

Post-Lecture Activity

Now it's time for you to design your own mathematical modelling experiment.

Step 1: Formulate a Question	
Step 2: What are your variables (or players)?	
Step 3: What are your constraints?	
Step 4: Draw out the question using diagrams?	<i>Grab a piece of blank paper and draw out your question in many different ways.</i>
Step 5: Plot the data	<i>Use software (like Excel) or graph paper to do this part.</i>
Step 6: Find your line of best fit	<i>Draw this on your graph, try to get the line as close as you can to as many of the points as you can.</i>
Step 7: Calculate slope and intercept.	

Step 8: Using the value of y that you want, figure out what your x should be	
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Here are some questions you can now ask about your model. You can also discuss them with a classmate.

- Does this model address the question I have? Does it predict what I want it to?
- Are there other ways I could explore this? Are there other models I could use?
- Do my results answer my question? Is it counter-intuitive / does the answer I get make sense?
- How can we use this model? How can we use it to influence policy or decision makers or make decisions yourself?
- Are there other questions you could ask or that this model could answer?