Program 1: Summer Geometry Institute

Aug 3 - 8

This classic NWMI Geometry week is being offered for its ninth year. Experience mathematically meaningful geometry activities based on polyhedral models, mirrors, origami, spheres, Geometer's Sketchpad and much more. The NWMI program is based on real classrooms. The instructors are experienced high school teachers and college professors.

You will enjoy a 40-hour week of high-energy immersion in geometry and sharing with other teachers. Leave with a thick notebook of classroom ready lessons, the models you have made, and the confidence to use these activities in your classroom. 40 clock hours are available.

Please visit our web site for more information and application materials

www.math.washington.edu/~nwmi

Program 2: Two-Day Mini-Courses

In the summer of 2003 we will offer five 2-day minicourses. Each course is designed to be an intensive exploration of a single topic. There are 15 hours of instruction per course.

Session A  Aug 4 - 5, 2003

The World of Polyhedra
Will Webber
The world of Polyhedra is huge, yet so many of us know only the most famous examples. Join the adventure as we fold, staple, tape and cut our way through both the famous and not so famous regions of the world of polyhedra.

Nodes and Networks
Brian Hopkins
Learn the mathematics of connection. Graph theory started with the bridges of Königsberg and now models networks from neurons to actors (especially Kevin Bacon). Explore this vibrant area of math with collaborative work and internet resources.

Session B  Aug 6 - 7, 2003

The Space Between Your Ears: Middle Grades Spatial Reasoning
Joyce Frost and Michael Naylor
Help your students build and navigate through 2D and 3D mental constructs with a variety of powerful lessons and activities suitable for 5th - 9th graders.

Data Collection and Analysis
Philip Mallinson and Carol Hattan
Explore the world of data. Participants will collect data in a variety of ways and will explore patterns of data using the calculator and the program Fathom.

Geometer's Sketchpad
Jim King, and Art Mabbott
Spend two days working with GSP and doing hands-on activities to reinforce the computer work.