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 10 activity stations.

• You will also need volunteers to staff refreshment tables, greet families and direct them to stations.
PLA\(Y\)ING 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.

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.
• 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.
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 family'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.
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 PTA.org/STEM/Math/Toolkit

Math Night Toolkit