

3, 2, 1

**A
Countdown
For Success**



3, 2, 1 Countdown to Success

Introduce Yourself

- Hometown
- Year/Major
- Sport
- Dress Neat/ Institutional Gear/ Smile and Make Eye Contact

What were the things you liked to do when you were their age?

What did you like about math when you were their age?

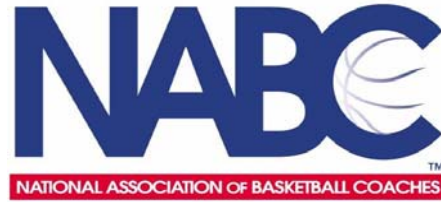
(Have you ever seen Donald Duck in Mathematicsland?)

Why are good math skills important?

- Counting – Money, keeping score, whose turn is it next, etc.
- Telling time.
- Dividing – Making teams, batting averages, shooting percentages.
- Drawing shapes

How do you use math in basketball?

Counting	Telling Time	Percentages/Division
5 Players	Length of the Game	Foul Shot
5 Fouls	Warm Up	2 pt. Field Goal
Keeping Score	Time Outs	3 pt. Field Goal
Statistics for the Game	Half Time	Quarters or Halves
Number of Periods		Stats per Game
Time Outs		
Court Dimensions		



3-2-1 Countdown To Success

Action Plan

1. Arrange a time and date for the team to visit a local middle school in the fall or early part of the season. The target group for this project is 5-8th graders.

Organize your players

2. Depending on the number of classes, pair the players up. For example, if there are 8 classes, 4 pairs of players works best, as they will visit 4 classes for approximately 30 minutes and then change classrooms to the remaining classrooms, repeating the script. The players will explain the program illustrating the connection between math and sports, specifically statistics. Allow time at the end of each session for questions and answers about school and playing sports. In approximately one hour, the players will have touched 8 classes.

The suggested script that could be used is enclosed in the packet. This is an example of what could be done while in the classroom.

Choose a Home Game

3. Choose a home game that the students can attend. In some cases it will be necessary to have a method of identifying the student from the school. Methods of transportation usually can be left up to the middle schools, especially if parents are included.

Letter to the parents

4. Enclosed in the packet is an example of a letter that can be forwarded to the parents through the middle schools visited and distributed by the teachers.

Reminder and directions

5. Also enclosed is a letter to be sent out just prior to the game chosen to remind the teachers, parents and student about the event, directions to the college, information about parking, and instructions on admittance to the game.

Have Fun!

6. Have fun at the school visit, and the game. One suggestion would be to have a pizza gathering after the game. All in all, the program gets kids to a game, gets kids on a college campus, uses math in a practical manner, and reminds the players the invaluable lesson in the role they play as adults, student and athletes