

The Park Problem

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Activity overview

The goal of this activity is for students to see a real world application of a minimization problem. Students have to determine where to place a track inside a park to minimize the total distance of the track in Lazy Town.

Concepts

Triangles, Minimization, Scatter Plots, Regression

Classroom management tips

Instruct students on how to navigate between each page of the applet beforehand.

TI-Nspire Applications

Graphs and Geometry, Spreadsheet, Notes, Calculator

Step-by-step directions

The applet is designed to be used by the students individually. All questions and answers are to be completed on the calculator. Follow all directions on each page of this applet. When you complete each page navigate to the next page by pressing ctrl right arrow. If you need to go back to previous pages press ctrl left arrow.

Activity extensions

- *Where should the track be placed if they are trying to maximize the distance?*
- *Would another shape be more feasible for the track?*

Student TI-Nspire Document

parkproblem.tns

