

## Maths in Real Life, Classroom Challenge

### Teacher Information Sheet

This activity can be run in groups with KS3 students. Able Year 7s and Year 8s would be suitable. Pupils are placed in teams of four or five, with someone at the front of the class who is available to mark answers. There are 8 activities which relate to maths in the real world. The activity should fit within one hour.

### Suggested plan:

Lay out copies of the 8 activities on the front table (enough for one per team).

Teams send a representative to come up and choose an activity for the team to work on. When they think they have completed it, they need to bring their team's answer up to the front to someone who is doing the marking.

If they have got it correct they can go and choose a new activity. Otherwise they have to go back to the team and try again. (We gave better scores for teams who got the answer right first time.)

At the end of the activity, pupils need to add up their team's scores to see who has won.

### List of Activities

1. Nets of Cubes
2. Shortest Time (*Teams will need a set of cards from the document 'Scheduling.xls'*)
3. Checking Digits
4. Shortest Route
5. Missing Information
6. Tiling Problem (*Teams will need a copy of 'Tessellation Boxes'.*)
7. Logistics Problem
8. Business Maths

The message we wanted to emphasise was that maths is everywhere, fascinating and extremely useful!