

Developing Place-Based Mathematics Materials

Why Place-Based Math?

Place-based learning links mathematical thinking to the local environments, cultures, and challenges students know best. It transforms math from abstraction to application with meaning.

Core idea: Mathematics isn't just universal — it's also *contextual*. Students thrive when they see how math describes their world.



How to Develop Place-Based Math Materials

1. Start with Your Place

- Identify features of your region, such as geography, architecture, ecology, economy, or cultural heritage.
- Ask: Where does math already live in this landscape?
 - o Example: Las Vegas water safety \rightarrow logarithmic function.
 - o Example: Bellagio Fountain → linear and quadratic equations.

2. Frame Authentic Problems

- Turn local phenomena into math/scientific questions.
 - o "How does Las Vegas' growth affect energy demand?"
 - o "What geometric patterns appear in local indigenous art forms?"
- Aim for problems with both numerical depth and cultural/local component.

3. Design for Exploration

- Develop games, simulations, or data investigations that invite curiosity.
- Encourage teamwork and discussion math as a *community activity*, not a solo performance.
- Incorporate iterative design: let students propose improvements or new data sources.

4. Integrate Interdisciplinary Connections

- Partner with engineering, environmental science, or social science colleagues.
- Build projects that show how math powers real systems from water treatment to distribution.

🌱 Quick Start for Educators

- Begin with one local theme and one course concept
- Collaborate with local partners (community orgs, museums, environmental agencies)
- Share and iterate small pilots grow big impact
- Visit our project website for games you can incorporate!

PLEASE CITE AS: Neda, M. (2025). Developing place-based mathematics materials. NSF HSI Resource Hub, University of Nevada, Las Vegas, Las Vegas, NV.

[&]quot;Math is everywhere - students just need help seeing it in their world."