

INTERACTIVE
FUN²
INNOVATIVE



FAMILY
GUIDE
TO MATHS

INSPIRE



***MathsAlive!* is produced by Evergreen Exhibitions and developed in collaboration with National Aeronautics and Space Administration (NASA), National Council of Teachers of Mathematics, MATHCOUNTS, National Society of Professional Engineers, Society of Women Engineers and MathMovesU.**

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INTRODUCTION

Welcome to **MathsAlive!** The activities in this family guide are designed for parents with children in primary and secondary school (ages 7–14). We've also added a few suggestions so that their little brother or sister can join in and an Expert Challenge for the real maths lovers. Each activity relates to an area of the **MathsAlive!** exhibition.

Worried because maths wasn't your strongest subject at school? Don't be. These activities are fun, easy and hands on. You'll only need simple, inexpensive supplies – things that you probably already have around your home.

We've written and illustrated the activities so that you can hand this guide over to your kids and they can work things out. They're in charge and you can join in the fun! For more information about the **MathsAlive!** exhibition and related events in the community, please visit our website at www.mathsalive-au.com.

MathsAlive!

About the Exhibition

Designed to be one of the most interactive and inspiring exhibitions exploring the world of mathematics ever to go on tour.

MathsAlive! is designed to inspire, to spark the imagination, to reveal not only maths at work, but also the endless possibilities that maths can offer. Primarily designed for children aged 7–14, the exhibition brings to life the real maths behind what kids love most – games, sports, design, robotics and more – and creates interactive and immersive experiences that bring to life the maths at work in each, whether in design, application or use.

In this exhibition that covers 465 m², visitors will ride snowboards in a 3D experience, create their own 3D animation, capture their 360-degree images in a unique interactive environment, jump into a binary dance party and even design a custom skateboard for “pop”: the quick, snapping motion that allows a board to do the best tricks. Through a range of unique, interactive experiences, the exhibition takes maths from its native form into the applied worlds of design, engineering, technology and science.

Visitors will also get to experience two new interactive exhibits... In *Extreme Weather Alert*, the visitor steps into the role of a meteorologist, forecasting an extreme weather event. From a remote weather lab, they'll collect and interpret weather data in simulated 'real time' and then record their own extreme weather alert video. The visitor can email the video broadcast to him- or herself. The new *Cyber Security*

exhibit lets visitors step inside an online computer game, where they are challenged to defend against invaders – like computer bugs and viruses – using computer passcodes, multi-factor authentication and simple code sequences. Simulated fingerprint scans, card swipes and secret codes all help to create an exciting hands-on experience.

Visitors will explore and operate simulations of NASA's latest robotics, including Curiosity Rover. And around a supertall design-based interactive exhibit, learn how engineers work to make a city hum while taking on different engineering roles to design a more sustainable infrastructure.

Visitors are accompanied by fun and quirky virtual guides, and along the way, they'll meet and hear from professionals, visionaries and inspiring personalities as they talk about maths in their work across the fields kids are most interested in exploring. The exhibition addresses all maths topics and themes for the end of primary school and start of secondary school.

This innovative exhibition responds to the global movement towards greater focus on STEM development and STEM career awareness, and inspiring kids to make maths a priority, reaching them in that window of vulnerability when maths gets more challenging and children begin to lose interest.

The exhibition is designed to help answer the age-old question: “Will I ever use all this maths they’re teaching us?”

HIGHLIGHTS OF THE EXHIBITION BY SECTION

OUTDOOR ACTION... ADVENTURE SPORTS

- *Boardercross...* Snowboard experience
- *Ramp It Up...* Build a skateboard with pop
- *Penalty Save*
- Featured Personality: Eric "Tuma" Britton, professional skater/instructor
- Featured Personality: Liza Brooks, co-owner and technical director, True Snowboards

BUILD YOUR WORLD... ENVIRONMENT

- *Supertall...* Skyscraper Design Studio
 - *Power Play...* Energy
 - *Test the Waters...* Water
 - *Keep on Moving...* Transport
 - *Going Viral...* Communications
- Featured Personality: Rondi Davies, geologist and champion marathon swimmer
- Featured Personality: Tanya Martinez, electrical engineer
- Featured Personality: Christine Outram, director, City Innovation; research associate, MIT

FUTURE STYLE... STYLE AND DESIGN

- *Style Revolution...* 360-degree photo shoot
- *Make It Fit...* Tessellations
- *Nature's Numbers...* Nature's patterns
- *Shadow Play...* Shadows
- Featured Personality: Theo Jansen, artist and designer

KICKIN' IT... ENTERTAINMENT

- *Flicker Fusion...* Make a film
- *Step Up...* Dance motion
- Featured Personality: Daniel Ferguson, IMAX film director and screenwriter
- Featured Personality: Ajay Kapur, musician and computer scientist

GAME PLAN

- *Crack the (Binary) Code*
- *Flip It...* Probability
- *Cyber Security*
- Featured Personality: Robin Hunicke, game developer
- Featured Personality: Michael Mateas, game developer

ROBOTICS AND SPACE

- *Curiosity Rover*
- *Robot Rally...* Robot artefact display
- *Extreme Weather Alert*
- Featured Personality: Dennis Hong, robotics engineer
- Featured Personality: Robin Murphy, robotics engineer
- Featured Personality: Kathryn Gray, student and supernova searcher
- Featured Personality: Robonaut 2

All featured personalities are presented in videos collected in an interactive video display – Maths + People

MATHS IN THE FRONT GARDEN

Going outside to hang out with your friends? Try this:

You will need: three people (a Jumper, a Timer and a Recorder), a stopwatch, a pencil, some paper.

SECONDS	# OF JUMPS
0	0
10	9
20	17

$9 - 0 = 9$ JUMPS IN 10 SEC. OR $9/10$
 $17 - 9 = 8$ JUMPS IN 10 SEC. OR $8/10$

1. Prepare a data table for recording star jumps, like the sample shown here. You will have a total time of 2 minutes (120 seconds) in 10-second intervals.

2. Do you think the jumper will get faster or slower, or stay pretty much the same over 120 seconds of continuous jumping? Record your prediction in the table.

3. So, here goes! The Timer says "go" and, when the Jumper begins, starts the stopwatch. The Jumper starts doing star jumps. The Recorder counts how many star jumps the Jumper does. Every 10 seconds, the Timer says "record" and the Recorder writes down the number of star jumps in the table. Continue this process for the full 120 seconds (2 minutes), recording the number of jumps that have occurred at each 10-second mark.

4. How did the star jump rate (number of star jumps per 10 seconds) change as time passed? What's the range of numbers? Was your prediction correct?

5. What does this pattern tell you about how a bike-riding speed might change over time?

6. What is the Jumper's average star jumps rate over 2 minutes?

What's the maths?

Maths involves working out how things that you can count or measure change over time. By taking a number of samples of data, you can work out how the number of star jumps changes over time.

For the little ones: No matter how old they are, they will have fun jumping and can practise counting!



MATHS BEHIND THE FRIDGE



Want to know who uses the most electricity in your family? Try this:

You will need: lots of large and small household appliances, paper, pencil, your household electricity bill.

1. Take a walk around every corner of your house or flat looking for things that use electricity. Look carefully at the labels on the backs of the appliances to find out how many watts they use.
2. Make a table listing the name of each appliance, with three columns labelled "intensity", "duration" and "power use". The number of watts goes in the "intensity" column.
3. To fill in the "duration" column, you need to know how much time an appliance is used for each day. Some of these you already know (like that your fridge is always plugged in) but some you may not.
4. Choose three appliances to study – one large, one medium-sized and one small. Spend a few days observing and recording each appliance's pattern of usage. Record "minutes per day" in the "duration" column. Make the best estimate you can, based on your observations.

5. Multiply intensity by duration to get "power use" for each of the three appliances. Is the appliance that needs the most watts always the one that uses the most power? If you want to save energy, where can your family cut back?

6. Take a close look at the electricity bill. How is your family's power use measured there? How would you use the data you collected to estimate next month's bill?

7. Create your own advertis for two different electrical appliances – one that is energy efficient and one that isn't.

What's the maths?

Power use is a function of intensity (wattage) and duration. Both variables matter.

1 kilowatt = 1,000 watts

1 kilowatt hour = one 1,000-watt appliance running for 1 hour

For the little ones: Even if they can't read yet, they can join in the scavenger hunt for appliances that use electricity!

MATHS AT THE PICNIC TABLE



Can you create a special effect with some spare paper plates? Try this:

You will need: four paper plates, scissors, pencil, tape, mirror, ruler.

1. Fold the first paper plate in half, unfold it and cut a slit in the outside edge of the plate, about 3 mm wide and 2.5 cm long at each end of the fold. Make another fold in the plate, perpendicular to the first fold. Unfold it and cut two more slits, so you have four equally spaced slits altogether. This is plate 1.

2. For plate 2, begin just as you did with plate 1, but continue folding and cutting until you have eight evenly spaced slits.

3. Put plate 1 over a new plate (plate 3), mark the same slits and cut them. On plate 3, draw an identical person or object in between each pair of slits.

4. Repeat step three using another plate (plate 4) to go with plate 2.

5. On both plates 3 and 4, add a small change to each of the people or objects you have drawn, showing some kind of increasing movement on each picture.

6. Stick the pencil point through the centre of each set of plates so that the slits and two holes line up and your pencil can slide in and out.

7. Tape the edges of each set of plates together back-to-back so that your drawings are on the outside and all the slits are lined up. You've just made two zoetropes.

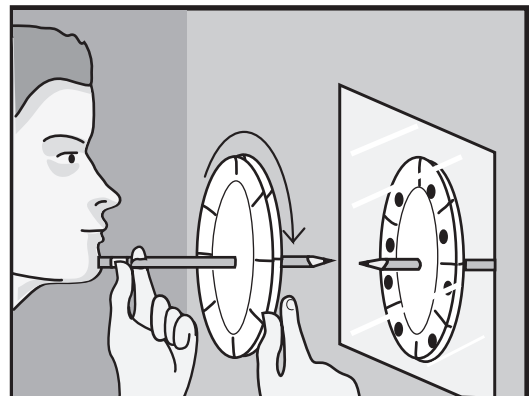
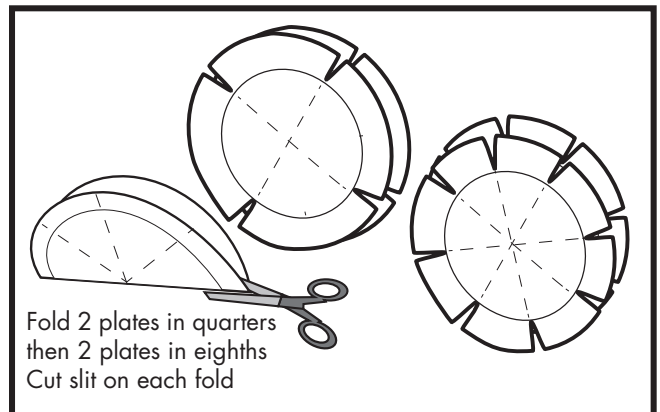
8. One at a time, hold each zoetrope with the figures facing the mirror. Balance the pencil eraser on your chin and spin the plate. Look into the mirror through the slits as they spin by. What happens?

9. What are the sizes of the angles in each zoetrope? How does the size of the angle relate to the length of the space between the slits? To make the very best zoetrope, what angles and distances between the slits do you think will get the best images? Why?

What's the maths?

Your zoetropes demonstrate the functional relationship between the angle size and the number of slits and also the functional relationship between the number of slits and the quality of the image.

For the little ones: Making the zoetrope might be too hard, but if you help them, they can spin it and see the images move in the mirror.



MATHS OUT OF THE RECYCLING BIN

What can you do with that empty shoe box, cereal box and tissue box? Try this:

You will need: different shapes and sizes of cardboard boxes without tops, different lengths of rubber bands, black marker, ruler, pencil, paper.

1. Stretch rubber bands across the boxes, like strings across a guitar. Pluck each rubber band to hear the sound it makes.

2. Use the ruler to find the centre point of the rubber band and mark that spot. What happens if you hold your finger in the centre and, with the other hand, pluck each side?

3. Hold the rubber band down at another spot, while plucking with the other hand. Mark the spot where your finger was. How is the sound different?

4. Repeat step three at other spots along the rubber band. What do you notice? What do you think will happen if you try this with different sizes of boxes? How does the pitch of the sound change with shorter or longer lengths of rubber bands?

5. Make some new rubber band instruments and compare your results. Can you tune your instruments to all play the same sound?

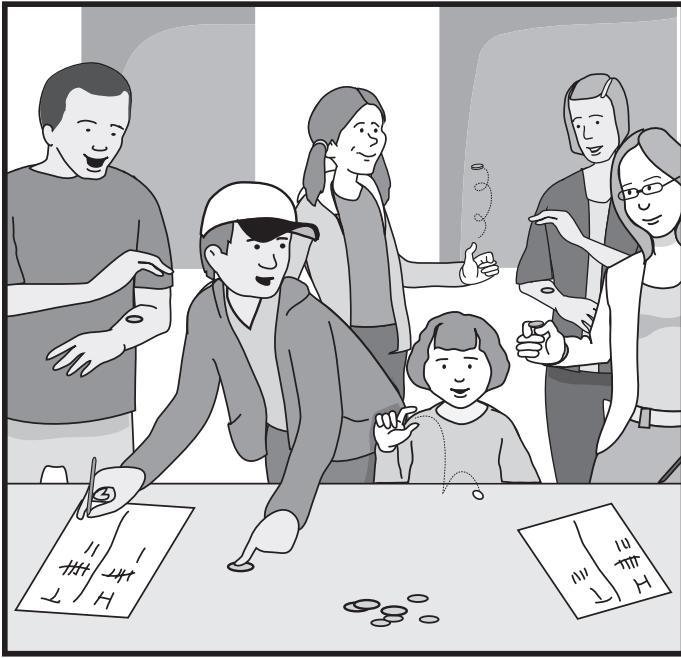
What's the maths?

Your musical instruments demonstrate a relationship between maths and music. The shorter the length of rubber band you pluck, the higher the pitch.

For the little ones: Everyone in the family can have their own rubber band musical instrument!



MATHS IN YOUR WALLET



Do you know what the odds are that your team will win a coin toss? Try this:

You will need: coins, paper, pencil, friends.

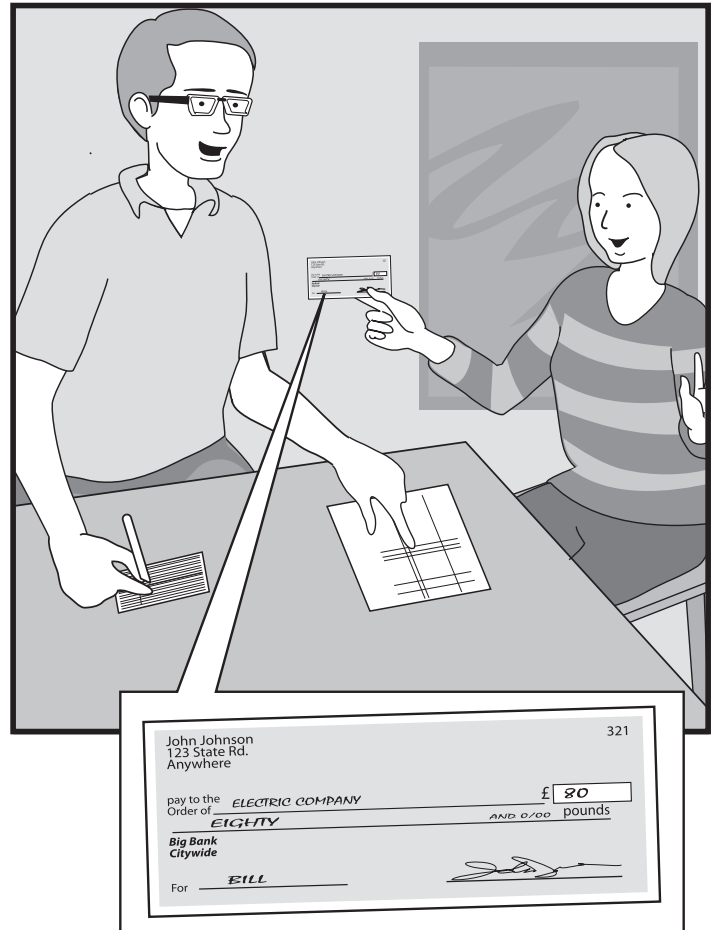
1. Make three tables on your paper, each with one column labelled "heads" and one labelled "tails". The first table is for data from 10 flips of the coin, the second table for 50 flips and the third table for 100 flips.
2. Before you begin flipping the coin, predict what you think will happen. Out of 10 coin flips, how many will be heads and how many will be tails?
3. Flip the coin 10 times, recording the results in the first table as tally marks in the appropriate columns. Flip 50 times and record it in the second table and 100 flips in the third table. What pattern do you see? What percentage of the time does it turn up heads in each trial? What percentage does it turn up tails?
4. Ask a lot of your friends to try the same experiment. If you add the results of their data with yours, what do you predict the result will be? Try it and see if you're right!

What's the maths?

Your coin toss experiment shows that the larger your sample size, the more reliable your prediction becomes.

For the little ones: Tossing a coin can be as simple as dropping it on the floor. They can definitely help with this one, and the more tosses, the better!

Expert challenge: Ask your parents if you can help balance their cheque book. While you're at it, find out how to write out a cheque, pay a bill online or use a debit card. What are the differences and pros and cons between these methods of payment and using a credit card?



MATHS FROM YOUR SHOPPING BAG

What do all those different sizes of canned goods you bought have in common? Try this:

You will need: fizzy drinks can, string, tape measure, cans and wheels of all different sizes.

1. If you wrap a piece of string around the circumference of the fizzy drinks can and then take that string length and stretch it out, will it be longer, shorter or the same length as the height of the can? Make your prediction first and then try it.

2. Try the same experiment on different sizes of cans. What do you notice?

3. Now try this: Wrap a strip of paper around the can. Then hold the strip across the diameter of the can and fold it into as many diameter lengths as you can. What happens? If you do it with the other cans, what do you find?

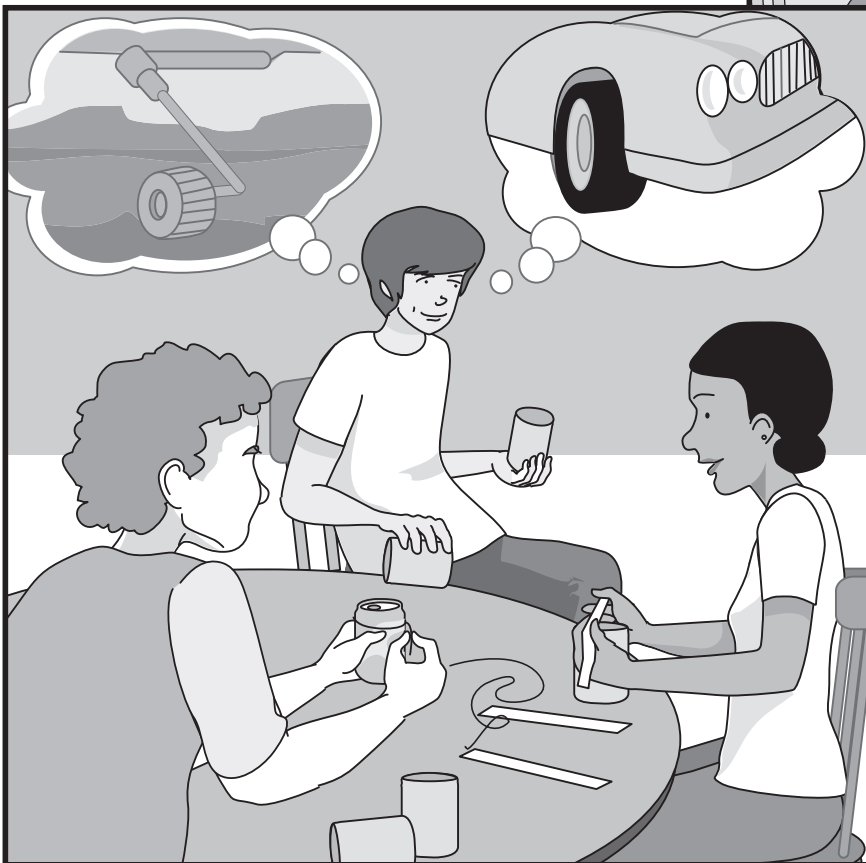
4. The Mars rover's six wheels are each 26 cm in diameter. The rover can travel up to 5 cm per second. Using what you know about circles, what information can you work out about the circumference of the rover's wheels?

5. How would you design a model to compare the wheels, movement and speed of the rover to your family car?

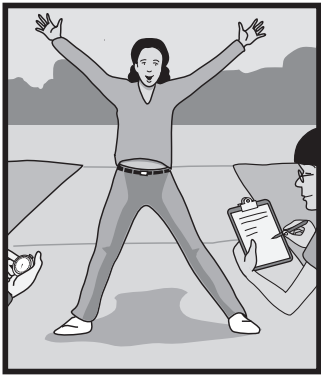
What's the maths?

No matter how big or small the circle is, the relationship between diameter and circumference is a fixed ratio, which is called Pi: 3.14159...

For the little ones: Send them on a scavenger hunt for cylinders around the house. How many different sizes of cans will they find on the shelves of your kitchen?



MATHS ALL AROUND YOU



Parents, you can show your children the maths that's all around them. Here are just a few everyday situations where you can get them involved and help them experience the maths in their world.

When you're cooking, they can work with all the different ways of measuring: liquids and solids, grams and teaspoons, adding and subtracting, etc.

When you're at the supermarket, you can give them a copy of your shopping list and see if they can estimate how much it will cost.

When you fill up the car with fuel, they can help you work out how many litres per 100 miles your car uses or estimate how much your fuel tank holds.

Together you can explore all the 3D geometric shapes in your house – like a cylinder full of tennis balls or a box of cereal – measure the dimensions and work out the volume, read the label to see how much it holds, etc.

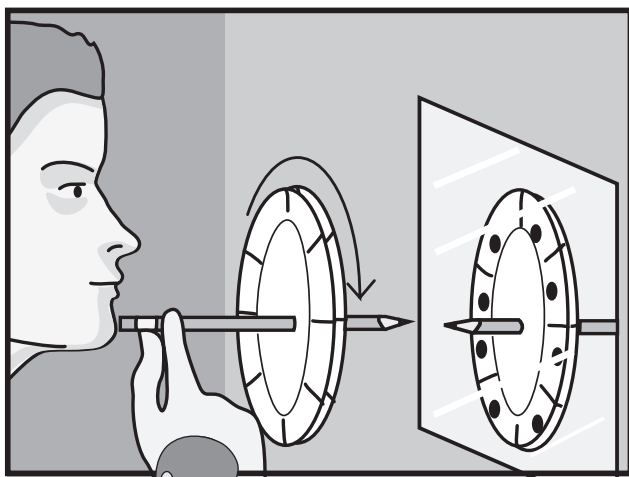
Together buy picture frames that are 4x6, 5x7, 8x10 and so on. What does that size mean? Discuss together the meaning and what other items are sold with this type of label.

Gardening together, work out how many square metres a 2-cubic-metre bag of mulch will cover. If you know the size of the space you need to cover, how much should you purchase?

Watering the garden for 20 minutes, determine how much water is used. Turn on the hose and fill a 5-litre bucket to determine how long it takes for the hose to release that much water. Then use that information to work out how much water comes out for the 20 minutes of watering.

VISIT

<http://mixinginmath.terc.edu/materials/athomewithmath.cfm>
for more great maths activities to do at home.



RESOURCES

Here are some great websites where maths really comes alive with fun activities and interactive sections:.

mathcounts.org

spacemath.gsfc.nasa.gov

illuminations.nctm.org

mathwire.com

<http://mixinginmath.terc.edu/>

coolmath.com

funbrain.com

mathplayground.com

<http://teacher.scholastic.com/maven/>

mathsalive-uk.com

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FAMILY GUIDE

Written by Jennifer Jovanovic

Design by Joel Don Laney

Illustrations by Dennis Smith

Consultants:

Jan Mokros, Ph.D.

Lori Murach

Advisors:

National Council of Teachers of Mathematics

National Aeronautics and Space Administration (NASA)

MATHCOUNTS

National Society of Professional Engineers

Society of Women Engineers

MathsAlive! is one element of Raytheon's many-tiered MathMovesU programme, which utilises a host of engaging learning programmes to help students from secondary school through to university remain interested in maths and science and, by extension, ensure the continued strength of the global workforce.

Learn more at www.raytheon.com.

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