

MathMovesU in the Classroom

The focal point of Raytheon's MathMovesU program is the FREE website, targeted towards students. MathMovesU.com is a virtual world designed to capture the imaginations of students, fueling their interest in math by providing rich content tied to their passions.

Teachers are using MathMovesU.com as a way to engage their students in the classroom, computer lab and at home in the following ways:

Extra Credit

Have the students "e-mail their score" from home. Award extra credit points for the highest scores. The students can do this through the "Challenge a Friend" option, which automatically puts the score into the e-mail and the student just submits the recipient's e-mail address.

Teachers vs. Students

Create a game where the students compete with the teacher in a format similar to "Are You Smarter than a 5th Grader?"

Create Your Own World Day

Have the students construct their own world, creating new avatars and show how math ties into their world --- Or have students create new math problems based on the existing worlds on MathMovesU.

Guest Speaker

Invite a guest speaker into your classroom relating math to one of the worlds (sports, fashion, music) or even a college student with a Science, Technology, Engineering, or Mathematics (STEM) major representing MathMovesUniversity.

The MathMovesU Maze

In a gymnasium setting, create a "MathMovesU world" where students are asked to pass through a physical obstacle or world but are only permitted to pass by answering a math question. Think Field Day meets MATHCOUNTS®.

Polls - Your Class vs. MMU

Have students complete the polls on the site in the classroom. Have them compare the results from their class to the results on the site. Discuss the meaning of the trends and differences.

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Flash Card Relay

Have students compete in a relay with the flash cards. We know students like to get physical in the classroom while learning. Set up lanes to a couple of computers. Divide class into teams. Students run to the computer, do their flash card problem and run back to tag the next person in line. The team with the most correct answers in the shortest time wins.

Scavenger Hunt

Divide students into groups or have them on individual computers. Have them do a scavenger hunt by finding various activities on the site through a series of clues. Set up rewards for finding all the activities and answering questions correctly.

Write for the site

After students have experienced the site for a bit, ask them to write their own quizzes and factoids. Submit them to us via the "Contact Us" option and they could appear on the site with a call-out to the student or class who created it.

Bell Work

Design a worksheet for the students to navigate through the site for the first 10 minutes of class, finding answers to such questions as the examples below:

1. Click on **FLASHCARD**. Show how you ordered the integers from least to greatest for the first two sets of flashcards you were given.

First Set of integers: _____, _____, _____, _____, _____

Second Set of integers: _____, _____, _____, _____, _____

2. Use your **right arrow key** to take your character to the next world (sports). Summarize what you learned from each link:

What was the **POLL** about? _____

What **FACT** did you read? _____

**Do you have ideas on how to use MathMovesU.com in the classroom?
Let us know by sending an e-mail to mathmovesu@raytheon.com
today!**