



Over half a million children and young people have taken part in our Creative Maths workshops!

The UK's leading providers of creative education, As Creatives' workshops engage, motivate and, crucially, challenge the young people we work with. Rooted in the curriculum, our programmes exist in formats for all ages and abilities at KS3 / KS4, placing fluency, reasoning and problem solving in context.

"The maths staff were unanimously of the opinion that this was one of the best maths workshops we have had. I particularly liked the emphasis on looking at the wider benefits of developing maths skills. i.e. identifying patterns, seeing that maths isn't just numbers and problem-solving."
Notre Dame School, Cobham

"One of the best STEM Events that I have ever booked. The students found the workshops extremely interesting, engaging and fun. One pupil asked, "Miss, can we do this every Thursday?"
Park Main High School

CSI: Michaela Maths

If it hadn't been for the quick thinking of one of her teammates, Michaela Maths, one of Britain's most promising young sporting stars would be dead – slain by an unseen hand! Working in teams, pupils will use a range of mathematical skills to eliminate each suspect, until the criminal is unmasked.

CSI: Bake Off

All is not well in the world of the Bake Off – one of the judges, Saul Pinewood, has had food poisoning – and he knows it wasn't an accident! He's narrowed the field down to six suspects – and hopes that pupils can use their understanding of fractions, percentages and measurements to help him take the final step.

The Trading Game

Fast, furious and fantastically engaging, The Trading Game provides students with opportunities to think about maths in some very different ways. Working in an ever-shifting environment, they'll come to understand that "value" can be a concept that changes depending on circumstances, that the ability to prioritise is an essential mathematical skill, and that the properties of 2D shapes allow them to be arranged in a variety of ways. And while the Game has its own intrinsic merit, of course, its greater value lies in the follow-up – where students are facilitated through a process allowing them to identify and categorise the skills they have had to use.



Number Patterns: The Bunker



Inspired by the work of Alan Turing and his fellow mathematicians at Bletchley Park during World War II, The Bunker is based in cryptology – the writing and reading of codes. Appealing to all age and ability ranges, The Bunker has a simple premise. Working in teams, and at their own pace, students need to identify as closely as possible the location of an Enemy Radio Transmitter by cracking a series of increasingly fiendish numeric, geometric and semiotic ciphers. The more codes they crack, the more precisely they'll be able to pin the Transmitter down.



The Priorities Game

This thought provoking workshop sees students working in teams to create a series of budgets designed to fund an exciting new community initiative. Each team will represent a different interest group, with, of course, different priorities. And whether the students are representing other young people, local businesses or police officers, they'll have to bear those priorities in mind as they put maths in context by putting together "wish lists" based on limited budgets. At the end of the day, only one budget can be implemented – and it'll be the power of teams' final presentations that determines the outcome!

Selling Maths

Which discovery had more impact on the world – the concept of zero or the ratio characterised by pi? Which development led to the most advances – the binary system or the Fibonacci sequence? And which invention was the more eventful – the abacus or the yes/no gate? This intriguing workshop sees students addressing such questions themselves as, taking on the role of Maths Ambassadors, they plan, prepare and perform presentations that pitch given Maths Moments as the most important of all time. And, in a mathematical twist on The X Factor, they get to vote on the winner ...



The Expedition

Testing pupils' skills in pattern analysis, problem-solving and prioritisation, this intriguing workshop invites them to work to a tight budget in planning for an expedition to the rain forest. Have they made the right decisions? The proof will be in the pudding as they go on to tackle a series of unpredictable challenges at the airport, on the trek to camp – and in the forest itself.

Big Maths Days

We know that it's often important for secondary schools to offer activities to whole year groups – and we understand, too, the logistical difficulties that this can bring. So our Big Maths Days allow up to 240 KS3/4 students the opportunity to carousel around four of the Maths workshops listed above, over the course of one day. Please get in touch for more details.

"It was by far our most popular event during maths week. The students enjoyed the competitiveness of The Trading Game, it was great for their group and negotiating skills. The delivery and hosting of the activity was superb"

Langholm Academy

"A huge thank you! Many of the students involved said it was one of their favourite parts of the week. I will be recommending As Creatives to colleagues in other departments and schools without a doubt!"

Kingsway School