

MATHS INVESTIGATION

Session Brief | U KS2

(1 Hour)

We are going to take you on a maths adventure. A fun maths booklet will be provided with this session for pupils to fill in while you are exploring the park and before your session. After your self-lead exploring in our park, you will head down to our classroom where pupils will take part in a fun and practical session.

Session Content

- How we use mathematics on our rides (capacity and time).
- How mathematics helps us in our catering outlets (money).
- Where maths fits into our marketing department (shape and measure).
- And finally, how maths helps us run our zoo (quantity, weight and cost).

National Curriculum Links

- Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers.
- Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²).
- Use all four operations to solve problems involving measure (length and money).
- Solve problems involving addition, subtraction, multiplication and division.

Pre-visit

- List all the things you can think of that might use maths at a theme park.

During visit

- While exploring the park and zoo, think about what jobs at DMP involve the use of maths.

Post-visit

- Create your own theme park and work out the capacity of all your rides for every hour.
- Create a PowerPoint presentation about how DMP uses maths.