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*Comments on a Collection of Experiential Learning Resources*

In the talk a number of math experiential learning resources are described that have been created for and used by middle and high school students. These activities are in a wide range of topics: geometry, proofs, combinatorial game theory, knot theory, programming and smaller activities in other areas related to algebra, topology and graph theory. The resources range from 2 hour to 10 hour activities, some are open ended. Comments on impact are based on direct feedback from students and on counts of web access indicating how far students proceeded in these online activities.