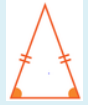# FAMILY MATH NEWSLETTER: JUNIOR EDITION
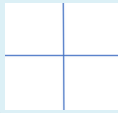## ISSUE 12: January 2025

Math Riddle

"What triangles are the coldest?"
Ice-sosceles Triangles

Game: Copy my Design

Materials: blank paper, colouring supplies
Sit back to back with a partner. Player 1 draws an x-axis and a y-axis on their paper. Player 1 will draw a shape in one of the quadrants on their paper and describe its attributes, positioning and location to Player 2. Player 2 will draw what they hear, asking clarifiying questions if needed. Player 1 will perform and describe a translation, rotation, and reflection to their shape. While they are describing each transformation, Player 2 will draw what they hear. When completed, players will reveal and compare their drawings. What made this task difficult? What is a strategy that helped? Players now switch roles.

Math Talk

What do you notice? What do you wonder?

Picture Source: Grade 5 Ontario Math Curriculum

STEAM : Tinkering Station Innovation

Using loose parts you find around your home, create a "Tinkering Station" (e.g, nuts and bolts, rubber bands, recycled cardboard and bottles, string, wheels from broken toys, tape, chop sticks, straws....the possibilities are endless!). Let your child choose any of the Tinkering Station supplies to design and create their own innovation. When they are finished ask them:

- What did you design? How does it work?
- What parts were harder than you expected to design / draw / build / make ?
- Does this look and work like what you thought it would when you started? Why or why not?
- What would you do differently next time?

Link to Source

Coding: Follow the Leader

One partner is the leader and one is the follower. The leader starts by giving simple instructions in the format of an If...Then...statement. E.g.,: "If I touch my nose, then you touch your nose". Try out a few actions. To increase difficulty, the leader can specify outcomes that are different than the condition. E.g., : "If I jump once, then you jump three times". Then the leader can perform them at random! See if the follower can keep up, without forgetting what action to perform with each direction.

Good Read - "Why Kids Should Learn to Code"

If you think children are too young to learn code, this CBC article highlights some great reasons to allow children to start coding young. The article also lists several great resources to help navigate which program may be best for your child. **Link to CBC Article**