



Outline of Workshops run by The OR Society

Teachers Resources

Maths is used on almost a daily basis by everyone everywhere. In school, this is pretty obvious – we have maths lessons and so of course we use maths! But what happens when you're not at school? Do you realise maths is fundamental for rollercoasters to stay on course upside, or that your luggage at the airport needs maths to arrive in the right place?

We run workshops using fun, interactive and engaging games to show you how playing with Lego (and other great bits) can showcase the usefulness of maths and Operational Research (O.R.) in the real world.

We run these workshops free of charge at enrichment events, STEM clubs and during school lessons. The five most popular workshops we run are listed below.

O.R. is a 'signpost' career for young people who enjoy studying mathematics and problem solving but aren't sure how they might use these skills in the workplace. The examples and materials we provide (for free!) are designed to help students and teachers by providing some great examples of maths being used to help solve 'real-world' problems and present O.R. as an interesting and fulfilling career.

The top five workshops we run:

Game #1 –Playing with Lego

In this session we want you to make a table and chairs out of Lego (but don't worry – we'll provide the Lego for you)! Maybe you want to make the tables with square blocks and the chairs with rectangle blocks. Or maybe you want to use all square bricks for the tables but different colours.

Game #2 - Play a board game

We'll be getting you to play our very own version of snakes and ladders! Maybe you'll become a mathematic comedian and move forward two spaces, or maybe you'll get caught up in traffic and move back one space. Who will reach the end of the career board game first?!

Game #3 - We're at the Theatre

You'll be organising the seating for a theatre company. Think of a large theatre with lots of rows of seats and then lots of audience members! You'll have to decide who sits where, if anyone sits by

themselves, and what you'll do with people who book in a group. This then leads onto getting them thinking about the most efficient way to seat people and how to make the most of the resources / space available.

Game #4 – Making paper cups

Firstly, we get students folding paper up, down and across to make paper cups. Then the challenge gets technical (and competitive!) - teams are timed building paper cups, and must organise the task into sub-tasks - such as folding or designing. This leads onto thinking about efficiency and process improvement. What worked? What didn't? Lets time it and do it again! The students have a chance to make changes to their process before comparing the means, standard deviations and variances.

Game #5 - Cooking Bolognese

At some point, you might have to learn to cook for yourself! In this session, you'll be figuring out the logistics of how to make spaghetti Bolognese, how long the different steps take, and most importantly - if you've got time to make dinner as well as go to the cinema afterwards with friends! Can you cook, wash up and then eat - all before the cinema screening starts?

Connect With us

Questions? Comments? Want to book a workshop? Drop us a line, pick up the phone or tweet us.

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