



Academic Entertainment

Outstanding School Assemblies

Marvelous Mathitude!

Create Mathitude at your School!

What is Mathitude? It's a great attitude toward math! In this interactive and exciting show students have a blast when Jim Mitchell uses volunteers and role playing to get your students excited about Math in their everyday world. Students learn why math skills are important to them right now, not just in the future. This show includes every day examples of math in our lives. It also includes strategies for improving math skills and highlights the steps to handling word problems. Great math results start with MATHITUDE!



What will your students Experience?

Using real life examples, games, magic, music, and fun Jim Mitchell shows your students that math is important in their lives and highlights the places they use math daily, sometimes without even knowing it. This show helps kids relate to real life math and even gives step by step directions for figuring out those pesky word problems that face us every day! Your students will experience Mathitude!

Fun and Functional - Bring Mathitude into your school!

Building fun is the key to building student interest. This show has fun while focusing on k-6 curriculum. Mathitude will give kids a solid foundation for life. Bring Mathitude to your students today!



AcademicEntertainment.com

800-883-9883



Marvelous Mathitude!

Program Specifications

Presentation Time: 45-50 minutes.

Maximum Preferred Capacity: 350 students .

This program is designed for grades K-6. If two or more presentations are scheduled, please divide students by grade level —K –3, 4 –6, etc.

Set-Up AND Take-Down Time: 45 minutes before and after the presentation, without audience present.

Performance Area: Minimum size of 30 feet wide and 15 feet deep*. The space should be brightly lit and a floor space is best. A stage is acceptable as long as there is easy access. **Please avoid performance areas with access through staircases and stairways.** The equipment for this presentation is heavy and will be transported on wheels. *Please make arrangements with us before the presentation if your school cannot meet this space requirement.

Assembly Requirements:

- A working power connection within 25 feet of center stage.
- A clear room free of classes and students 45 minutes before and after the program.
- Parking near (or access to) ramps or elevators into the building if necessary.
- A plastic garbage bag.

one raw egg per show

- One bottle of drinking water per performance is greatly appreciated.
- Please have the school Principal or Assembly Coordinator meet with the performer at least 10 minutes prior to the presentation. Please expect to answer specific questions to your school (i.e. What is your school mascot? What grade levels will be in attendance? Etc.)

If needed please save a parking space accessible to ramps and or building entrance.

Assistance: If performance area is not directly accessible, please provide assistants who can help carry-in and carry-out equipment.



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Teachers Page

Games are a wonderful way to reinforce basic Math skills:

Games and competitions allow students to use math while the focus is on having fun. Comparing distances, scores, colors, and percents all can be done in a competitive but non-threatening way that will excite students. There are many books and websites available with math related games.

Everyday activities contain math that students may not have paid attention to:

Cooking, for example, is full of measurements and word problems that when carefully followed, yield tangible results - not just a numeric answer. Hobbies like art, music, juggling, and even writing and poetry are full of math. Some of the best results in these artistic endeavors can be achieved with an awareness of the math involved. Students can become stronger in math by identifying and integrating math skills in all areas of their lives.

Math is Orderly:

Simple and even complicated Math problems are all solved in the same way. According to George Polya, a Hungarian born professor of Heuristics, problem solving is not innate but is taught. His work in problem solving is still used today when teaching elementary math.

To solve problems:

Identify the problem.

Choose what info is needed. In story problems, usually the last sentence of the story.

Decide on a plan that works to solve the problem.

Manipulate objects in real life

Draw a picture or make a diagram

Make a list of possible answers

Guess and check

Look for patterns

Carry out the plan

Execute the plan decided on.

Check your results

Does the answer work?

If not, can you execute the plan again or do you need a new plan?