Hosting Your

STEM + FAMILIES

Math Night

A Step-by-Step Photo Guide
Promote Your Event

• Post flyers at high traffic points around the school—at student drop off points, in the lobby, etc.

• Send invitations home in students’ backpacks, if possible!
Welcome All Families

- Post welcome and directional signs in multiple languages to fully represent your school community.
Set Up the Event Space

- Think about how to make the event welcoming and comfortable for adults and kids.

- Adult-sized seating says “This event is for you, too!”
Welcome Volunteers

- Be sure all volunteers know their roles, when to arrive and where to report.

- Remember to track all volunteer hours for recognition and planning purposes.
Welcome Mathnasium Representatives

- Assign a specific volunteer to greet and host Mathnasium representatives and any media members who attend.
Assemble Awards Table

• Display prizes that will be awarded at the end of the event!
Volunteer Huddle

• You will need at least one facilitator for each of your 20 activity stations (10 grades K-2, 10 grades 3+).

• You will also need volunteers to staff refreshment tables, greet families and direct them to stations.
**PLAYING THE ODDS**

Suggested grade levels: 2+

Suggested number of players: 1-4 and facilitator

Materials/supplies
- Playing the Odds Worksheet
- Two six-sided dice
- 10+ pencils

Rules/directions
- Each player fills in their Playing the Odds worksheet. Each row of the table should be filled in with a number from 2 to 12, the student’s prediction of the sum of the dice.
- Each player starts with 100 points.
- The facilitator rolls the dice.
- After each roll of the dice, each player assesses whether or not the sum of the face-up numbers is the same or different than the number they predicted.
- If a player guessed the sum of the face-up numbers correctly, then they win a number of points equal to the number of possible ways to make a wrong number. The number on the worksheet for the round should be the same as the sum of the face-up numbers. For example, if the player guessed 12 and the facilitator rolled a 6 and a 6, then the student wins 35 points because there are 35 ways not to roll a 12 with a pair of six-sided dice.

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**Review Station Instructions**

- One of the Mathnasium staff (dressed in black, red, white, or wearing “Mathnasium” shirts) will stop at each of the tables to make sure the instructions are clear.
Families Arrive!

- Designate volunteers to greet families and direct them to the PTA and Mathnasium Welcome Tables.
Eat Dinner!
• Providing a meal is a great way to encourage attendance and your PTA events—what parent doesn’t love not having to cook?
Let the Games Begin!

- When students and family members come to each station, make sure they have gotten their passports from the Mathnasium welcome table.
The Power of Play

- Parents and children should be playing the math games together!
- Volunteers might need to encourage parents to get in on the fun.
Change Stations

• Volunteers should mark off a star on each student and parent’s Mathnasium Passport before they leave the station.
Engage as a Family

- If you see a parent standing around watching their student, please suggest that they join in the fun!
Have Fun with Math

- Research shows that family engagement leads to greater student success.
Gather Feedback

• One of the stations (#10) is a SURVEY asking participants about their experience.

• Participants should complete at least 5 stations before filling out the survey.
Award Prizes

- After students and family members have all 10 stars marked on their passports, instruct them to go to the Mathnasium Rewards table and turn in their passports for a prize. You can also have a raffle station throughout the event.
Thank Sponsors and Volunteers

- Thank sponsors, volunteers and staff during the event personally through a public announcement and/or with a small take-away gift.
Clean Up the Event Space

• Designating a clean-up crew ahead of time will ensure this happens quickly and efficiently.
Visit Our

Math Night Toolkit

PTA.org/STEM/Math/Toolkit