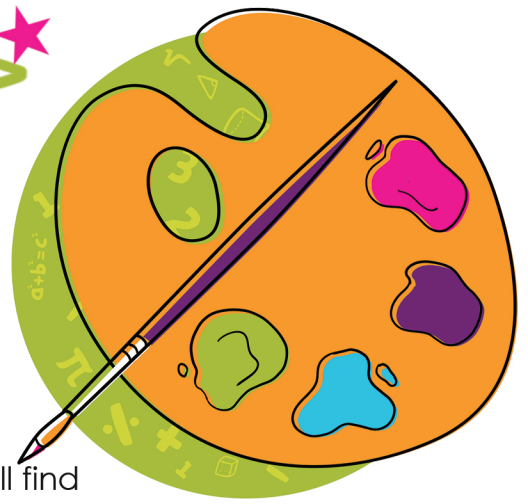


PAINTING BY NUMB3RS



Girls will explore famous artists and use their masterpieces to inspire their own works of art. From Georgia O'Keeffe to M.C. Escher, campers will explore math through the eyes of a new artist each day. Campers will find fascinating fraction patterns as they design a Frida Kahlo inspired necklace, get intrigued by infinity with Kusama, and some surprising square numbers with Mondrian. Math camp has never been so artsy!

grades 3-5
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 Painting by Numbers:

- Combinations and Permutations
- Identifying patterns in division
- Strategic Problem Solving
- Comparing fractions
- Identifying patterns in multiplication
- Symmetry
- Comparing numbers
- Infinite divisibility
- Tessellations
- Data Collection and analysis
- Lines and angles
- Visual Spatial Problem Solving
- Decimals
- Logic
- Work with equations involving addition, subtraction, multiplication and division
- Deductive thinking problems
- Measuring width and length
- Working with fractions (adding and multiplying)
- Exploring the concept of Infinity
- Mirror, Rotational and Radial Symmetry
- Campers will also do an engineering design project
- Factors and multiples
- Patterns in multiplication: square numbers
- Fractals
- Place value: millions, billions, trillions
- Generating and analyzing patterns (algebraic thinking)
- Halving and Doubling numbers
- Probability
- Ratio, proportion and scale

