



2 ∞ & Beyond!

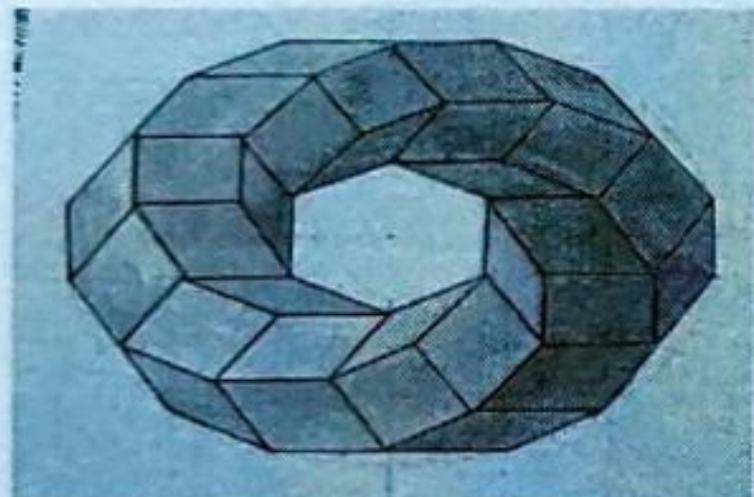
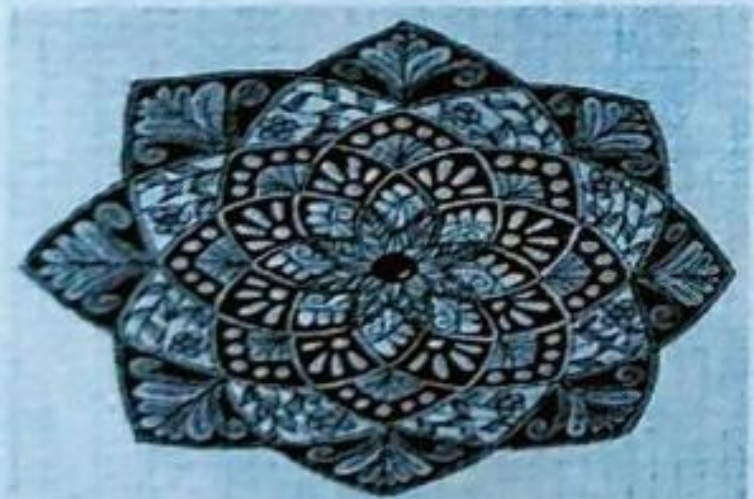

LVISNE/2021/PC/203

Date: 30/09/21

*Go down deep enough into anything and you will find mathematics.*

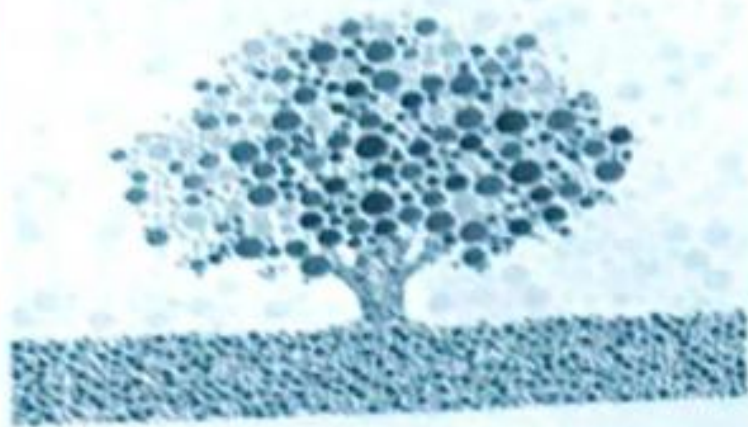
*Dean Schlicter*

We at Lotus Valley International School, NE, believe in joyful teaching and learning of Mathematics. In our endeavour to boost the intellect, talent, mental ability, creative intelligence of the students and nurture their love for the subject, we are organising the Math Week from 04.10.2021 to 09.10.2021. The students will be provided with opportunities to hone their critical thinking skills while applying their conceptual knowledge and acquired skills for an enriching experience. Our budding Mathematicians will be engaged in a plethora of exciting activities that will help in developing the spirit of curiosity and a keen eye to relate math learning with the world around.

GRADE	ACTIVITY	OBJECTIVE	METHODOLOGY	DATE
VI	<p><b>MATH -O -ART</b></p> <p><b>GEOMETRICAL PATTERNS</b></p>  <p><b>MANDALA ART</b></p>  <p><b>MOSAIC PATTERN</b></p> 	To reflect and reinforce the mathematical concepts through integration of Art.	<p>INDIVIDUAL ACTIVITY: Learners will depict mathematical concepts using different types of Arts and patterns. Some of the art forms are:</p> <ul style="list-style-type: none"><li>● Mosaic patterns</li><li>● Geometric patterns</li><li>● Mandala Art</li><li>● Pointillism (Dot Art)</li><li>● Islamic art</li></ul>	04.10.2021



POINTILLISM



VII

THEME PARK MATHS

Theme Park Maths



ATTRACTIONS			
Ride	Picture	Cost	Speed (Per Hour)
Merry-Go-Round		\$10,000	6 sq. ft.
Roller Coaster		\$50,000	20 sq. ft.
High Seesaw		\$30,000	6 sq. ft.
Ferris Wheel		\$40,000	6 sq. ft.
Pumper Car		\$15,000	10 sq. ft.
Log Ride		\$25,000	20 sq. ft.
Children's Park		\$10,000	17 sq. ft.
Scalade		\$20,000	8 sq. ft.

To trigger creativity and relate mathematics to real-life by extensive planning and execution.

GROUP ACTIVITY: Learners will design and draw a theme park on the squared paper. They will have a range of tasks to complete, from building their theme park, to working out how much it costs to run and most importantly working out how much profit they can make.

05.10.2021

Task 1 - Setting up the theme park.

Task 2: Plan for running the theme park.

Task 3 – Setting up categories for Entry Fee and calculating the earnings per day.

Task 4 – Finding the Profit/Loss per day.

Suggested tools: Canva, PowerPoint, Google Slides, Prezi etc.

VIII

MATH-E-MAGICIAN SHOW

TRICKS

Multiply  $32 \times 11$

Step 1	Step 2
32	3+2
3 2	3 5 2

MAGIC SQUARE

2	7	6	→15
9	5	1	→15
4	3	8	→15
15	15	15	15

OR

To apply the critical-thinking skills and create some riddles, puzzles, tricks on the topics of mathematics.

GROUP ACTIVITY: Learners will present a magic show based on:

06.10.2021

- Mathematical tips and tricks
- Riddles
- Magic squares
- Puzzles
- Brain teasers



## DREAM VACATION PROJECT

A 'VACATION BUDGET PLANNER' form with fields for 'DESTINATION', 'DATES', 'AMOUNT NEEDED', and 'DEPOSIT'. It includes two tables for tracking expenses: one for 'TRANSPORTATION' and one for 'FOOD & DRINKS', each with columns for 'ESTIMATED' and 'ACTUAL' costs. There are also 'TOTAL' rows for each category.

To trigger creativity and relate mathematics to real-life by extensive research and reading.

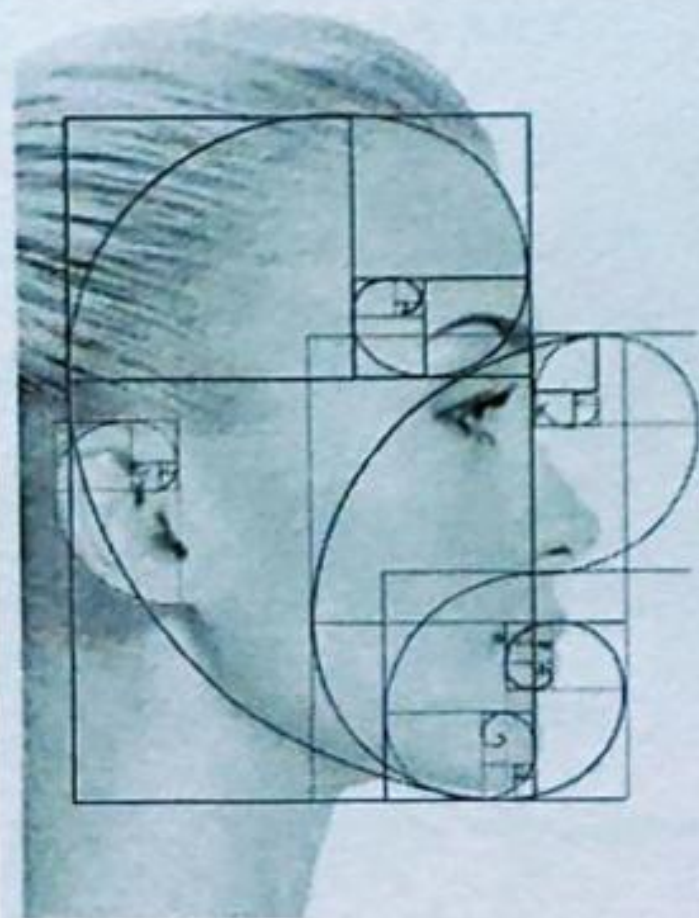
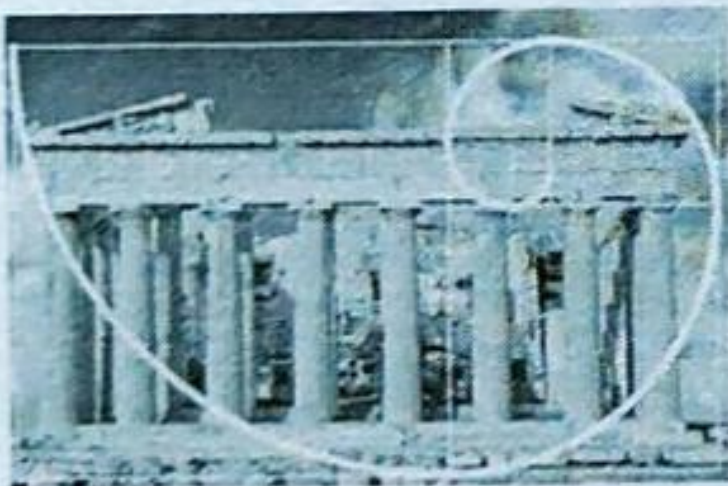
**GROUP ACTIVITY:** Learners will research, gather information and explore the different costs associated with planning a vacation. They will be required to use any resources available to them to plan a vacation to anywhere in the world. Through this project learners will be required to plan every detail of their trip like:

- Travel costs
- Lodging costs
- Food costs
- Entertainment costs
- Miscellaneous

Learners will have to stay within a fixed budget. Through this project the learners will explore the different costs associated with travel as well as plan a trip with a budgeted amount of money. Using their 21st century multimedia skills they will make a creative presentation to showcase their dream vacation.

**IX and X**

## MATH AROUND ME



To foster creative inquiry and a research-based approach to building a connection between mathematics and the real world.

**GROUP ACTIVITY:** Learners will explore the applications of mathematics in the real world like medicine, sports, architecture, artificial intelligence, etc. Learners will represent their work in the form of:

- Video
- Animation
- Enactment
- Documentary
- Poem
- Singing a song

06.10.2021 & 07.10.2021

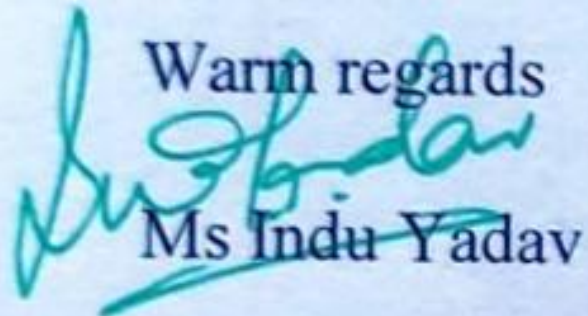


**GRAND FINALE:** A closure activity will be conducted by the teacher on Saturday, 9.10.2021 with the parents and children of classes VI-X.

1. **PUZZLE TIME:** A puzzle will be conducted on [jigsawexplorer.com](http://jigsawexplorer.com).
2. **KAHOOT TIME:** A quiz will be conducted on [Kahoot.it](http://Kahoot.it). The components of the quiz will be:
  - Codebreaker
  - Puzzles/Riddles
  - Brain Teasers
  - Mazes
  - Logical reasoning
  - Pattern-based questions
  - Finding missing number

Looking forward to active participation in this educational yet fun-filled event.

Warm regards



Ms Indu Yadav

Principal