Puzzle!

Old Norse was the language of the Vikings, the language spoken in Scandinavia and in the Scandinavian settlements found throughout the Northern Hemisphere from the 700s through the 1300s. Much as Latin was the forerunner of the Romance languages, Old Norse was the ancestor of Icelandic, Faroese, etc. Old Norse was first written in runic alphabets known as “Elder Futhark”, found on inscriptions dating from 1000 CE and used for both proto-Norse and early Old Norse.

Below are nine names of Old Norse gods in Latin script and the nine corresponding Elder Futhark names. Listed below are also two other runic names for gods.

e. Freya  f. Freyr  g. Ithun  h. Night  i. Sun

Old Norse Runes

1. BFRMR  4. MXR  7. QRD  10. SMH
2. DOR  5. TOTT  8. WNNOMR
3. IDNIT  6. PRMISF  9. PRMIR

D1. Match the Anglicized names to the correct Elder Futhark names.

a.  b.  c.  d.  e.  f.  g.  h.  i.  

D2. What are the two leftover Elder Futhark names, in the Roman alphabet?

D3. Write the runic names of the following gods:

a. Tyr  b. Ran  c. Sif

(taken from the North American Computational Linguistics Olympiad)
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 Ave. and Vassar St. Please enter through the main doors facing Massachusetts Ave.

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 Ave.) 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 or receive financial aid, 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.

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 4-163.
- 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.
- 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!
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 4-163 until 3pm on Saturday, and afterwards at the help desk (Lobby 10)) to switch into a new class.
- Go to Lobby 13 and join a walk-in activity.
- Go to Lobby 10 (help desk) and get cookies and candies if you tell us about any cool classes you took or how we can improve.

Spark Swag

Spark T-shirts will be sold in Lobby 10 for $10 on Saturday starting at 12:30pm and all day Sunday. If you reserved a T-shirt, pick it up before 2pm on Sunday.

In case of emergency

We do hope there won’t be any emergencies during Spark.

- A first-aid kit is available in Lobby 10 (help desk).
- For anything more serious, notify your teacher and other adults and contact MIT Police (617) 253-1212. Do not call 911 because they will be slow.
- In case of a fire, 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.

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—they start five minutes after the hour and end at least five 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 Dr. 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 the 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).

The map in the centerfold of this booklet should help you find your classes and places to eat. There’s also an interactive map online at https://esp.mit.edu/map, and you can also use MIT’s general map, https://whereis.mit.edu, to find any place on campus. If you have a smartphone, MIT has a mobile app with a map.

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.

Here are some directions to a few difficult-to-find classes:

Room 14-0637 is in the basement of Building 14. Go to Building 8 at the end of the Infinite Corridor and turn right
into Building 6; continue until you see a tall metal-framed piece of art. Turn left and walk through a passage with glass windows on both sides. You are now in Building 14, on the first floor.

There is a staircase to your left. Enter the staircase and descend one floor into the basement. Turn left. The passage may look weird and creepy. Don’t worry; it’s okay to walk through this passageway. Continue forward until you see the room labeled 14-0637 on your right. It has a distinct blue door.

**Building 24:** Make your way to Building 26. In the middle of the building on the ground floor you have to step outside into an area with a lot of bike racks. Once you’re outside, walk in the direction opposite the funky orange building, and enter the closest building which should have a door on the building’s left side. Then take the elevator up to wherever your class is.

**W31-125** Building W31 is where Morning Check-in is. If you’re entering while check-in is open, tell the volunteers you’re going to a class, and they will let you bypass the line. The room behind the ramp is W31-125.
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 6-to-7 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.

**Splash** Our Spark-like program for high school students that runs 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 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, and we can call them for you.

Meals

**Student meals** Lunch is available 12pm–2pm each day in Walker Memorial (Building 50); there are two hour-long lunch blocks each day, so please look at your schedule to see which one you are assigned to. Lunch is included in the program cost for students but parents are not allowed in Walker Memorial. Food on Saturday will be Domino’s Pizza, and on Sunday, Anna’s Taqueria. Volunteers and signs will help you find your way. Vegetarian options will be available, but we cannot accommodate any other dietary restrictions. Note that parents aren’t allowed into

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

- Shawarma Shack: Shawarma wraps, Moroccan dishes
- Shinkansen: Japanese-style fast food, sushi, bubble tea
- Anna’s Taqueria: Burritos, quesadillas, and tacos
- Subway: Submarine sandwiches and salads
- Cafe Spice: Indian dishes like Chicken Tikka Masala

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: Oath Pizza, Saloniki’s, Beantown Taqueria, Flour Bakery, Mariposa Bakery, or the Asgard. You can also explore Kendall Square, near the subway station at the east end of campus; it has restaurants like Au Bon Pain, Chipotle, and Area Four.

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 in room 4-163 until 3pm on Saturday and in Lobby 10 (help desk) afterwards. 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 12pm–2pm both days.
If you want to buy food yourself, check out the W20 food court.