- I. Algebraic Recreations
 - a. Translate problems into equations
 - b. Age Problems
 - c. Uniform motion: rate-time-distance
 - d. Work Problems
 - e. Types
 - i. Linear, one variable
 - ii. Quadratic equation
 - iii. Systems of equations
 - f. Review Practice Problems
- II. Numbers
 - a. Divisibility and divisors
 - b. Prime vs Composite
 - c. Special numbers prime, perfect, amicable
 - d. Greatest Common Divisor
 - e. Sieve if Eratosthenes
 - f. Prime Factorization
 - g. Fundamental Theorem of Arithmetic
 - h. Linear Diophantine Equations
 - i. Solvability
 - ii. Method of solution
 - i. Congruences
 - i. Remainder classes modulo d
 - ii. Properties
 - iii. Cancellation
 - iv. *a* congruent to *b* mod *d*.
 - v. Solving Linear Congruences
 - j. Digital roots
 - k. Casting out Nines
- III. Number Bases
 - a. Binary, Decimal, Sexagesimal, Hexadecimal, etc.
 - b. Changing bases from/to base 10.
 - c. Addition and multiplication in other bases.
- IV. Cryptarithmetic