## **TOYS VS. US**

| _                |            |  |  |
|------------------|------------|--|--|
| Your group's toy | <i>/</i> · |  |  |
| Tour group 3 toy | <i>/</i> • |  |  |

| Toy<br>Measurement<br>(cm) | Group<br>Member 1<br>Measurement<br>(cm) | Group<br>Member 2<br>Measurement<br>(cm) | Group<br>Member 3<br>Measurement<br>(cm) | Average of<br>Member<br>Measurements<br>(cm)                            |
|----------------------------|--|--|--|---|
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|                            |  |  |  |   |
|                            |  |  |  |   |
|                            | Measurement                              | Member 1  Measurement  (cm)              | Measurement Measurement Measurement      | Measurement Measurement Measurement Measurement Measurement Measurement |

| How can yo | ou figure out | if the toy l | has the same | proportions | as the p | people i | n your į | group? |
|------------|---------------|--------------|--------------|-------------|----------|----------|----------|--------|
| Write your | plan here:    |              |              |             |          |          |          |        |

Compare the toy with one of your group members. Use this space to show your math:

Is your toy proportional to the members of your group? Support your claim with data:

## YOUR TOY SELF—HOW BIG SHOULD I BE?

| Body Part Measured | Toy's Original<br>Measurement | My Original<br>Measurement | My Toy's<br>Measurement Based<br>on My Proportions |
|--------------------|-------------------------------|----------------------------|--|
|                    |                               |                            |  |
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|                    |                               |                            |  |
|                    |                               |                            |  |
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|                    |                               |                            |  |

Now, create a model of what your toy should look like. Your model should:

- be based on your calculations (the last column in the above table).
- show your calculated measurements labeled on the model.
- include a model that isn't perfect, but reflects effort.

| how you determine whether two things are proportional. Give at least three reasons why a t maker or an animator would need to understand the mathematics behind proportions, or hothey would use them (or skew them) in their work. |  |  |
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