



PATTERNS, PUZZLES, AND MATH

Tuesdays, September 13-December 13 (no class Oct 11 and Nov 22; 12 weeks)

9:30am-10:45am

Ages 6-10

Elementary math concepts are taught and reinforced through puzzles, games, and fun hands-on learning activities throughout this course. Students work with numbers to study quantity, structure, space, symmetry, change, measurement, and how to seek and use patterns to formulate new conclusions. All lab costs are included in registration fee.

Instructor: Candra Eden, BSc

Location: Science Center (suite 5) - Roswell

Course fee: \$220 OR \$20/lab

10% sibling discount

Register for full semester or individual labs.

LAB SCHEDULE:

MINUTE TO WIN IT SCIENCE EDITION – Tuesday, September 13

In this math lab, students use their knowledge of math and numbers to solve 1-minute STEM challenges.

GEOMETRY ORIGAMI – Tuesday, September 20

Students use math and fine motor skills in this lab to understand how 3-dimensional objects are created with paper.

COORDINATES – Tuesday, September 27

This week, we investigate coordinate grids and learn how to map out and find different shapes and locations as we play Battleship.

MARIO & MINECRAFT – Tuesday, October 4

We have fun with numbers this week as we solve and create our own math puzzles with Mario Brothers and Minecraft themes.



TANGRAM CHALLENGE – Tuesday, October 18

In this math lab, students use symmetry and pattern recognition to create images that explain the relationships between shapes.

ANGLES – Tuesday, October 25

In this math lab, students learn about and identify different types of angles as they work to build a marble run.

FIBONACCI SEQUENCE – Tuesday, November 1

We learn about the Fibonacci Sequence, and go on a scavenger hunt to explore spirals in nature and art to determine what fits this numerical pattern.

MOSAICS – Tuesday, November 8

Students work on visualizing fractions as they create mosaic works of art all made from parts of a circle.

MONEY – Tuesday, November 15

This week we take a practical look at numbers and learn the value of a dollar as we practice buying items and making change with shopping challenges.

BOARD GAME MATH – Tuesday, November 29

Students design and create their own board or card game based on logic, strategy and math.

BUILDING WITH MATH – Tuesday, December 6

In these labs, students work on their measuring skills as they design and build LEGO® projects that require accurate measurements.

MATH DETECTIVES – Tuesday, December 13

Students work together as a detective team to find number clues, use math and logic to solve mysteries and puzzles, and figure out lock combinations to escape the room!