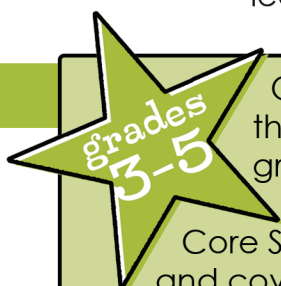


Are you a Gryffindor, Hufflepuff, Ravenclaw or Slytherin? The sorting hat will decide and each camper will be assigned

their House in this fantastical immersive camp experience! Come in costume and get ready for a week

of mystical mathematical spells! Campers will use geometry to make a Marauder's map, measurement to brew Butter Beer, learn the art of making wands, and more! At Girls Rock Math, we will have you believing math can be magic!



Our camps for third to fifth graders align with the Common Core State Standards and cover topics and skills introduced and covered in 3rd, 4th, and preview material covered in 5th grade. These camps also give campers opportunities to explore complex mathematical concepts not often included in elementary math curriculum.

Common Core Standards:

CCSS.MATH.PRACTICE.MP1 Make sense of problems and persevere in solving them.

CCSS.MATH.PRACTICE.MP2 Reason abstractly and quantitatively.

CCSS.MATH.PRACTICE.MP3 Construct viable arguments and critique the reasoning of others.

CCSS.MATH.PRACTICE.MP4 Model with mathematics.

CCSS.MATH.PRACTICE.MP5 Use appropriate tools strategically.

CCSS.MATH.PRACTICE.MP6 Attend to precision.

CCSS.MATH.PRACTICE.MP7 Look for and make use of structure.

CCSS.MATH.PRACTICE.MP8 Look for and express regularity in repeated reasoning.

Math Skills in Mystical Math:

- Area and Perimeter
- Area of irregular shapes
- Averages
- Circumference & diameter of circles & spheres
- Combinations & Permutations
- Cryptology
- Decimals
- Deductive thinking problems
- Factors and multiples
- Generating and analyzing patterns (algebraic thinking)
- Geometry
- Halving and Doubling numbers
- Identifying patterns in division
- Identifying patterns in multiplication
- Logic
- Negative Numbers, adding and subtracting with integers
- Probability
- Probability
- Ratio, proportion and scale
- Strategic Problem Solving
- Topology
- Visual Spatial Problem Solving
- Work with equations involving addition, subtraction, multiplication and division
- Working with fractions
- Campers will also do science activities with circuitry and electricity and building catapults

