

Pi Day 2014

Wednesday, March 12 π Thursday, March 13 π Friday, March 14
9 AM - 12:08 PM each day • Grades K-5
Pre-registration required • Fee charged • Limited space

NEW COMPUTER-FREE COMPUTER SCIENCE ACTIVITIES INCLUDING:

DEBUG THE SWAMP

Students will explore basic programming methods as their turtle catches all the bugs in the swamp. They can even enlist the help of a friendly frog who cannot help but do the same thing over and over again.

PARROTY!

Explore the logic system behind a simple “magic” trick. Learn how computers can find errors and correct them when they occur.

DIVIDE AND CONQUER

How long will it take you to find the needle in the haystack? We’ve mixed one special “needle” in with hundreds of others. Sounds hard to find but it won’t take long once you learn to think like a computer!

AND MORE...

OLD FAVORITES:

FARMER AT THE RIVER

The farmer is stuck at the river again. This live action puzzle takes a new form as the farmer challenges you to move a half dozen cats and dogs across the river without any fights!

SHAPE MAKERS

Build it up? Tear it down? Harness the power of geometry in a race to make the biggest structure you can!

KNOW YOUR PLACE

Roll the Dice. Make a number. How high can you make it? If you can out do everyone else you’ll join the Wall of Fame!

...AND MORE THAN A DOZEN MORE

Pi Day activities address these Common Core Mathematics Domains:

K: CC,NBT,MD,G; 1:NBT,MD,G; 2:NBT,MD,G; 3:OA,NBT,NF,MD,G; 4:OA,NBT,NF,MD,G; 5:OA,NBT,NF,MD,G

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814 Market Street • Wilmington, NC 28401

To schedule your class, call 910.798.4362 • www.capefearmuseum.com