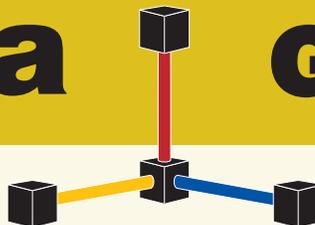


THE ALGEBRA PROJECT AND THE YOUNG PEOPLE'S PROJECT ARE LAUNCHING

# THE FLAGway c a m p a i g n



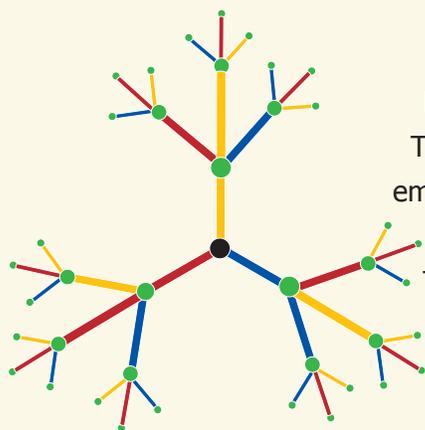
The goal of The Flagway Campaign is to

## **Build Demand For Mathematics Literacy among parents and students**

There are many different ways to create a cultural context in which mathematics emerges naturally from students' experience. One method used by the YPP and the Algebra Project is to create mathematically rich games and experiences.

The FlagwayGame was developed by Bob Moses in 1995 and patented in 1996

(Moses, U.S. Pat #5520542 & 5704790).



## **THE GAME**

The Flagway Game offers a unique opportunity for students to practice and celebrate learning mathematics. Students navigate a Flagway or course of radial "paths" based on the Flagway rules (derived from the "Mobius" Function). Speed counts, so as students develop into skilled players several may be running through the course simultaneously, creating dynamics similar to that of a sporting event. Part of the beauty of Flagway is that students can play the game without knowing the rules, allowing all students access to the game and the underlying math principles.



## **THE LEAGUE**

The primary objective of the Flagway Campaign is to institute Flagway Leagues in cities and communities around the country. Each league consists of from 6 to 30 teams. A city can have multiple leagues, based on geographical areas within the city. Schools, churches, community based organizations and centers will be invited to enter teams in designated leagues. Teams will be comprised of 5-8 members and will be initially organized according to grade level (3-4, 5-6, 7-8, open/all welcome). The degree of difficulty of the game increases with each level. College and high school students will be trained as "Coaches."

# LEAGUE DETAILS

The season will occur in 10-week blocks during the Fall and Spring of the school year. During the first two weeks, teams will form and begin to practice. During the next six weeks, teams will practice and play in scheduled games. Teams will be ranked based on their performance. During the last two weeks, the season will culminate in a League Tournament and/or City Tournament. Stand-alone tournaments will be scheduled throughout the year.

## SEASON ONE

Activities in season one allow students to use additive and multiplicative reasoning to explore mathematical patterns and relationships that lead them to a deeper understanding of the natural numbers.



## SEASON TWO

In season two students will explore prime numbers, Venn diagrams, Prime Factorization, Least Common Multiple and Greatest Common Divisor, Algebraic forms of numbers and Frequency Distribution to develop a deeper understanding of the Flagway Rules.



## SEASON THREE

In Season 3 students move from a two dimensional model of the Flagway to a three dimensional model, building on ideas from Seasons 1 and 2 to explore the Probability and Statistics inherent in the games and the related binomial and trinomial expansions imbedded in the structure.



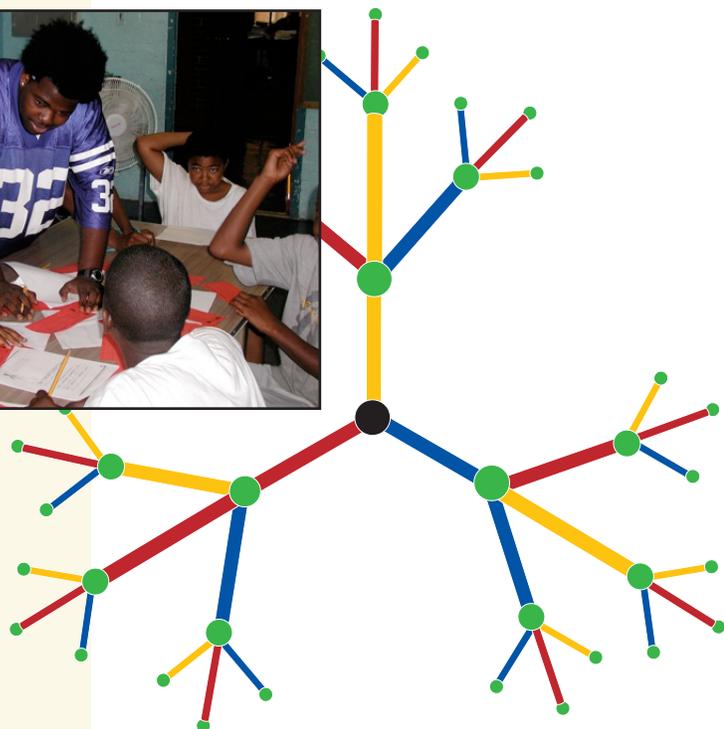
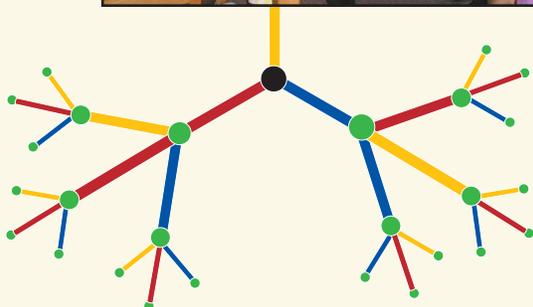
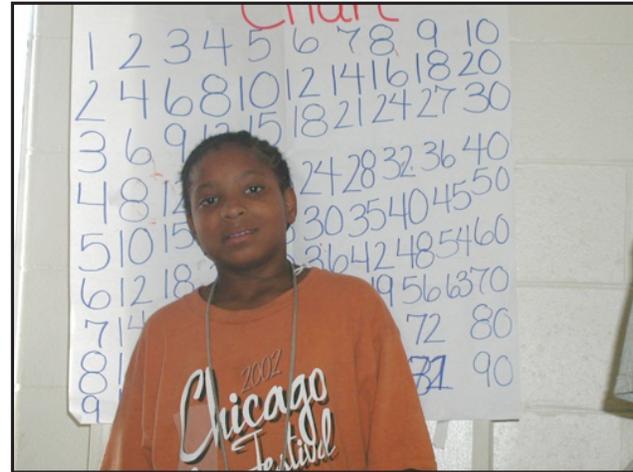
# THE FLAGWAY CHICAGO

# PILOT

## Flagway Pilot: Chicago

An initial pilot Flagway League was held with 70 YPP high school Math Literacy Workers in Chicago, IL during July and August of 2006. Fourteen teams of high school students, operating out of four regions of the city, competed in a weekly round robin of games pairing teams from each region against each other, and culminating in a league tournament. A second pilot began in Chicago during the Fall of 2006 for elementary and middle school students. The second pilot involved 100 high school students who were trained as "coaches" and 300 elementary students. YPP will continue the pilot during the Spring with an equivalent number of high school and elementary students. These pilot sessions have enabled YPP to develop formats for the three standard seasons, a first draft of a league rulebook as well as a coaches training manual.

**YPP is currently developing leagues in the Greater Boston Area, Atlanta, Miami, Petersburg VA, and New Orleans.**



# FLAGWAY League

## COMMUNITY OUTREACH PROJECTS

### FAMILY MATH NIGHTS

Through current NSF grant, YPP is working with Math and Parent Partnerships, <http://mapps.math.arizona.edu>, to develop programming for parents which has the following goals: Understand that success in mathematics is important for their children, Become familiar with the new curriculum materials and changes in teaching mathematics, Believe that their children are capable of being successful in doing mathematics, Deepen their understanding of mathematics and know that doing it can be satisfying.



### NEWSLETTER

Produce a quarterly newsletter, documenting the league, profiling students and parents, and highlighting current efforts.

### WEBSITE

League website, list standings, profile teams, coaches and players.

### PROMOTIONAL MATERIALS

Tools that promote from the perspective of students and parents the value and importance for children to strive to be math literate.

### MULTIMEDIA CD

Continue to develop computer based games and activities based on each Flagway seasons for students and parents.

### FLAGWAY MATERIALS

Develop extensions of materials to be utilized by parents and teachers.

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