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Math About Me

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**Math
Grades 3-5**

Introduction

This is a project that can be used as a "Get-to-Know-You" activity in the beginning of the school year. Students will create a variety of basic computation and more complex word problems in a project to teach the class about themselves. This project is to be done on a Google Slideshow.

Learning Objectives

- SWBAT understand how math exists in real world scenarios.

- SWBAT create a math project to help the class get to know them.

Materials Needed

- Chromebook/Desktop/Laptop/iPad/Tablet

Procedure

1. Have a class discussion about how "math is all around us." Create an anchor chart to hang in the classroom.

2. Create a template for the students to use in a Google Slideshow. Assign this in Google Classroom and make a copy for each student so students may edit and create individual slideshows. A template accompanies this lesson plan and you can edit and use it how you wish.

3. This is an icebreaker activity, so students will put their name on the title slide with a photograph. The title slide should also be given a name that deals with getting to know you and math such as "Math About Me". This slideshow will help the students share information about themselves with their classmates through the avenue of mathematics.

4. There will be eight required math slides for this project. Four of the slides will have basic computation problems, and four of the slides will have word problems. This is an area you can modify for struggling learners or accelerated learners. You can require more or less word problems based on skill level or Individualized Education Programs or 504s.

5. There will be five categories required, such as age, number of family members, etc., and there will be three choice categories. The answers to the math problems will teach something about the student to the class. For example, if a student is working on the age slide, the answer to the math problem must be his/her age. In the slideshow, the slides are labeled on the top with the requirement for that slide. Students may edit slides as necessary to make the slides "their own".

Lesson Plan

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6. For the choice categories, it is important to remind students that the answers must be numerical. It cannot be an answer such as "video games". There is a slide at the end for students to share about themselves.

7. It is best to keep the shared template simple, as then students can edit and create the slideshow to make it his/her own. This allows the teacher to learn about the students.

8. Students may choose which categories to write the basic problems for and which to write the word problems for. If you want to make more specific directions, you can include on each slide what type of problem you are requiring students to do on that particular slide.

9. When you share the slideshow, as you can see in the sample, the top of each slide states what should go on that slide. Students may edit each slide as necessary, change fonts, backgrounds, and add images. Go through and explain the rubric before you begin the project so the students are aware of the requirement for each slide.

10. As you are going through the rubric, you should give specific examples of what a "basic problem" and a "word problem" are. In your first year of doing this project, creating your own sample as a model for the students to work off of is best practice. After the first year, you can create a folder of exemplary projects students have created over the years, and you will have more samples to share with students.

11. This activity should be given two or three class periods to complete (depending on the length of time your math block is). Students can also complete this at home.

Evaluation

This project is graded using a rubric.