Saving the world one number at a time!

SUPERHERO MATH!

Study Guide

Magician Joe Romano combines magic, math and superheroes in this dazzling production of "Superhero Math!" Multiply your students' excitement for math in a fraction of the time with the addition of this exciting new math assembly! Magician Joe Romano uses magic, music, audience participation and mind blowing illusions to get your students excited about math! The United States is currently ranked #32 when it comes to our students understanding of basic math. Kids are captivated by superheroes! With that in mind, Romano has created an assembly that creates that same excitement when it comes to math. Joe Romano cuts his arm in 3 equal pieces to teach the concept of thirds. Students have to guess how many prizes are in the magic gumball machine, a great lesson in estimation. Other segments include orders of operation, measurement, probability and more!

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Encourage your student to use benchmarking. When there's a known sample he or she can use to extrapolate to something much larger or smaller.

For example, fill one of each with coins: quart-sized, gallon-sized, and snack-sized ziplock bags.

1. Ask your child to count the number of coins in the quart-sized bag.
2. Use that number as the benchmark to estimate how many coins are in a bigger (gallon-sized) ziplock bag.
3. Estimate how many are in a smaller (snack-sized) ziplock bag.
4. For an extra challenge, ask your learner to talk you through the thought process of estimating the number of coins that would fit into a giant trash bag!
Here is a great game to help teach addition and subtraction!

**Step 1:** Make giant cards and number 1 - 12.

**Step 2:** Find some giant dice online, the bigger the better!

Have students lay cards in a row 1 - 12.

First student rolls the dice --- rolls a 4 and a 2. That student can turn over any combination of cards that equals 6 (5 and 1, 3 and 2 and 1, 2 and 4, ...).

The first student plays until they turn over all the large cards. The turn ends if they can not turn over cards to equal the rolled amount. The next student takes their turn. The winner is the student who can turn over all the cards during their turn.

Enjoy these fun math tricks for your students...
The trick: Someone rolls 5 dice on the table. Within seconds you are able to call out the sum of the bottom numbers on the dice!

The secret: Add the top numbers of all 5 dice and subtract from 35. This will give you sum of the bottom numbers every time!

On any die the sum of the top number and bottom number is 7. For example, if you toss one die and the top number of the die is 3, the number at the bottom is 4, since 4+3=7.
When you subtract the number of coins from the total value, you are subtracting the value of a penny and transforming the value of a dime to nine. The sum of a nine product is always nine! Math is all about patterns!
Tell your friends that you can read minds! Give them a piece of paper and ask them to write down any 3 digit number, making sure all the numbers are different.

1) Pencil
2) Paper
3) Calculator

For example...

1) 467
2) 221

Wrong!

Now subtract the smaller number from the larger one. They can use a calculator.

764 - 467 = 297

Right

Ask your spectator to only give you the last digit of the answer.

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You are able to make this amazing prediction based on a simple number pattern. When you take a 3 digit number, reverse it, and then subtract the smaller number, the middle digit is always 9. The two outside digits always add up to 9 as well! When you ask your volunteer for the last number in the final answer, you automatically know the first digit, it’s the difference between 9 and that number. You also know the second digit will be a 9 and of course your volunteer told you the third digit.

How?

Try this! It works every time! Just make sure your volunteer starts out with 3 different digits!