

Task Title: _____

Name: _____

Adapted from Andrew Stadel

ACT 1

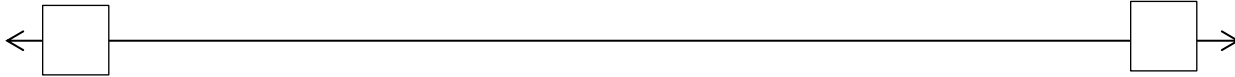
What did you notice?

What did you wonder?

Main Question: _____

Estimate the result of the main question.

Place estimates that are too high and too low on the number line



Low estimate

Place an "x" where your "just right" estimate belongs and label it.

High estimate

ACT 2

What information would you like to know or do you need to solve the MAIN question?

Record the given information (measurements, materials, etc...)

If possible, give a better estimate using this information: _____

Use this area for your work, tables, calculations, sketches, and final solution.

ACT 3

What was the result?

Guidelines for Creating a Three Act Task

ACT ONE

Video, picture or math story that gets you excited about the math. You **notice and wonder**. You start to figure out where the math is. Gives very little information and uses few words. After Act 1, the teacher states the Big Question. Students give a too low, too high and just right estimate.

ACT TWO

You are given **pieces of information** needed to solve the problem. You work toward solving the problem and refining your just right estimate. Act Two can have a part one and a part two.

ACT THREE

You get the **last pieces of information** needed to solve the problem, solve it, and discuss your strategy.

Three Act Tasks Examples

1. www.gfletchy.com Graham Fletcher 3-Act Tasks
2. <https://robertkaplinsky.com/> Robert Kaplinsky 3 Act Tasks
3. <http://blog.mrmeyer.com/> Dan Meyer 3-Act Tasks
4. Search for 3 Act Tasks University of Houston Mathematics Education Youtube Channel

Story Board of Your Three Act Task

Title:

Big Question:

<div></div> <div>Act 1</div>	<div>Estimate</div>	<div></div> <div>Act 2</div>	<div></div> <div>Act 3</div>
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Rubric for Evaluating Student-Created Three Act Tasks

	<i>Outstanding</i>	<i>Satisfactory</i>	<i>Not Yet</i>
Mathematical Modeling	Applies math to a real-world problem. Allows for estimation. Lets viewer identify important quantities and relationships. Results make sense.	Applies math to a contrived problem. Allows for estimation. Viewer is somewhat able to identify important quantities and/or relationships. Results make sense.	Math problem is unclear. Viewer unable to estimate, identify important quantities and/or relationships. Results do not make sense.
Creativity	Scenario is unique and interesting.	Scenario is somewhat unique and interesting.	Scenario is not unique or interesting.
Video Format and Presentation	Outstanding video quality. Three Acts are clearly labeled.	Satisfactory video quality. Three Acts are labeled.	Video is unclear. Three Acts are not labeled.