



Workshop: Biscuit Bonanza Maths

Duration: Two hours **Audience:** Reception and KS1-2, up to 30 children

Location: M&S Company Archive

Learning Objectives:

- Demonstrate understanding of the nature and purpose of an archive
- Use numeracy skills to solve problems
- Recognise shapes in examples of design
- Understand how to use shape, colour and texture as visual communication
- Use a net pattern to create a 3D object
- To have fun

Workshop Overview:

Activity	Content
Welcome & Introduction	<ul style="list-style-type: none"> • Meet and greet. • Why are you here? What we are going to do today. • Housekeeping.
What is M&S? What is an archive?	<ul style="list-style-type: none"> • What is M&S? What do you already know? • What is an archive? Do you have your own collection? • Why do we preserve objects and documents? • M&S Timeline activity.
Packaging design	Pupils will look at our exhibition and a selection of biscuit tins from our collection to identify how shape, colour & texture have been used to communicate with customers.
Biscuit Numeracy	Using maths equipment pupils will use a packet of biscuits and their maths skills to work out solutions to numeracy problems.
Finding shapes	Pupils will identify the shapes of different biscuits and think about how the different shapes could be packaged
Take the Biscuit	Pupils will use box worksheets to create a design for biscuit packaging on a net pattern.
Peer review	Pupils will look at everyone's designs and give feedback to each other.
Plenary	<ul style="list-style-type: none"> • 'My word for today' activity. • What have you learned?