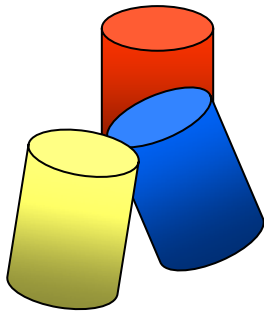


Mathemania

For Years
4 to 10

Mobile
Maths
Programs

Get your students thinking
outside the square!



Using a range of specially designed puzzles, **SciWorld Mathemania** draws upon visual and kinaesthetic learning styles to extend and develop students' mathematical skills in numeracy, shape, logic and problem solving. In addition, there are maths challenges to fascinate students of all ages! Extend the ability of your students to think laterally and problem-solve unusual situations.....

www.sciworld.org.au

SciWorld Mini Maths is specially designed for junior primary students and uses imagination, creativity and basic mathematical concepts to explore problems and solve the crime of the King's missing marbles! Storytelling, interactive activities and challenges will show how much fun maths can be!

For Years
R to 3

Mini Maths

Towards SACSA learning outcomes:

SciWorld Mathemania:

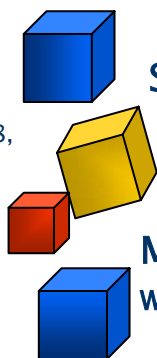
Maths: 2.5, 2.7, 2.8, 2.9, 2.13, 3.4, 3.5, 3.8, 3.13, 4.5, 4.8, 4.13, 5.5, 5.8, 5.13

Key Competencies: 1, 3, 4, 5 & 6

SciWorld Mini Maths:

Maths: 1.7, 1.9, 1.10, 1.12, 1.13

Key Competencies: 1, 3, 4, 5 & 6



SciWorld Mathemania or SciWorld Mini Maths

\$445 inc GST per day (3 sessions)

Each session time is 90 minutes

Max 30 students per session

We will require a classroom with desks and chairs