Marshmallow Minute
Directions

① Recorder: writes down time and total number of marshmallows consumed at each elapsed number of seconds.

② Marshmallow Consumer: ingests marshmallows with given scenario, without fail.

③ Timer: yells out "Now" or "Go" or "Eat some" every so many seconds.

④ Back-up Recorder: helps the Recorder verify the numbers are correct.

Need a stopwatch, marshmallows, ability to yell and count, and activity pages.

Choose a role. The roles rotate after each member has lived their Marshmallow Minute.

Each group will get 4 scenario cards. Turn the cards face down. Each group member selects a card. The fun ensues.

Follow the scenario for each person. It takes the whole group to make this experience flow. Everyone is focused on that one eating marshmallows.

When each person's minute is up, everyone records the data that the Recorder has jotted down.

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Data

Scenarios

A	B	C	D
Description	Description	Description	Description

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Graphs

Graph all 4 scenarios separately, on one grid. Different COLORS would work well here.
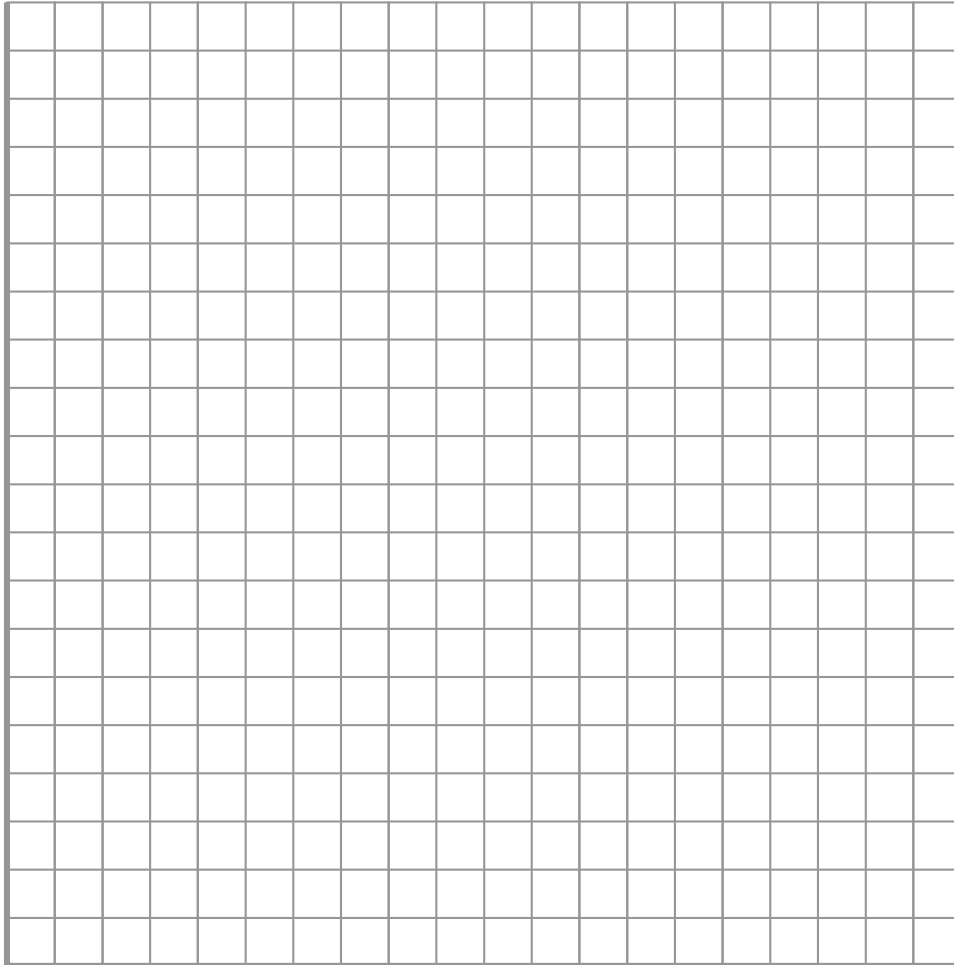
Label the axes appropriately: Title, scale
Label each graph either A, B, C, or D.

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Questions

1. Who will eat the most over the course of one minute?

2. Will that person eat the most if beyond a minute?

3. What could we do to help someone eat the most in one minute?

4. What if we knew only two data points, could we figure out their scenario? Say…(4, 14) and (7, 17)

5. If we knew only two data points, could we figure out if they had marshmallows in their mouth when they began and how many?

6. What would the graph look like if the scenario switched within the minute?

7. How would we find how many marshmallows they had consumed in 1 hour? One day? One year?

A

Start with 6.
Eat 3 marshmallows every 5 seconds.
End at 60 seconds.

B

Start with 14.
Eat 8 marshmallows every 10 seconds.
End at 60 seconds.

C

Start with none.
Eat 3 marshmallows every 4 seconds.
End at 60 seconds.

D

Start with none.
Eat 10 marshmallows every 15 seconds.
End at 60 seconds.