

Math Carnival



What is it?

A unique, hands on, interactive math activity carnival for the whole school

Advantages to the School?

- Shows students how much fun math can be.
- Teaches math through interactive, hands on activities, which students take home.
- A great learning and leadership experience for older students, who facilitate the activities

How does it work?

- We set up a series of interactive math activity stations in a large room (gym, cafeteria, multi purpose room, etc.) Banners at the stations create a festive learning environment.
- We train the oldest students at your school to facilitate the activity stations. Our program manager guides the success of the event on site.
- In teams, students rotate through the activity stations. They learn math tricks, solve mathematical problems, and earn points.

How many stations are there?

Usually 6 different stations. Depending on how many students go through at once, there can be several of each station.

What math activities are involved?

--We use math magic and math puzzles to teach addition, subtraction, geometry, topology, probability, and measurement. We provide all the props. (More detail below.)

What is the program length?

- It takes approximately 30 minutes to set up; 1 hour to teach your oldest students to facilitate, and 45-60 minutes for students to go through all the stations. Depending on your room size and number of students, we sometimes do 2 or 3 carnival sessions to accommodate all the students.
- Student facilitator training: We can show all the 5th graders (or 8th graders if K-8 school) all 6 station activities, then assign them & be sure they are comfortable with them. 1 hr? Or, if there are 2-3 classrooms of 5th graders, we can spend 20-30 mins in each, teaching each room their activities.

Can you give an example of the logistics?

- Suppose there are 100 students in grades 1-5. 20/grade. 20 5th graders facilitate. 80 1-4th graders participate, organized into 20 teams of 4.
 - There are 6 activity stations. Each has approximately 3-4 teams at a time. There are 3-4 facilitators per station. They take turns leading their activity. When not leading, they assist.
 - Timing: 6 minutes per station. 1 minute travel between rounds. A few minutes for an intro to the whole group and a few mins for closing comments. = 45-50 mins total. (About the length of an assembly.)
 - Each round, the teams move to the next number up activity station.
- Stations: 1 2 3 4 5 6

What's the end result?

Students learn math in a fun, interactive way. They get a take-home version of the activities that they can have fun performing. Math is more fun than they may have thought!

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