

Active Math Ideas

ENGAGE THEIR BRAIN WITHIN THE FIRST 10 SECONDS



1. BASIC OPERATIONS

- A) Create a math problem for... (number of students in classroom...boys + girls, total - girls = boys, glasses + non-glasses = total students.)
- B) Determine how many M&Ms each student in the class would get if you had ___ M&Ms in a bag. (Really dole them out!)
- C) Problems up around the room for students to begin solving upon entering.



2. ESTIMATION

- A) Guessing number in a jar
- B) Measuring to get an approximate of how many items will fit into a smaller container
- C) Estimate # of ___ it will take to fill a certain shape on their paper



3. MEASURING

- A) Find items that are ___ long (actual measurement)
- B) Guess items that are about ___ long. (Then measure)
- C) Measure room (or other objects) with your feet, hands, books, etc...
- D) Determine the *total*/distance your group of ___ can long jump



4. GEOMETRY

- A) Geometrical scavenger Hunt
- B) Find perimeter of room, desk, math book, piece of paper, etc...
- C) Finds the area of room, desk, math book, piece of paper, etc...
- D) Find diameter, circumference, radius of a round table
- E) Find ___ other people and build a human shape





5. PROBLEM SOLVING

- A) Given so many objects, create the longest object you can.
- B) Design a way to get a string to travel farther than anyone else
- C) Determine a way to balance objects on smaller items...towers, etc...
- D) Create a story problem using something/someone in the classroom



6. FRACTIONS, PERCENTS, RATIOS, PROBABILITY

- A) Flip a coin ____ times. Determine percent and fraction for flips
- B) Create a spinner base that has 3 colors. Create it so chances are even.. Create one so one color comes up more often than any other color
- C) Find fraction of students who are ____
- D) Percent of students who are ____
- E) Find ratio of boys to girls, etc...
- F) Find top number for a factor tree when given 3 or 4 bottom numbers
- G) Pass out prime number cards, find two or three other people, multiply together, give total to teacher...and (s)he will guess your card.



7. GRAPHING

- A) Survey # of people who have _____. (Gather information one day, create the graph the next)
- B) Given certain information, create a graph.
- C) Create a line plot of 10 rolls of a dice. (Use the plot for mode, median, mean, and range)



8. RANGE, MEAN, MODE, MEDIAN

- A) Find the range between the person who has lost the most and least teeth, (height, or length of arms, etc...)
- B) Find the mean for average jumps of ____ people, (height, step, etc...)
- C) Find the mode for the number that appears most often in students' dates of birth
- D) Find the median for rolling a dice ____ times

