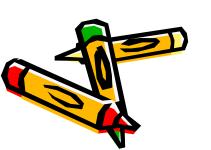
The World of Mathematics Museum as a Tool for Inspiring New Perspective Towards Mathematics in Russian Education

Mikhail EPSHTEYN Sergei MIKHELSON



Matrix conference, Dresden, 20/09/2014

BACKGROUND:

- graduated from the mathematical department of the Russian State Pedagogical University (St. Petersburg)
- founded a non-profit educational center Uchastie (Concern) in 1991
- launched a number of projects in alternative education





Mathematics education in Russia:

- Still strong in working with gifted students.
- The average level of regular kids deteriorates:

fear of math, no connection to real life, lack of problem solving skills, no interactive learning, lack of edutainment.

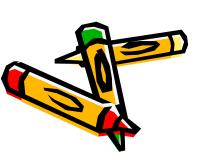




WINTER 2013 - visit to MoMATH, New York



An idea to create a museum of mathematics in St. Petersburg





Our initial partners:



KANGAROO –
 Mathematics For All



 School League (200 schools in 30 regions)



Poligraphmash (rent discount)

образовательное пространство

МИРЫ УВЛЕЧЕНИЙ WORLDS OF PASSIONS

Several projects (worlds):

- World of mathematics itself
- World of books (library with books on popular math)
 - World of techno (technopark) future plans



The World of Mathematics is:

1. Objects to interact with:

- demonstrations of mathematical facts and patterns;
- tools, devices, instruments;
- mathematical games;
- books, pictures;
- educational software;
- movies and cartoons, related to math.



Euler's path



Pythagoras Theorem



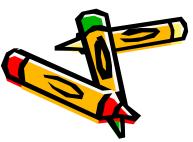


Shale Theorem



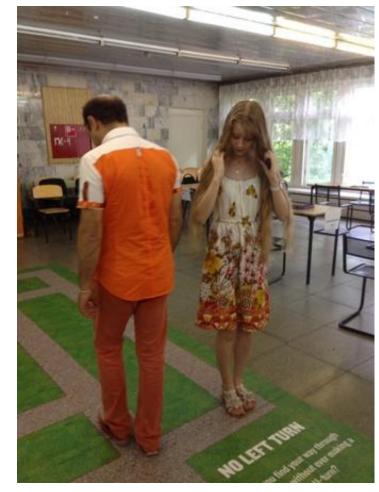
Geodesic and surveying measuring instruments

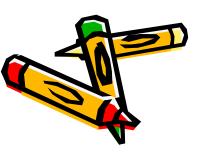




A-Mazing Math

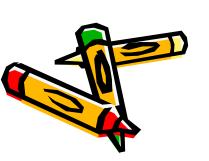








Tower of Hanoi













Logic games



Conundrums



Math Illusions





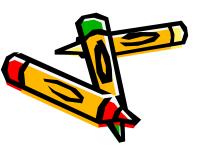
Books on popular math





The World of Mathematics is:

- 1. Objects to interact with.
- 2. Educational programs around the objects or based on school curricula. *



Sample plans (in cooperation with school teachers and students of pedagogical unversities):

- 1. To develop a program around the measurement instruments.
- 2. To find objects for studying geometric optics.



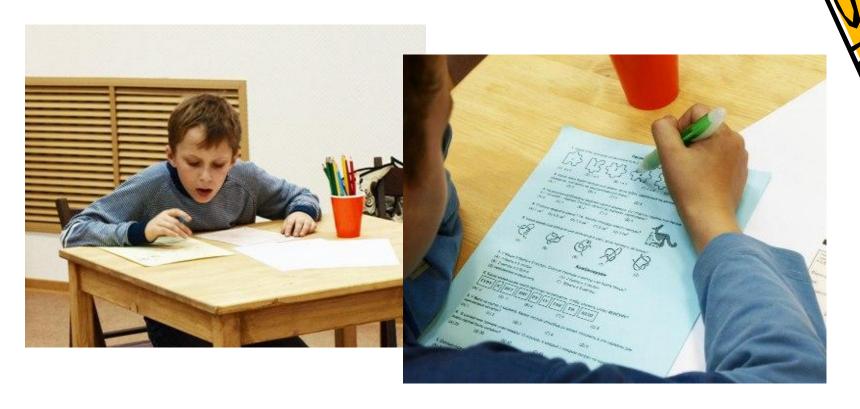


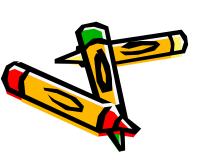
The World of Mathematics is:

- 1. Objects to interact with.
- 2. Educational programs around the objects or based on school curricula. *
- 3. Seminars for students and teachers. *



Kangaroo meetings for students





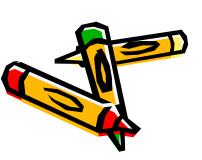


The Other Geometries seminar







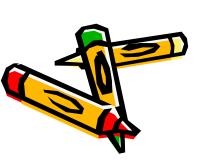


Teaching Math With Technology seminar









The World of Mathematics is:

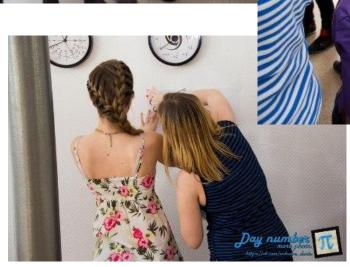
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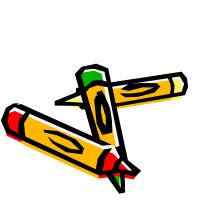


4. Math related events.

Pi Day (first time in Russia)



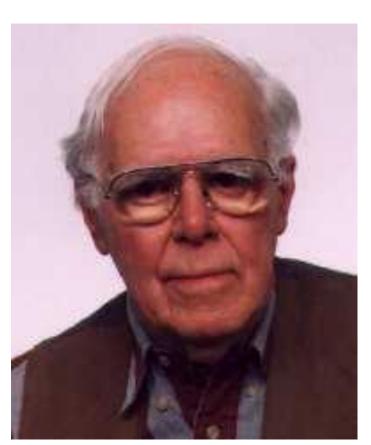




The Colors of Math screening



Martin Gardner Day (planned for October 21, 2014)



Martin Gardner 100 years

(21.10.1914 -

22.05.2010)



Challenges:

- Edutainment: how to turn entertainment into education and education into entertainment?
- How to attract state funding into edutainment?
- How to convince business to invest into education and to collaborate with it?
- How to establish meaningful partnership, including international, between 'edutainers'?



We want The World of Mathematics, besides being a place to visit for everyone, to become a strong interactive resource center for both students and teachers.

Ideally, it should generate a series of such centers in different cities.



Looking for:

- financial support;
- people, capable of creating and carrying out various programs in the logic of our museum;
- more objects, books, other types of resources.



Thank you for your attention!!!



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The World of Mathematics interactive museum (St. Petersburg, Russia)

https://www.facebook.com/groups/ worldmath/

