

HOW TO RUN A FAMILY MATHS DAY

A GUIDE TO HOSTING A MATHS CLUB EVENT IN YOUR
COMMUNITY, NGO OR SCHOOL

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WHAT IS A FAMILY MATHS DAY EVENT?

A family maths day event is a fun day where different members of a family and friends can experience and take part in different math related activities together.



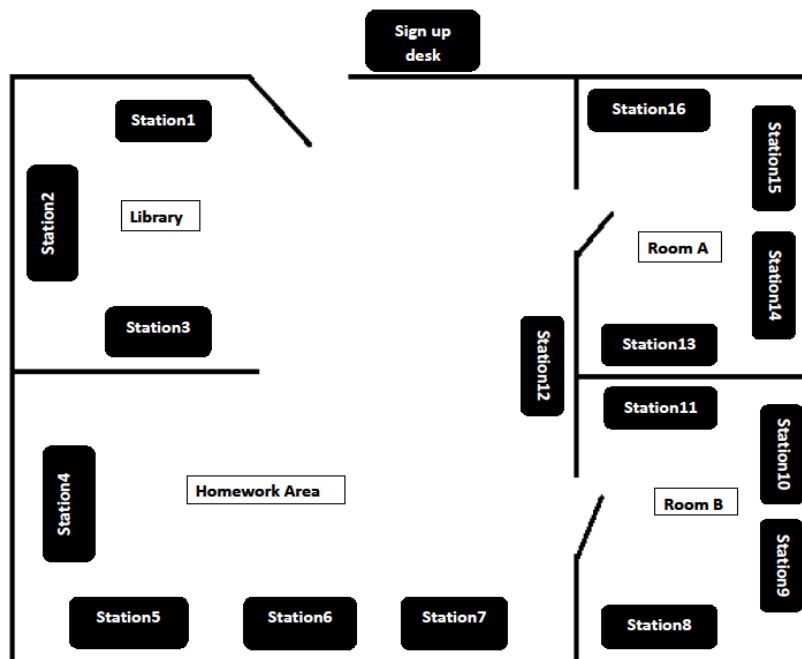
We organize family math day events to generate excitement about math within the community and also to show parents and guardians potential games they can play with their kids at home.

There are many different ways to organize and host a family maths day event and below is a way that has worked best for us here at OLICO.

Basic Description

One of the first things you'll need to consider is the size and type of hall/centre you will be hosting the event. An open area is ideal. Right outside the hall you can set up the [sign up](#) table where the families can register and receive their [game sheet](#) for the day.

Each game/activity is set up at a station and families will move from station to station playing the different games. Set out the stations so as to make the traffic flow manageable.



Each station should accommodate at least 3-6 families at a time



ACTION PLAN

Send out [letters or invitations](#) at least 2 weeks prior to the family maths day event to allow yourself enough time to get feedback so you have an estimate of how many people to expect on the day of the event. Be sure to emphasise that it is a family maths day and encourage parent/care-giver involvement.

We recommend families spend about 10-15 minutes on each game and so you would need about 10 – 12 different games for a 2 hour family maths event. But remember – you don't want to overcrowd each station so if you have a lot of families attending you might need to create duplicate stations so you can spread people out.

Our timetable runs as follows:

9.00-9.30: Arrival and signup.

9.30-11.30: families to play games (in 10 minute intervals).

11.30-12.00: Refreshments and prize giving

What you will need



Great games and activities: Plan the games you will play at each station well in advance of the day. The games should be relevant to the age group of kids that you work with and you'll need to gather all the necessary materials for each game. You can search on www.mathsclubs.co.za for games. A clear set of instructions on how to play the game/do the activity will be helpful for the volunteers.

Volunteers: Volunteers are very important to any family maths day event as they help facilitate and manage the games at each station. Senior high school students are make great family maths event volunteers. You'll need 1 or 2 volunteers per station. Get volunteers to arrive 30 mins before the start of the event so you can brief them on the game they'll be running and get them set up at their station.

Tables: Most of the stations will require a table to set the game up on. Number the stations clearly as it will help the families to know where to move on to next.

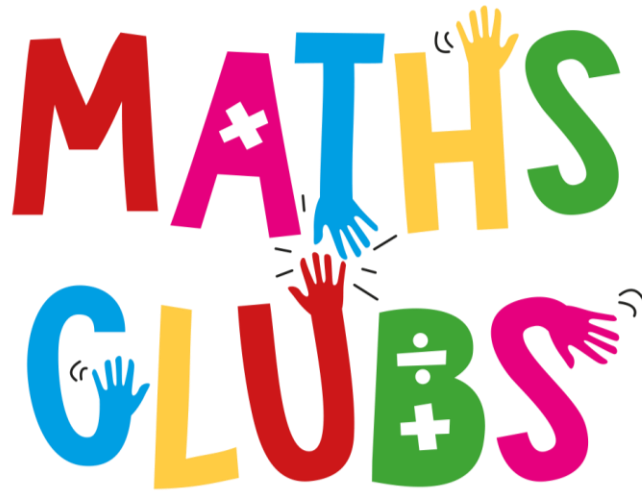
Refreshments and prizes: These are not essential but are nice to have. We've found a game of "guess the number of sweets in the jar and you can win it" to be very popular.

A time-keeper and traffic controller: Having a time keeper helps keeps things flowing. Every 10 minutes or so, the time keeper rings a bell or blows a whistle to signal that the families need to move on to the next station. The traffic controller helps direct families to the next station. Each family will start at a different station and then move through the numbered station e.g. if there are 12 stations, a family that starts at station 9 will move to 10, then 11, then 12 and then 1, 2, 3, 4 etc. Some families get a bit confused about this so it is useful to have someone to help direct them!

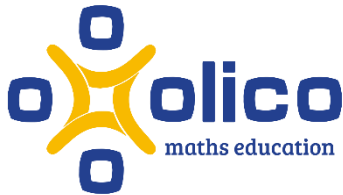


Arrival and signing up

Be sure to sign the families up on arrival . Tell them which station they will start at as you want to spread out the families across the stations at the start. Give them a [sheet](#) with the station numbers listed so they can tick off the stations they have visited and keep track of where they need to head to next.



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