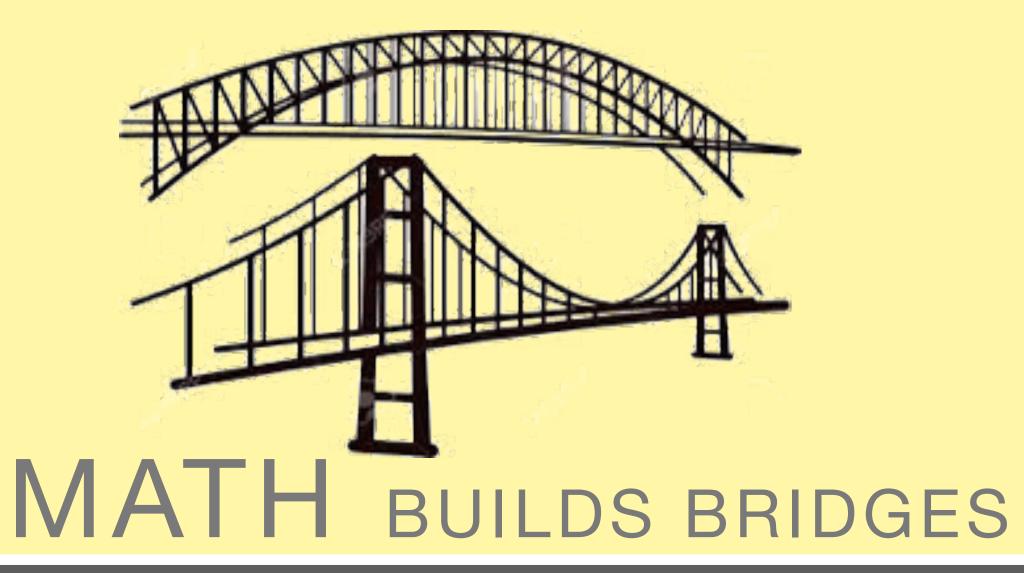
If Number = 1 Then Count1 = Count1 + 1ElseIf Number = 2 Then Count2 = Count2 + 1ElseIf Number = 3 then Count3 = Count3 + 1Else CountX = CountX + 1End If

## MATH WRITES CODE

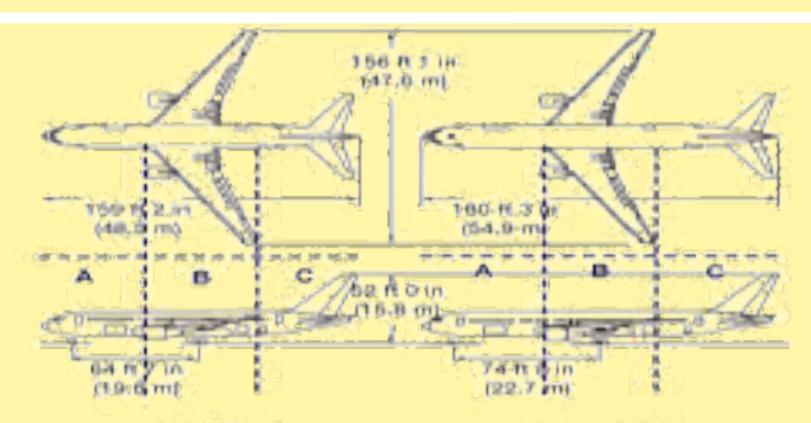
## DESIGN METHODOLOGY LOGIC



Math at Home March Challenge Contest date: 3/3-3/13 Choose one of these areas (coding, medicine, bridge design/construction or airplane design) and write down 2-3 reasons why or how math is used in that field. Enter your answer in the MAH box by the library with your name, grade and teacher. 2 winners: one each from K-2 and 3-5th will be randomly selected from all entries that have at least 2 reasons. Winner announced 3/20. \*K-2 prize: Ogo-disc 3-5th grade: Ogo disc or gift card to Marbles the brain store



## MATH MAKES MEDICINE



767-200

767-300

## MATH DESIGNS PLANES