



“If, then, the true basis of the imagination is reality, and its perception is related to exactness of observation, it is necessary to prepare children to perceive the things in their environment exactly, in order to secure for them the material required by the imagination”

M. Montessori, *Spontaneous Activity in Education, IX*

During parent Friday many children shared the binomial cube and the trinomial cube with their parents. These are beautiful puzzles built from the cubes and prisms represented in each of the terms of the corresponding algebraic formula, in the case of the binomial cube:

$(a + b)^3 = a^3 + 3a^2b + 3ab^2 + b^3$. These cubes are another example of materialized abstractions in the sensorial materials. Of course the children are not aware of this, yet. For them it is a fascinating exploration of shapes and color, where they are using their senses and analytical minds to spatially organize the pieces in order to build the big cube. This is an exercise of the imagination that involves observation, precise sensorial perception, physical control of the body, and self-regulation (perseverance to complete). Later, in elementary, it will become an exploration of volumes and algebraic equations, an abstract understanding built on this first sensorial experience.

Please sign up for one of the two Montessori 101 sessions coming up in May. It will be an opportunity to revisit the Montessori pedagogical principles and welcome new families into our Violeta community.

Looking ahead:

May 5, Thu, 5:30-9:30pm – **Montessori 101** at Wild Rose Montessori, 2284 Massachusetts Ave.

May 11, Wed, 6pm – **Wildflower Network Parent Evening.**

May 21, Sat, 9am-1pm – **Montessori 101**

4/25 Flowers, Snack, Laundry: Teo



Bubbles and foam, a point of interest in linen washing!



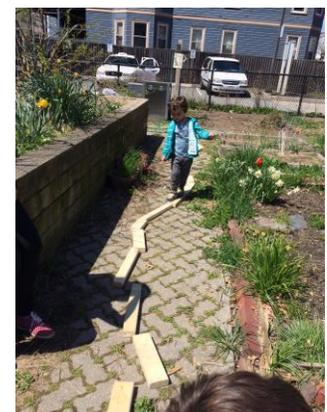
Our fascinating Earth, another favorite during Parent Friday!



Putting it all together: thousand cubes, hundred squares, ten beads and unit beads. This is called addition!



The trinomial cube stretches my imagination!



Balancing on a beam path