

Other Workshops: General Information

How our other workshops work

We explore a particular area or theme in mathematics for a one-hour session. There are suitable workshops from KS1 all the way up to sixth form. We can run four such sessions over a school day.

Most of our workshops are initially led from the front, usually with a PowerPoint presentation, but they are designed to be as interactive as possible and offer plenty of opportunities for the pupils to participate.

Numbers of pupils

The workshops are designed with a class of about 30 pupils in mind; however, some of the workshops may be able to accommodate up to 40 or so.

Equipment needed

This is dependent upon the particular workshop selected. For all, pupils should arrive with a pen or a pencil. A power extension lead for our IT equipment would also be helpful.

For the following sessions, these particular items are needed in addition.

Code Breaking: scissors.

Fractions: a mini-whiteboard, marker pen and wiper.

Game Shows: a mini-whiteboard, marker pen and wiper.

Maths in Art: a supply of blank A4 paper, and a stock of colouring pencils or felt tips.

Room requirements

A classroom or hall that is large enough for the number of pupils participating. Ideally, this should have a data projector with which we can use our laptop. However, we can bring along a projector if you let us know that we need to and as long as there's a screen (or even a blank wall) to use.

Room layout

A normal configuration of tables and chairs for the number of pupils involved.

Staffing

We will bring a team of two from the University. In addition, there should be one member of school staff (teacher or teaching assistant) per 15 pupils to ensure the smooth running of a session.

For Maths in Art sessions with Y1 – Y4, one Y6 peer mentor per five younger pupils will be required.

The role of staff and support staff

University and school staff should patrol the room to encourage and assist pupils in completing the questions or activities, and to explain anything that is unclear.

School staff remain responsible for behaviour management during the session; however, we would ask that staff encourage pupils to discuss the activities sensibly within their teams.

Peer mentors for Maths in Art will assist the younger pupils with cutting out, sticking and tessellating.

General

Setting up usually takes us about 10 minutes if the room is already arranged as requested, so we aim to arrive about 15 or 20 minutes before the first session. If we encounter traffic problems en route, we will always try to call ahead to the school office, if possible.

It is very helpful to us if a parking space, ideally near the entrance, can be reserved for the Outreach team's car.

On the day itself, lunch and also tea/coffee for the team is appreciated!