

## Activity Design Template



Topic/Theme:

Mathematics for living - Module 1

Class/Year Group: LCA year 5 (Year 11)

Subject(s): Element 3 - working with the circle

#### **Outline**

What is the **challenge** your students will tackle?

Given a certain budget, the teams are given the challenge of finding out how much is the maximum quantity of pizza they could afford.

Resources are available here

Why is this **meaningful** to the students - what's the hook?

Students like pizza and this gets shows them how to get the most pizza for their money, using maths!

What are the **key ideas** that the students will remember?

The relationship between radius and area of a circle; how to calculate the area of a circle given the diameter; how to calculate the circumference of a circle (crust length!) given a diameter.

Maths can be practical!

### **Learning Objectives**

What curriculum content will be addressed?

Radius, Diameter, circumference, area of circle. Budgeting

By the end of this activity students will be able to:

Calculate the circumference and area of a circle and compare circle areas to find best value (pizza)

How are four key 21st Century Skills addressed? Creativity

> What is the best solution for the preferences of the team? More crust? More area? How could this be achieved?

Communication

Discussion within teams and Final Presentation and discussion.

Collaboration

Teams need to work together to come up with an answer.

Critical Thinking
Comparison of prices, areas and value

#### Reflection

How will you know that they are learning?

Reasonable solutions will indicate that the students have grasped the relevant mathematical concepts.

21st Century skills development can be monitored through observation and assessment of final presentations.

In what ways will students reflect on progress?

Through presentation, discussion and debate.





# BRIDGE<sup>21</sup> Activity Design Template



Possible Aspects	Description	Time
	Set up: Welcome, settling and Human pizza game for team formation	15 min
Set-Up	Warm up: Team Name, Team Leader, 3 Golden rules.	5 min
Warm Up	Investigate: Introduce task - You have a budget of €XX to feed your team. How can you get the most margherita pizza. What if someone prefers crust?	5 min
Investigate	Plan: What info do you need? (radius, cost per pizza, formulae)	10 min
	Plan: Discussion	5 min
Plan	Plan: Online Research - actual costs of pizzas, Suggested website: <a href="www.just-eat.ie">www.just-eat.ie</a> menus for Fourstar pizza, Pizza hut.	15 min
	<b>Create:</b> Calculations and develop presentation.	10 min
Create	<b>Present:</b> Teams present their findings including the total area of pizza they can afford.	10 min
	Reflect: Discuss and order Pizza!	5 min
Present		



Reflect