

Hitchhiker's Guide to Spark 2017

March 11–12, 2017

Massachusetts Institute of Technology

Welcome to Spark, a weekend-long extravaganza of lectures, workshops, and seminars for middle school students. This guide will help you find your way around and plan your free time during Spark.



MIT Educational Studies Program
84 Massachusetts Avenue
Room W20-467
Cambridge, MA 02139

<http://esp.mit.edu>
esp@mit.edu
(617) 253-4882

Important locations

Check-in	Bldg W31 Lobby 10	Sat 8:30–11:00am After Sat 11:30am
Help desk	Lobby 10	All weekend
Walk-in activities	Lobby 13	All weekend
Classes	Main campus (see map)	
Schedule changes	4-153	All weekend
Student lunch	Walker (Bldg. 50)	12:00–2:00pm each day

Checking in

Most students will check in by going to building W31 (du Pont Gym) on Saturday morning before their first class. Check-in will be open in W31 from 8:30am until 11:00am; if you arrive after then, check-in will reopen in Lobby 10 by 11:30am and will remain there for the rest of the weekend.

Building W31 is located at the southwest corner of Massachusetts Avenue and Vassar Street. Please enter through the main doors facing Massachusetts Avenue.

Lobby 10 is along the main hallway (“Infinite Corridor”) of MIT and is an open space with views of the Charles River. The easiest way to get to Lobby 10 is to walk directly into the main entrance of MIT (77 Massachusetts Avenue) and walk straight down the corridor. Signs across campus (and helpful volunteers) will direct you there as well.

Everyone must have a completed liability waiver before they can participate in Spark. These waivers must be signed by a parent or guardian. If you forgot to bring your forms, you can pick them up from tables in W31 or at the help desk in Lobby 10.

If you did not pay online, have \$40 (cash or check only) ready to turn in. Make your checks out to MIT ESP.

At check-in, we will give you a few important pieces of paper: a schedule with your classes, a badge holder, and a name tag. Please hold on to these—they are very important for finding your classes and for making class changes.

Finding your classes

Spark is big. Really big. You just won’t believe how vastly, hugely, mind-bogglingly big it is. We have reserved classrooms all over MIT to host all of these classes, so you may have to walk through several buildings to get to your next class. Don’t worry about rushing between classes—classes start 5 minutes after the hour and end at least 5 minutes before. Also, don’t be afraid to ask anyone you see in the hall for directions.

Almost all of the classes for Spark meet on the “main campus” of MIT, between Mass Ave., Vassar St., Ames St., and Memorial Drive. Each

building has a number and most buildings are connected.

The room numbers for your classes are on the schedule you receive during check-in. (**Lost your schedule?** Head to help desk in Lobby 10!) Classrooms are numbered by the building they are in, followed by a dash and the number of the particular room within that building. The first digit of the room number refers to the floor that room is on (or 0 if it is in the basement). For example, a few more difficult to find classes:

Room 14-0637 is in the basement of building 14. Go to the Building 8 end of the Infinite Corridor and turn right into Building 6; continue until you can turn left into a hallway with glass windows on both sides. Go down the staircase to your left; you are now in the basement. Turn left and continue forward until you see the room labeled 14-0637 on your right. It has a distinct blue door.

Room 26-139 is on the 1st floor of building 26; turn left at the Building 8 end of the Infinite corridor, and go down the stairs. Walk past 26-100, to go outside, and straight into the doors opposite; the room is in this hallway.

W20-491 This room is in the student center, building W20. W20 is across Mass. Ave from the rest of campus. The two rooms are on the fourth floor.

66-070 Go to the pointy end of Building 66, and go down the stairs. The classroom is just down the hall to the right, on the left side of the hall.

Take a look at the map of the MIT campus at the end of this document to see where on the campus your classes are. Take any route you desire to get between classes, but if you stay near the Infinite Corridor, it's harder to get lost and there will be more people to help you find your way.

MIT map

The map at the end of this document should help you find your classes and places to eat. If you have a computer, you can also use <http://whereis.mit.edu> to find any place on campus. If you have a smartphone, MIT has a mobile app with a map.

Meals

Student meals are included with the program. Lunch will be available from 12–2pm each day in Walker Memorial (Building 50). Volunteers and signs will help you find your way. Vegetarian options will be available, but we cannot accommodate any other dietary restrictions. There are two lunch blocks each day, so please look at your schedule to see which one you are assigned to.

MIT has plenty of places to eat. The Student Center (Building W20), across Mass Ave from Lobby 7 (the main MIT entrance), has a number of places to obtain food, including:

- LaVerde's: Small supermarket; sells good sandwiches, salads, and drinks.
- Anna's Taqueria: Burritos, quesadillas, and tacos.
- Cambridge Grill: Salads, sandwiches, pizza.
- Subway: Submarine sandwiches and salads.
- Cafe Spice: Indian appetizers like Chicken Tikka Masala
- Shawarma Shack: Shawarma wraps, Moroccan dishes.

If you want to venture a bit off campus to eat, there are several places just a bit north on Massachusetts Ave toward Central Square: Chicago Pizza, Beantown Taqueria, Darwin's Ltd., Flour Bakery, Mariposa Bakery, the Asgard, and the much-beloved Toscanini's Ice Cream. You can also explore Kendall Square, near the subway station at the east end of campus; it has restaurants like Cusi, Chipotle, and Area Four.

Other ESP programs

The Educational Studies Program, which runs Spark, runs a number of other educational programs for middle and high school students during the year. Our other programs include

- HSSP, a 7-to-8 week long program that meets one day each weekend. Take classes that go into greater depth than we have time for

at Spark, like “How to Build a Computer in 7 Weeks” and “Writing Speculative Fiction”. We run HSSP once each Spring and each Summer; our sister ESP at Harvard runs a fall session as well.

- Junction, a more intense summer program offering courses four evenings a week. Junction classes are geared towards 11th and 12th grade students, although all high school students may apply. There will be significant changes to the structure of Junction this year; check our website in the next few months for more details. Junction has a selective admissions process; the application will be released in mid-March.
- Splash, our Spark-like program for high school students. Splash is in mid-November.

Information about all of our programs is available on our website, esp.mit.edu. A number of other colleges and universities across the country now offer programs similar to Spark; check learningu.org/current-programs for a full list.

Finding your parents

You’re here at Spark to take lots of awesome classes, but your parents can also have fun too! There’s a good chance they will be at our Parents’ Program (in the Student Center, Building W20) for part of the weekend. **Make sure to plan where to meet your parents at the end of Spark**—we recommend Lobby 7. If you need to find your parents during Spark and don’t have a cell phone, come to the help desk in Lobby 10—we can call them for you.

If you’re bored

We certainly hope you have a lot to do during Spark, but if you’re bored:

- Go to class changes (in 4-153) to switch into a new class.
- Go to Lobby 13 and join a walk-in activity.

- Here's a math problem to think about: *Five pirates have plundered 100 gold coins and need to divide up their loot. They divide it as follows: the oldest pirate proposes a division of the loot. The pirates take a vote, and if more than half of them vote for it, they split the loot that way. Otherwise, the oldest walks the plank, and the remaining four divide the loot the same way. Each pirate would prefer to live than to die, but would also prefer to get as many coins as possible. What division should the oldest pirate propose?* If you can't figure it out, try talking to a friend about it!

Spark Shirts

Spark T-shirts will be sold in Lobby 10 for \$10 on Saturday starting at 12:30pm and all day Sunday.

In case of emergency

We certainly hope that there won't be any emergencies during Spark. If there are, you should get a text message from MIT Alert to the phone number you listed in the ESP website. If there is an emergency near you, make sure your teacher knows. In case of a fire, you should meet at either Killian Court, Kresge Oval, outside of Lobby 13, or on McDermott Court (see the map). In case of a zombie apocalypse, don't panic. Spark security will handle the situation.

Getting help

Spark is a crazy event! We know that MIT is an unfamiliar place, that you may have to find your way around without your parents, and that not every class will be just what you expected. There are several ways for us to help you sort these things out:

- Ask your teachers! They can talk to you about almost anything.
- Anyone wearing a red "ESP Security" shirt can help you out. Don't be afraid to ask how to get to your next class!

- Schedule changes can be made in room 4-153.
- Visit our help desk in Lobby 10 for all other questions.
- You can call Spark headquarters at (617) 253-4882. Please call this phone number only if you can't find anyone else to help as bandwidth is limited.

Things to keep in mind

- Your teachers should not ask for information such as your e-mail address. Instead, there are mailing lists set up for every class.
- Our lost and found is located at the help desk (Lobby 10).
- Please remember that while at Spark you are guests of MIT. ESP can only run its programs because of the support we get from the entire MIT community, and your actions while at Spark do reflect on us. So while you're here, remember to respect the campus and its residents, have a good time, and learn something awesome!



Classrooms: “24-619” means Building 24, floor 6, room 619. “66-070” is on floor 0, the basement.

Walk-in Activities are in Lobby 13 all day. They’re fun, stop by when you have no classes! You can get to Lobby 13 via a hallway north from Lobby 10.

Class Changes will be located in room 4-153. Stop by to add or drop a class.

Help Desk can help you with finding classes or anything else, and is located in Lobby 10.

Student Meals are in Walker Memorial (Building 50); lunch is from 12–2pm both days. If you want to buy food, check out the W20 food court, or cafés in 32, 4, and 7.