intelligence Council, the UK Prime Minister's Office, and the World Bank on the biggest questions facing humanity. In *The Precipice*, he offers a startling reassessment of human history, the future we are failing to protect, and the steps we must take to ensure that our generation is not the last. A book that seems made for the present moment. —New Yorker

awesome tanks 2 cool math games: *Ogre Miniatures* Steve Jackson, 1992-10-01

awesome tanks 2 cool math games: *Solo-wargaming* Donald F. Featherstone, 1973

awesome tanks 2 cool math games: *Manifold: Space* Stephen Baxter, 2003-12-16 “As always, [Stephen] Baxter plays with space and time with consummate skill. . . . He continues to be one of the leading writers of hard science fiction, and one of the most thought-provoking as well.”—*Science Fiction Chronicle* The year is 2020. Fueled by an insatiable curiosity, Reid Malenfant ventures to the far edge of the solar system, where he discovers a strange artifact left behind by an alien civilization: A gateway that functions as a kind of quantum transporter, allowing virtually instantaneous travel over the vast distances of interstellar space. What lies on the other side of the gateway? Malenfant decides to find out. Yet he will soon be faced with an impossible choice that will push him beyond terror, beyond sanity, beyond humanity itself. Meanwhile on Earth the Japanese scientist Nemoto fears her worst nightmares are coming true. Startling discoveries reveal that the Moon, Venus, even Mars once thrived with life—life that was snuffed out not just once but many times, in cycles of birth and destruction. And the next chilling cycle is set to begin again . . . “When the travel bug bites and usual planets don’t excite, perhaps it’s time to burst the bounds of this old solar system and really see the sights. . . . Baxter’s expansive new novel is just the ticket.”—*The Washington Times* “Breathtaking in its originality and scope.”—*The Washington Post*

awesome tanks 2 cool math games: *Unbroken* Laura Hillenbrand, 2014-07-29 #1 NEW YORK TIMES BESTSELLER • NOW A MAJOR MOTION PICTURE • Look for special features inside. Join the Random House Reader’s Circle for author chats and more. In boyhood, Louis Zamperini was an incorrigible delinquent. As a teenager, he channeled his defiance into running, discovering a prodigious talent that had carried him to the Berlin Olympics. But when World War II began, the athlete became an airman, embarking on a journey that led to a doomed flight on a May afternoon in 1943. When his Army Air Forces bomber crashed into the Pacific Ocean, against all odds, Zamperini survived, adrift on a foundering life raft. Ahead of Zamperini lay thousands of miles of open ocean, leaping sharks, thirst and starvation, enemy aircraft, and, beyond, a trial even greater. Driven to the limits of endurance, Zamperini would answer desperation with ingenuity; suffering with hope, resolve, and humor; brutality with rebellion. His fate, whether triumph or tragedy, would be suspended on the fraying wire of his will. Appearing in paperback for the first time—with twenty arresting new photos and an extensive Q&A with the author—*Unbroken* is an unforgettable testament to the resilience of the human mind, body, and spirit, brought vividly to life by Seabiscuit author Laura Hillenbrand. Hailed as the top nonfiction book of the year by *Time* magazine • Winner of the Los Angeles Times Book Prize for biography and the Indies Choice Adult Nonfiction Book of the Year award “Extraordinarily moving . . . a powerfully drawn survival epic.”—*The Wall Street Journal* “[A] one-in-a-billion story . . . designed to wrench from self-respecting critics all the blurry adjectives we normally try to avoid: It is amazing, unforgettable, gripping, harrowing, chilling, and inspiring.”—*New York* “Staggering . . . mesmerizing . . . Hillenbrand’s writing is so ferociously cinematic, the events she describes so incredible, you don’t dare take your eyes off the page.”—*People* “A meticulous, soaring and beautifully written account of an extraordinary life.”—*The Washington Post* “Ambitious and powerful . . . a startling narrative and an inspirational

book.”—The New York Times Book Review “Magnificent . . . incredible . . . [Hillenbrand] has crafted another masterful blend of sports, history and overcoming terrific odds; this is biography taken to the nth degree, a chronicle of a remarkable life lived through extraordinary times.”—The Dallas Morning News “An astonishing testament to the superhuman power of tenacity.”—Entertainment Weekly “A tale of triumph and redemption . . . astonishingly detailed.”—O: The Oprah Magazine “[A] masterfully told true story . . . nothing less than a marvel.”—Washingtonian “[Hillenbrand tells this] story with cool elegance but at a thrilling sprinter’s pace.”—Time “Hillenbrand [is] one of our best writers of narrative history. You don’t have to be a sports fan or a war-history buff to devour this book—you just have to love great storytelling.”—Rebecca Skloot, author of *The Immortal Life of Henrietta Lacks*

awesome tanks 2 cool math games: *The Percy Jackson and the Olympians, Book Three: Titan's Curse* Rick Riordan, 2007-05 In this third book of the acclaimed series, Percy and his friends are escorting two new half-bloods safely to camp when they are intercepted by a mantichore and learn that the goddess Artemis has been kidnapped.

awesome tanks 2 cool math games: *Class* Paul Fussell, 1992 This book describes the living-room artifacts, clothing styles, and intellectual proclivities of American classes from top to bottom.

awesome tanks 2 cool math games: *Textbook* Amy Krouse Rosenthal Amy Krouse Rosenthal, 2016-08-09 The bestselling author of *Encyclopedia of an Ordinary Life* returns with a literary experience that is unprecedented, unforgettable, and explosively human. Ten years after her beloved, groundbreaking *Encyclopedia of an Ordinary Life*, #1 New York Times bestselling author Amy Krouse Rosenthal delivers a book full of her distinct blend of nonlinear narrative, wistful reflections, and insightful wit. It is a mighty, life-affirming work that sheds light on all the ordinary and extraordinary ways we are connected. Like she did with *Encyclopedia of an Ordinary Life*, Amy Krouse Rosenthal ingeniously adapts a standard format—a textbook, this time—to explore life’s lessons and experiences into a funny, wise, and poignant work of art. Not exactly a memoir, not just a collection of observations, *Textbook* Amy Krouse Rosenthal is a beautiful exploration into the many ways we are connected on this planet and speaks to the awe, bewilderment, and poignancy of being alive. “...a groundbreaking new twist on the traditional literary experience... *Textbook* is a delightful collection of interesting scenarios that directly point to life lessons. Rosenthal manages to spotlight grand moments and everyday moments with equal curiosity, proving that it can be both a privilege — and petrifying — to peek into one’s humanity.”—Associated Press “Rosenthal is a marvel... a talented storyteller with an experimental flair for formatting... This engaging, playful, and clever glimpse into one woman’s life offers lots of photographs, graphic illustrations, and diagrams, resulting in a book that will make readers smile as their notions of story delivery expand.” —Booklist

awesome tanks 2 cool math games: *Brothers, We are Not Professionals* John Piper, 2013 John Piper pleads with fellow pastors to abandon the professionalization of the pastorate and pursue the prophetic call of the Bible for radical ministry.

awesome tanks 2 cool math games: *501 Writing Prompts* LearningExpress (Organization), 2018 This eBook features 501 sample writing prompts that are designed to help you improve your writing and gain the necessary writing skills needed to ace essay exams. Build your essay-writing confidence fast with 501 Writing Prompts! --

awesome tanks 2 cool math games: *City of Fortune* Roger Crowley, 2012-01-24 “The rise and fall of Venice’s empire is an irresistible story and [Roger] Crowley, with his rousing descriptive gifts and scholarly attention to detail, is its perfect chronicler.”—The Financial Times The New York Times bestselling author of *Empires of the Sea* charts Venice’s astounding five-hundred-year voyage to the pinnacle of power in an epic story that stands unrivaled for drama, intrigue, and sheer opulent majesty. *City of Fortune* traces the full arc of the Venetian imperial saga, from the ill-fated Fourth Crusade, which culminates in the sacking of Constantinople in 1204, to the Ottoman-Venetian War of 1499-1503, which sees the Ottoman Turks supplant the Venetians as the preeminent naval power in the Mediterranean. In between are three centuries of Venetian maritime dominance, during which a

tiny city of “lagoon dwellers” grow into the richest place on earth. Drawing on firsthand accounts of pitched sea battles, skillful negotiations, and diplomatic maneuvers, Crowley paints a vivid picture of this avaricious, enterprising people and the bountiful lands that came under their dominion. From the opening of the spice routes to the clash between Christianity and Islam, Venice played a leading role in the defining conflicts of its time—the reverberations of which are still being felt today.

“[Crowley] writes with a racy briskness that lifts sea battles and sieges off the page.”—The New York Times “Crowley chronicles the peak of Venice’s past glory with Wordsworthian sympathy, supplemented by impressive learning and infectious enthusiasm.”—The Wall Street Journal

awesome tanks 2 cool math games: Blurred Tara Fuller, 2013-07-02 Cash is haunted by things. Hungry, hollow things. They only leave him alone when Heaven’s beautiful reaper, Anaya, is around. Cash has always been good with girls, but Anaya isn’t like the others. She’s dead. And with his deteriorating health, Cash might soon be as well. Anaya never breaks the rules, but the night of the fire, she recognized part of Cash’s soul—and doomed him to something worse than death. Cash’s soul now resides in an expired body, making him a shadow walker, a rare, coveted being that can walk between worlds. A being creatures of the underworld would do anything to get their hands on. The lines between life and death are blurring, and Anaya and Cash find themselves falling helplessly over the edge. Trapped in a world where the living don’t belong, can Cash make it out alive?

awesome tanks 2 cool math games: **Magical Fury** Ewen Cluney, 2015-01-28 It started out as another boring day at work. Then a magical girl showed up, like something straight out of an anime. Except that I haven’t seen an anime where the magical girl threatens to kill people. She was throwing lightning bolts around and saying something about the reincarnation of Star Princess Astraia being in the building. It turns out that was me. So now I look like a scrawny teenage girl, and I have magical star powers, and a psychotic magical girl named Shadow Princess Umbra is making my life hell. She blew up my parents’ house. And the more of Astraia’s memories I uncover, the more I think that Umbra isn’t even close to being the worse of it. But I’m going to keep fighting, because giving up isn’t an option. *Magical Fury* is a dark magical girl RPG, inspired by anime series like *Madoka Magica*, *Sailor Moon*, and *Magical Girl Lyrical Nanoha*. Your characters start out as normal girls who discover that they are reincarnated magical girls. They awaken to their powers under fire, and it will be up to you to decide where she goes with new her life from there. The game uses a very simple variant of the Apocalypse World engine, aimed at fast and flavorful play that you can jump into on short notice or play in a more deliberate, long-term style. Battles come down to a handful of rolls, and throughout the emphasis is decidedly on the consequences of the course of action you choose. The book also includes an appendix with 17 random tables to help you along with character creation and other things that pop up during play. To play you will need some six-sided dice, character sheets, and something to write with.

awesome tanks 2 cool math games: *Serious Educational Game Assessment: Practical Methods and Models for Educational Games, Simulations and Virtual Worlds* L.A. Annetta, Stephen Bronack, 2011-07-22 In an increasingly scientific and technological world the need for a knowledgeable citizenry, individuals who understand the fundamentals of technological ideas and think critically about these issues, has never been greater. There is growing appreciation across the broader education community that educational three dimensional virtual learning environments are part of the daily lives of citizens, not only regularly occurring in schools and in after-school programs, but also in informal settings like museums, science centers, zoos and aquariums, at home with family, in the workplace, during leisure time when children and adults participate in community-based activities. This blurring of the boundaries of where, when, why, how and with whom people learn, along with better understandings of learning as a personally constructed, life-long process of making meaning and shaping identity, has initiated a growing awareness in the field that the questions and frameworks guiding assessing these environments should be reconsidered in light of these new realities. The audience for this book will be researchers working in the Serious Games arena along with distance education instructors and administrators and students on the cutting edge of assessment in computer generated environments.

awesome tanks 2 cool math games: Battletech Combat Manual Mercenaries Catalyst Game Labs, 2016-05-25 For over forty centuries, mercenaries have plied their trade and been instrumental in toppling empires or holding the tides of war at bay. And as mankind expanded to the stars, soldiers of fortune rose to new heights of power. Business is booming, yet along with those riches comes a dangerous life and the scorn of many who see only filthy lucre-warriors. Its a dangerous life, but as long as you keep your Mech intact and your bottom line balanced, the universe is yours!

awesome tanks 2 cool math games: Kakooma Greg Tang,

awesome tanks 2 cool math games: Math Fables Greg Tang, 2016-05-31 From 1 to 10, these lessons that count are math magic for learning addition and subtraction. Greg Tang has built his career as an author and math missionary on the power of creative problem solving. Now, through winsome fables about concepts that are relevant to the very youngest math learners -- sharing, teamwork, etc. -- Greg encourages kids to see the basics of addition and subtraction in entirely new ways. Fresh, fun, and most of all, inspiring, MATH FABLES is perfect for launching young readers on the road to math success!

awesome tanks 2 cool math games: With It Or in It Bacil Donovan Warren, 2016-02-24 Using humor and frank candor, author Bacil Donovan Warren shares his personal experience, as well as that of his fellow tankers, as part of the US Army's 3d Armored Cavalry Regiment (the Brave Rifles) in Saudi Arabia and Iraq. Warren recounts the initial shock of hearing about Iraq's invasion of Kuwait and his Regiment's preparation for deployment during Operation Desert Shield. He describes the stress and sometimes mind-numbing boredom of being deployed deep in the desert of Saudi Arabia, constantly preparing for a possible Iraqi invasion. He recalls the terrifying experience of the start of the air war of Operation Desert Storm and the workmanlike action during combat against Iraq's Republican Guard forces during Operation Desert Sabre. With It or in It brings clarity and focus to their unceasing efforts to bring the conflict to a swift and decisive end. Finally, Warren describes the triumphant return of the Brave Rifles to Ft. Bliss, Texas, and the waiting arms of their families and loved ones.

awesome tanks 2 cool math games: Roll Models Richard Holicky, 2004 I thought life was pretty much over. Paul Herman I was afraid people wouldn't see me for who I still was. Cathy Green I didn't need this to be a better person. Susan Douglas I wasn't sure I wanted to live "this way." Kevin Wolitzky The above four people and 49 more just like them went on to find high levels of success and lead satisfying lives. Together they tell 53 stories of moving forward to meet all the challenges, fears, obstacles, and problems common to the life-altering circumstances after spinal cord injury, and doing it without benefit of wealth, large settlements or solid health coverage. Ranging in age from 21 to 67, disabled from three to 48 years they share 931 years of disability experience. Roll Models is a valuable new resource for recently injured people and their families, and for nurses, therapists, psychologists and all other professionals who treat, work with and care for people with spinal cord injury. Straight from the horse's mouth, survivors explore their experiences with disability and answer many questions those in rehab are asking: Early Thoughts What were your thoughts immediately following injury? What were your initial thoughts and reactions regarding SCI and the future? The First Years What were your biggest fears during that first year or so? How did you get past those early fears? Changes, Obstacles and Solutions How much different are you now, compared to how you were before injury? What's been the biggest obstacle? How did you address these obstacles? Finding What Works What have been the most difficult things for you to deal with since injury? What's the worst thing about having an SCI and using a chair? What's been your biggest loss due to injury? Is SCI the worst thing that ever happened to you? Tell me something about your problem solving skills. How do you deal with stress? What do you do to relieve stress? Salvations, Turning Points and More Was there any one thing that was your salvation or key to your success? Was there a turning point for you when you began to feel things were going to get better? What personal factors, habits and beliefs have helped you the most? SCI and Meaning Do you find any meaning, purpose or lessons in your disability? Did any positive

opportunities come your way because of your injury? What's your greatest accomplishment? What are you most proud of? A wonderful roadmap with many alternate routes to living and thriving with SCI. Minna Hong, SCI survivor and Peer Support Coordinator/Vocational Liaison, Shepherd Center Avoids the trap of providing a "one size fits all mentality" and provides solutions as varied as the individuals used as examples. Accentuates the positives while not sugar coating the difficulties. Essential reading. Jeff Cressy SCI survivor and Director of Consumer and Community Affairs, SCI Project, Rancho Los Amigos A great resource for people as they venture out into the world, or search for meaning and a deeper, richer life. Filled with examples of real people and their real experiences. Terry Chase, ND, RN; SCI survivor; Patient & Family Education Program Coordinator, Craig Hospital A wonderful tool for the newly spinal cord injured individual, as well as the therapists and counselors working with them. This certainly hits the mark in capturing important survival strategies. Jack Dahlberg, SCI survivor, Past President of the National Spinal Cord Injury Association Artfully crafted and organized, Roll Models sensitively portrays life following spinal cord injury. Informative, creative, sensitive, as well as infused with humor and a kind heart. Recommended with my highest accolades. Lester Butt, Ph.D., ABPP, Director of the Department of Psychology, Craig Hospital

awesome tanks 2 cool math games: Restaurant Man Joe Bastianich, 2012-05-01 The New York Times Bestselling Book--Great gift for Foodies "The best, funniest, most revealing inside look at the restaurant biz since Anthony Bourdain's Kitchen Confidential." —Jay McInerney With a foreword by Mario Batali Joe Bastianich is unquestionably one of the most successful restaurateurs in America—if not the world. So how did a nice Italian boy from Queens turn his passion for food and wine into an empire? In Restaurant Man, Joe charts a remarkable journey that first began in his parents' neighborhood eatery. Along the way, he shares fascinating stories about his establishments and his superstar chef partners—his mother, Lidia Bastianich, and Mario Batali. Ever since Anthony Bourdain whet literary palates with Kitchen Confidential, restaurant memoirs have been mainstays of the bestseller lists. Serving up equal parts rock 'n' roll and hard-ass business reality, Restaurant Man is a compelling ragu-to-riches chronicle that foodies and aspiring restaurateurs alike will be hankering to read.

awesome tanks 2 cool math games: Between the World and Me Ta-Nehisi Coates, 2015-07-14 #1 NEW YORK TIMES BESTSELLER • NATIONAL BOOK AWARD WINNER • NAMED ONE OF TIME'S TEN BEST NONFICTION BOOKS OF THE DECADE • PULITZER PRIZE FINALIST • NATIONAL BOOK CRITICS CIRCLE AWARD FINALIST • ONE OF OPRAH'S "BOOKS THAT HELP ME THROUGH" • NOW AN HBO ORIGINAL SPECIAL EVENT Hailed by Toni Morrison as "required reading," a bold and personal literary exploration of America's racial history by "the most important essayist in a generation and a writer who changed the national political conversation about race" (Rolling Stone) NAMED ONE OF THE MOST INFLUENTIAL BOOKS OF THE DECADE BY CNN • NAMED ONE OF PASTE'S BEST MEMOIRS OF THE DECADE • NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY The New York Times Book Review • O: The Oprah Magazine • The Washington Post • People • Entertainment Weekly • Vogue • Los Angeles Times • San Francisco Chronicle • Chicago Tribune • New York • Newsday • Library Journal • Publishers Weekly In a profound work that pivots from the biggest questions about American history and ideals to the most intimate concerns of a father for his son, Ta-Nehisi Coates offers a powerful new framework for understanding our nation's history and current crisis. Americans have built an empire on the idea of "race," a falsehood that damages us all but falls most heavily on the bodies of black women and men—bodies exploited through slavery and segregation, and, today, threatened, locked up, and murdered out of all proportion. What is it like to inhabit a black body and find a way to live within it? And how can we all honestly reckon with this fraught history and free ourselves from its burden? Between the World and Me is Ta-Nehisi Coates's attempt to answer these questions in a letter to his adolescent son. Coates shares with his son—and readers—the story of his awakening to the truth about his place in the world through a series of revelatory experiences, from Howard University to Civil War battlefields, from the South Side of Chicago to Paris, from his childhood home to the living

rooms of mothers whose children's lives were taken as American plunder. Beautifully woven from personal narrative, reimagined history, and fresh, emotionally charged reportage, *Between the World and Me* clearly illuminates the past, bravely confronts our present, and offers a transcendent vision for a way forward.

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awesome tanks 2 cool math games: *Cork Dork* Bianca Bosker, 2017-03-28 INSTANT NEW YORK TIMES BESTSELLER AND A NEW YORK TIMES CRITICS' PICK "Thrilling . . . [told] with gonzo élan . . . When the sommelier and blogger Madeline Puckette writes that this book is the Kitchen Confidential of the wine world, she's not wrong, though Bill Buford's *Heat* is probably a shade closer." —Jennifer Senior, The New York Times Professional journalist and amateur drinker Bianca Bosker didn't know much about wine—until she discovered an alternate universe where taste reigns supreme, a world of elite sommeliers who dedicate their lives to the pursuit of flavor. Astounded by their fervor and seemingly superhuman sensory powers, she set out to uncover what drove their obsession, and whether she, too, could become a "cork dork." With boundless curiosity, humor, and a healthy dose of skepticism, Bosker takes the reader inside underground tasting groups, exclusive New York City restaurants, California mass-market wine factories, and even a neuroscientist's fMRI machine as she attempts to answer the most nagging question of all: what's the big deal about wine? What she learns will change the way you drink wine—and, perhaps, the way you live—forever. "Think: Eat, Pray, Love meets *Somm*." —theSkimm "As informative as it is, well, intoxicating." —Fortune

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mixes cutting edge science and action-packed adventure, leading readers on an edge-of-your-seat ride while offering up a thought-provoking commentary on the issue of global warming. A deftly-crafted novel, in true Crichton style, *State of Fear* is an exciting, stunning tale that not only entertains and educates, but will make you think.

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