

## **BADGE DESCRIPTIONS**

The TOPICS listed, will assist students and teachers to understand the nature of the investigations.

### **DYNAMIC NUMBER (Numeracy)**

Topics: currency, fuel consumption, athletics and timing, scale drawings, analyzing our number system, calculators, puzzles, fractions in everyday life, airline travel, pay rates, conversion of decimals / fractions / percentages, discounts, number lines.

### **NUMBER WHIZ (Numeracy)**

Topics: household electricity a/c, area measurement, metric measurement, temperature statistics, digit order, junk mail, large numbers, glossary, earning and budgets, 4 operations, fraction board, investments.

### **MATHS MEDLEY**

Topics: shapes, sporting events, outdoor collage, G.S.T and junk mail, temperature, puzzles, glossary, earning money, birthday parties, landscape design, games tournaments.

### **TECHNOLOGY**

Topics: inventions, digital camera, technology in the home, sport, universal signs, cars and travel, computer graphics, 3-D art, video production, pop design, home appliances.

### **TRAVEL**

Topics: luggage, currencies, planning a trip, transport surveys, number plates, holidays, aircraft, cycle trails, N.Z mapping, time zones, measurement of distances, orienteering.

### **TIME**

Topics: clocks, time zones, codes, timelines, calendars, cultures, school week, digital and analogue time, phases of the moon, daylight saving, measuring devices.

### **THE OUTDOORS**

Topics: games, events, cross country, sports people, camping and tents, 3-D mazes, recreation surveys, rafting, tee-shirt design.

### **SPORT**

Topics: surveys, games, costs, sports records, fitness, diets, performance, injuries, geometry.

**3-D SHAPE**

Topics: toys, structures, scale models, environment, kites, computer generated shapes, mobiles, graphics, packaging, Mauritus Escher diagrams.

**2-D DESIGN**

Topics: flags, perspective drawings and optical illusions, cultural designs, tangrams, tessellations, murals, stained glass windows, polygons.

**GAMES & PUZZLES**

Topics: chance, codes, maths whoppers, computer games, competitions, grids and co-ordinates, spinners, isometric puzzles, maths trails, 2-D and 3-D games, class games.

**ME, MYSELF & I**

Topics: poems, songs and stories, measurement, celebrations, budgeting, posters, growth rates, family trees, body parts, timelines, puppets, time analysis.

**CULTURAL MATHS**

Topics: ancient civilizations, calculators, hangis, fashion, number systems, geometrical designs, games, scale models, musical rhythms, weights and measures.

**COST OF LIVING**

Topics: value for money, family expenses, redecorating, a bedroom, pocket money, shopping, clothing, investments, recreation costs, money box savings, small business.

**COOKING TECH**

Topics: fast food, school canteen, barbeque aprons, favourite food, food packaging, budgeting, serviette folding, theme parties, ice-cream 3 course meal, modern kitchens.

**CRACAMAC Topics****NUMBER STAR**

Topics: geometrical shapes, addition, patterns & relationships, odd / even numbers, number systems, definitions, surveys, greater than / less than, place value.

**NUMBER NUT**

Topics: fractions, wordfind, shapes, temperature, design, surveys, data, calculating, place value, relationships & patterns.

**NUMBER CRUNCHER**

Topics: time, frequency, glossary, games, shapes, songs, costing, basic facts, distances, volume & mass, surveys.

**MATHS SMART**

Topics: surveys & data, measurement of distance, 3D shapes, money boxes, flag design, patterns, geometry, wordfinds, temperature, area, chance & probability.