



Advanced Mathematics  
Support Programme®

## Plan a Festival Activity Teacher Notes

**Mathematical topics: area, perimeter, scale, Pythagoras, profit/loss and best buy**

**Materials needed: iPad or laptop (Desmos classroom activities do not work well on phones)**

We have designed this activity to demonstrate some of the mathematical skills needed to organise a festival. It can be set remotely, used during a live lesson or (one day) used in school if students have access to laptops or iPads. It is aimed at KS4 but we feel that it would be of interest to most Secondary age students, including sixth form.

1. Please start by watching this 4 minute [video](#)
2. Now click on this teacher [link](#)
3. Share the class code that you have created with your students. Remind them not to do it on a phone.
4. If you log back in to see students' work, you need to go to YOUR ACTIVITIES ➔ History on the left hand side of the [Desmos teacher page](#) once you have logged in.

The screenshot shows the Desmos teacher dashboard. On the left sidebar, under 'YOUR ACTIVITIES', the 'History' link is circled in red. The main content area features a 'Featured Collections' section with a 'Starter Screens' collection by Desmos, which includes 4 activities. A 'Webinars Running Daily' button is visible in the top right corner.

We recommend that all students create an account and use those details to login to the activity. This ensures they do not have to complete the activity all at once, as it will store their progress, and it will ensure students can read any feedback you give them when they log back in. Once students have answered questions, you will see their responses on the dashboard associated with your class code.

If you would like to edit the activity before you send it to students then we recommend that you watch these [three videos](#) before doing so. To start using Computation Layer to build Desmos activities simply head to [teacher.desmos.com/labs](https://teacher.desmos.com/labs) and check the box for Computation Layer. Then hit save.