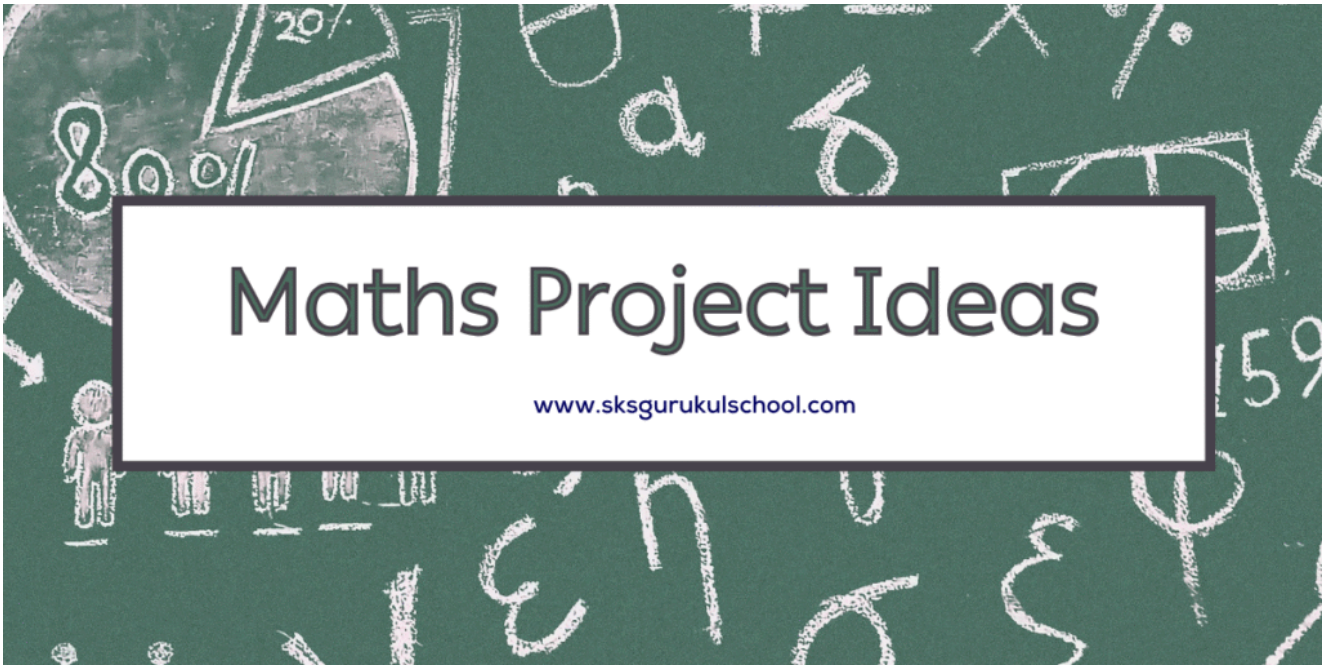
Maths Project Ideas — 150 Student-Friendly Projects



Mathematics is more than formulas and exams — it's a way to investigate the world.

This article collects **150 maths project ideas**, each written for students so you can pick one that fits your level, interest, and resources.

Use these projects for class assignments, science fairs, competitions, or to build confidence with real mathematical thinking.

Each idea includes a short description, suggested approach, approximate level (primary, middle, high school, or early college), and what you'll learn.

At the end there are short sections on choosing a project, how to present it, and tips to get a great grade.

Must Read: 5th Grade Science Fair Project Ideas — 150 Fun & Easy Projects for Kids!

Why do maths projects matter?

Maths projects turn abstract ideas into tangible exploration. They develop problem-solving, modelling, data handling, and communication skills.

A good project shows your understanding, creativity, and ability to explain mathematical reasoning — skills teachers and examiners value highly.

How to choose the right maths project

- **Match your level.** Choose projects marked for your grade or one level up for challenge.
- **Consider time and materials.** Some ideas need only paper and a calculator; others require measuring tools or simple software.
- **Pick an interesting topic.** You'll work harder if you like the idea (games, sports, design, history, coding).
- **Plan deliverables.** Decide whether you'll make a poster, report, model, or computer simulation.
- **State a clear question.** Every good project answers a focused question — keep it specific.

How to structure your project report or display

1. **Title and question** — clear and precise.
2. **Introduction** — why it matters and what you'll do.
3. **Background** — key mathematics and definitions.
4. **Method** — step-by-step plan, materials, and tools.
5. **Work and calculations** — show data, algebra, graphs, or code.
6. **Results** — tables, charts, or models with interpretation.
7. **Conclusion** — answer the question, limitations, and next steps.
8. **References and acknowledgements** — cite any books, websites, or help.

Ideas for experiments, modelling, puzzles, and investigations – Maths Project Ideas

Below are **150 maths project ideas** with concise descriptions to help you start. Each entry indicates suggested level and what you might do.

1. **Golden Ratio in Nature** — Measure spirals (pinecones, sunflowers) and compare ratios to the golden ratio. *Level: Middle–High.* Learn ratio and growth patterns.
2. **Statistics of Classroom Heights** — Collect class heights, compute mean, median, mode, variance, make histograms. *Level: Primary–Middle.* Learn descriptive stats.
3. **Probability with Dice Games** — Analyse winning probabilities for simple dice games and propose fair rules. *Level: Primary–Middle.* Learn probability and expected value.
4. **Mathematical Origami: Angles and Symmetry** — Create origami figures and explain geometric transformations and angle relationships. *Level: Primary–High.* Learn geometry and symmetry.
5. **Graph Theory: Shortest Path in School** — Model school layout as a graph; find shortest paths using Dijkstra's or BFS. *Level: High.* Learn graph algorithms.
6. **Fibonacci Sequence Investigation** — Explore Fibonacci patterns in nature and compute ratios approaching the golden ratio. *Level: Middle–High.* Learn sequences and limits.
7. **Area Comparison: Circle vs. Square** — Design experiments to compare areas using dissections or calculus reasoning. *Level: Middle–High.* Learn area methods.
8. **Statistics of Daily Temperatures** — Collect local temperatures for a month; analyse distribution and trends. *Level: Middle–High.* Learn time series basics.
9. **Mapping with Scale and Ratio** — Make a scaled map of your neighbourhood and calculate actual distances. *Level: Primary–Middle.* Learn scale and proportion.
10. **Geometry of Shadows** — Use shadow lengths to calculate object heights using similar triangles. *Level: Middle.* Learn similarity.
11. **Exploring Pi with Polygons** — Approximate π by inscribing and circumscribing polygons around circles. *Level: Middle–High.* Learn limits and geometry.
12. **Statistics of Sports Performance** — Gather data from a sport (goals, runs) and compute performance metrics. *Level: Middle–High.* Learn descriptive and inferential stats.
13. **Mathematics of Card Shuffling** — Study permutations produced by riffle shuffles and how many shuffles mix well. *Level: High.* Learn combinatorics.
14. **Fractals: Building the Sierpinski Triangle** — Create fractal patterns, measure area changes, and discuss self-similarity. *Level: Middle–High.* Learn recursion and fractal dimension.
15. **Linear Programming: Optimize a Budget** — Model a budget optimization problem and solve with linear programming basics. *Level: High.* Learn optimization.
16. **Probability Tree for Family Problems** — Use probability trees to model genetics or family size scenarios. *Level: Middle–High.* Learn conditional probability.
17. **Tessellations and Wallpaper Patterns** — Design repeating patterns and classify their symmetry groups. *Level: Middle–High.* Learn plane symmetry.
18. **Geometry in Architecture** — Analyse shapes used in local buildings and explain structural mathematics. *Level: Middle–High.* Learn applied geometry.
19. **Survey Design and Bias** — Create a survey, collect responses, and examine sampling bias and error. *Level: High.* Learn survey methodology.

20. **Exploring Parabolas: Projectile Motion** — Model ball toss trajectories and fit parabolic equations. *Level: High.* Learn quadratic functions and curve fitting.
21. **Math Behind Encryption: Caesar Cipher** — Implement simple substitution ciphers and discuss keys and frequency analysis. *Level: Middle–High.* Learn modular arithmetic.
22. **Exploring Exponential Growth: Bacteria Model** — Simulate exponential growth and compare to logistic growth. *Level: High.* Learn exponential functions and modelling.
23. **Patterns in Pascal's Triangle** — Investigate binomial coefficients, triangular numbers and modular patterns. *Level: Middle–High.* Learn combinatorics.
24. **Geometry of Circles: Power of a Point** — Measure lengths in circle configurations and verify theorems. *Level: High.* Learn classical geometry.
25. **Optimization: Shortest Fence for a Garden** — Given area constraint, find shape minimizing perimeter (circle). *Level: High.* Learn calculus/optimization.
26. **Statistics of Coin Tossing** — Toss coins many times, analyse distribution and law of large numbers. *Level: Primary–Middle.* Learn probability empirically.
27. **Golden Rectangle and Art** — Create artworks using golden rectangles and measure viewer preference. *Level: Middle–High.* Learn proportions.
28. **Algebraic Puzzles: Magic Squares** — Construct magic squares and study construction methods and properties. *Level: Primary–Middle.* Learn patterns and arithmetic.
29. **Comparing Averages: Mean vs. Median** — Use skewed datasets (income) to show differences and explain robustness. *Level: Middle–High.* Learn statistics.
30. **Fourier Basics: Simple Wave Analysis** — Record simple repeating signals and decompose into sine waves conceptually. *Level: High.* Learn wave decomposition ideas.
31. **Topology for Beginners: Möbius Band** — Create Möbius strips and investigate properties like one-sidedness. *Level: Middle–High.* Learn topology intuition.
32. **Currency Exchange and Arbitrage** — Simulate exchange rates and look for arbitrage opportunities (cyclic profit). *Level: High.* Learn ratios and graphs.
33. **Prime Number Patterns** — Explore primes, test large numbers, and visualize distributions (sieve). *Level: High.* Learn number theory basics.
34. **Mathematics of Voting Systems** — Compare plurality, runoff, and ranked-choice outcomes with sample ballots. *Level: High.* Learn social choice theory.
35. **Probability with Urn Models** — Model drawing without replacement and compute hypergeometric probabilities. *Level: High.* Learn discrete probability.
36. **Simpson's Paradox Investigation** — Use real or simulated data to demonstrate Simpson's paradox and explain confounding. *Level: High.* Learn statistics pitfalls.
37. **Mendelian Genetics and Probability** — Model Punnett squares and phenotype probabilities. *Level: Middle–High.* Learn probability in biology.
38. **Measuring Pi with Buffon's Needle** — Use experiment dropping needles on lined paper to estimate π. *Level: High.* Learn geometric probability.

39. **Cryptography: RSA Demonstration** — Implement simplified RSA encryption to demonstrate primes and modular exponentiation. *Level: High.* Learn number theory and security basics.
40. **Exploring Symmetry in Snowflakes** — Photograph or draw snowflake-like patterns and classify symmetry orders. *Level: Middle–High.* Learn rotational symmetry.
41. **Regression Analysis: Height vs. Arm Span** — Collect paired measures and fit a linear regression model. *Level: Middle–High.* Learn correlation and regression.
42. **Probability of Birthday Paradox** — Simulate group sizes to show when collisions occur and explain statistics. *Level: Middle–High.* Learn combinatorics and probability.
43. **Mathematical Modelling of Traffic Flow** — Create simple models to show congestion formation and flow optimization. *Level: High.* Learn differential equations basics.
44. **Statistics of Music: Note Frequency Analysis** — Analyse frequency of notes in a song and model distributions. *Level: High.* Learn signal counting and stats.
45. **Conic Sections with Cardioids and Ellipses** — Construct conics using string-and-pin methods and derive definitions. *Level: High.* Learn geometry.
46. **Using Spreadsheets to Solve Sudoku** — Build a solver in a spreadsheet using logic or backtracking. *Level: Middle–High.* Learn algorithms and logic.
47. **Mathematical Patterns in Quilts** — Analyse repeating blocks and tiling patterns; discuss symmetry. *Level: Middle–High.* Learn tessellation.
48. **Measuring Angles with Trigonometry** — Use trig to measure heights of trees/structures from distance. *Level: Middle.* Learn sine, cosine.
49. **Statistical Significance: A Simple Test** — Perform a t-test on small samples (e.g., reaction times) and interpret p-values. *Level: High.* Learn inferential stats.
50. **Number Bases: Convert and Explore** — Convert numbers between bases and explore patterns in binary and hexadecimal. *Level: Middle–High.* Learn place-value systems.
51. **Exploring Modular Arithmetic in Clocks** — Model clock arithmetic and applications (remainders, schedules). *Level: Middle.* Learn modularity.
52. **Chaos and the Logistic Map** — Investigate how changing parameters leads from stability to chaos. *Level: High.* Learn nonlinear dynamics.
53. **Probability of Winning at Rock-Paper-Scissors** — Study mixed strategies and Nash equilibrium for the game. *Level: High.* Learn game theory basics.
54. **Measuring Curvature: Coins and Circles** — Explore curvature by fitting circles to curved objects. *Level: High.* Learn differential geometry intuition.
55. **Mathematical Card Tricks Explained** — Perform tricks based on mathematics and explain the underlying principles. *Level: Middle–High.* Learn permutations.
56. **Designing a Fair Dice** — Test different dice shapes to study fairness and biases. *Level: Middle–High.* Learn probability and experimental design.
57. **Population Growth Models: Logistic vs. Exponential** — Compare model fits to real population data or simulations. *Level: High.* Learn modelling.

58. **Exploring Continued Fractions** — Compute continued fractions for rationals and irrationals and observe convergence. *Level: High.* Learn number theory.
59. **Math in Music: Ratios of Intervals** — Study frequency ratios, scales, and temperament systems. *Level: High.* Learn logarithms and ratios.
60. **Investigating Benford's Law** — Collect leading digits from datasets and test the law's distribution. *Level: High.* Learn statistics of real-world data.
61. **History of Mathematics: Timeline Project** — Create a timeline linking mathematical discoveries to historical events. *Level: Primary–High.* Learn historical context.
62. **Modeling Epidemics with SIR Model** — Build a simple SIR model and simulate outbreaks under interventions. *Level: High.* Learn differential equations basics.
63. **Exploring Geometric Constructions** — Use compass and straightedge to construct classical figures and prove results. *Level: Middle–High.* Learn classical geometry.
64. **Least Squares: Fitting Lines to Data** — Demonstrate the least squares method with real data and residual analysis. *Level: High.* Learn regression math.
65. **Mathematics of Roller Coaster Loops** — Model safe loop shapes using physics and geometry constraints. *Level: High.* Learn calculus and geometry.
66. **Comparing Sorting Algorithms** — Implement simple sorts, measure time, and compare efficiency for different inputs. *Level: High.* Learn algorithms.
67. **Graphical Password Strength** — Compare numeric passwords and graphical schemes statistically for strength and memorability. *Level: High.* Learn combinatorics and security.
68. **Math Behind Loan Repayments** — Create amortization tables and show how interest affects repayments. *Level: High.* Learn financial mathematics.
69. **Study of Geometric Mean in Growth Rates** — Use geometric mean to analyze compound growth scenarios. *Level: High.* Learn means and growth.
70. **Exploring Mathematical Paradoxes** — Investigate paradoxes (e.g., Monty Hall) and simulate outcomes. *Level: Middle–High.* Learn probability intuition.
71. **Euler's Formula and Polyhedra** — Count vertices, edges, faces and verify V−E+F = 2 for convex polyhedra. *Level: Middle–High.* Learn topology basics.
72. **Modeling River Meanders with Curvature** — Use simple curves to model meandering and study wavelength relationships. *Level: High.* Learn applied geometry.
73. **Mathematical Art: Parametric Curves** — Plot Lissajous and parametric curves and explore aesthetics vs. math. *Level: High.* Learn parametric equations.
74. **Exploring Rational Approximations** — Use continued fractions to find best rational approximations to irrationals. *Level: High.* Learn approximation theory.
75. **Statistics of School Lunch Choices** — Analyse menu choices, correlations, and preference models. *Level: Middle–High.* Learn categorical data analysis.
76. **Investigating Isoperimetric Inequality** — Compare shapes with equal perimeter but different areas to see which maximizes area. *Level: High.* Learn calculus/geometry.
77. **Network Analysis of Friendships** — Build a social graph from class friendships and compute centrality measures. *Level: High.* Learn graph metrics.

78. **Modeling Simple Harmonic Motion** — Record oscillations (pendulum) and fit sine functions to data. *Level: High.* Learn trigonometric modelling.
79. **Measuring Angles with a Smartphone** — Use phone sensors or photos to measure angles and validate trigonometric formulas. *Level: Middle–High.* Learn applied trigonometry.
80. **Designing a Survey and Confidence Intervals** — Collect a sample and compute confidence intervals for proportions. *Level: High.* Learn inferential stats.
81. **Investigating Polynomial Roots** — Graph polynomials and locate roots numerically; discuss multiplicity. *Level: High.* Learn algebra and calculus.
82. **Geometry of Folding Paper Airplanes** — Measure flight distances for designs and correlate with geometry. *Level: Middle–High.* Learn experimental analysis.
83. **Exploring Decimal Expansions of Fractions** — Identify repeating patterns and periods for rational numbers. *Level: Middle–High.* Learn number theory.
84. **Optimizing Routes with the Travelling Salesman** — Try approximations for small city samples and discuss NP-hardness conceptually. *Level: High.* Learn combinatorial optimization.
85. **Measuring Friction using Inclined Plane** — Use angles to estimate friction coefficients and model forces. *Level: Middle–High.* Learn trigonometry and physics interplay.
86. **Visualising Complex Numbers** — Plot operations on the complex plane and relate to rotations/scaling. *Level: High.* Learn complex arithmetic.
87. **Analysis of School Bus Routes** — Model and optimize routes to minimize distance or time using simple heuristics. *Level: High.* Learn applied optimization.
88. **Modeling Savings Growth with Compound Interest** — Compare compounding intervals and visualize long-term growth. *Level: Middle–High.* Learn exponential growth.
89. **Studying Permutations: Necklace Problem** — Count distinct colorings of beads under rotation/reflection using Burnside's lemma. *Level: High.* Learn group action counting.
90. **Probability with Card Hands** — Compute probabilities of poker hands; simulate deals to verify. *Level: High.* Learn combinatorics and probability.
91. **Exploring Linear Transformations** — Use matrices to rotate, scale and shear figures and visualise effects. *Level: High.* Learn linear algebra basics.
92. **Mathematics of Sound: Decibel Scale** — Measure sound levels and explain logarithmic scaling and perception. *Level: High.* Learn logarithms and data.
93. **Statistics of Traffic Light Wait Times** — Time waits at an intersection and model distributions. *Level: High.* Learn applied probability.
94. **Measuring Volume: Cavalieri's Principle** — Compare volumes of solids using cross-sections and experiments. *Level: High.* Learn integral concepts intuitively.
95. **Probability of Winning a Lottery** — Calculate combinatorial odds and expected value; discuss risk and expected returns. *Level: High.* Learn combinatorics and decision theory.

96. **Folding and Surface Area: Paper Models** — Create nets for solids, compute surface areas and volumes. *Level: Middle–High.* Learn spatial reasoning.
97. **Exploring Boolean Algebra with Logic Gates** — Simulate logic circuits and simplify expressions. *Level: High.* Learn discrete math and logic.
98. **Mathematics of Proportions in Recipes** — Scale recipes and examine ratios and unit conversions practically. *Level: Primary–Middle.* Learn proportion.
99. **Studying Random Walks** — Simulate 1D/2D random walks and study expected distance from origin. *Level: High.* Learn stochastic processes basics.
100. **Probability of Getting a Given Hand in Rummy** — Model card draws and compute probabilities relevant to the game. *Level: High.* Learn combinatorics.
101. **Exploring the Arithmetic Mean–Geometric Mean Inequality** — Prove and test AM-GM with numerical examples. *Level: High.* Learn inequalities.
102. **Using Geometry to Design a Garden** — Plan planting beds with optimal area and paths using geometry. *Level: Middle–High.* Learn practical geometry.
103. **Investigating the Efficiency of Algorithms** — Compare number of operations vs. input size for simple algorithms. *Level: High.* Learn complexity.
104. **Statistics of Cell Phone Use Among Students** — Survey usage patterns and test for correlations with study time. *Level: High.* Learn correlation/regression.
105. **Exploring Roots of Unity** — Plot complex roots of unity and relate to polygon vertices. *Level: High.* Learn complex numbers and geometry.
106. **Mathematics of Tides and Periodic Motion** — Model tidal cycles using sine waves and phase shifts. *Level: High.* Learn periodic functions.
107. **Comparative Study of Averages in Sports** — Use batting or scoring averages to compare players fairly. *Level: Middle–High.* Learn weighted averages.
108. **Investigating Convex vs. Concave Polygons** — Classify polygons and explore diagonals and interior angle sums. *Level: Middle.* Learn polygon properties.
109. **Statistics of Weather Patterns Over Years** — Analyze long-term rainfall or temperature trends and present findings. *Level: High.* Learn trend analysis.
110. **Mathematics Behind Barcodes and QR Codes** — Explain checksum and encoding principles for barcodes. *Level: High.* Learn coding theory basics.
111. **Exploring Logistic Regression with Simple Data** — Classify binary outcomes and interpret coefficients. *Level: High.* Learn statistical modelling.
112. **Modeling Bicycle Gear Ratios** — Investigate how gear combinations affect speed and cadence. *Level: High.* Learn ratios and mechanics.
113. **Estimating Large Factorials with Stirling's Formula** — Compare actual factorials with Stirling's approximation numerically. *Level: High.* Learn asymptotics.
114. **Mathematical Analysis of Board Games** — Model strategies and chance to evaluate best plays. *Level: High.* Learn probability and strategy.
115. **Geometry of Reflection and Mirrors** — Use ray diagrams to measure image positions and sizes. *Level: Middle–High.* Learn geometric optics basics.
116. **Exploring Eigenvalues with Simple Matrices** — Compute eigenvalues/eigenvectors and interpret geometric meaning. *Level: High.* Learn linear algebra.

117. **Investigating the Distribution of Digits in π** — Analyse digit frequency in a portion of π and test uniformity. *Level: High.* Learn statistics and computation.
118. **Mathematical Modelling of Loan Default Risk** — Create a simplified risk model using probabilities and loss estimates. *Level: High.* Learn applied probability.
119. **Studying the Geometry of Lenses** — Derive lens equations with ray tracing experiments. *Level: High.* Learn applied geometry.
120. **Designing a Survey to Estimate Average Sleep Time** — Sample, compute confidence intervals and discuss biases. *Level: High.* Learn sampling.
121. **Exploring Non-Euclidean Geometry Intuitively** — Model spherical triangles and measure angle sums. *Level: High.* Learn alternative geometry.
122. **Visual Proofs: Rearrangement for Area Identities** — Use dissections to show algebraic identities visually. *Level: Middle–High.* Learn geometric proofs.
123. **Mathematics of Folding: Paper Curvature** — Explore how paper folds produce curves and measure lengths. *Level: High.* Learn differential geometry intuition.
124. **Using Monte Carlo to Estimate Areas** — Estimate irregular area by random sampling points inside bounding box. *Level: High.* Learn simulation.
125. **Comparing Forecasting Methods** — Test moving average vs. exponential smoothing for simple time series. *Level: High.* Learn forecasting basics.
126. **Exploring Growth of Social Media Networks** — Model follower growth with preferential attachment ideas. *Level: High.* Learn network models.
127. **Probability of Sequences in Coin Tosses** — Compute expected waiting time until a specific sequence appears. *Level: High.* Learn Markov chain basics.
128. **Mathematics of Origami: Kawasaki's Theorem** — Test folding crease patterns and verify angle-sum conditions. *Level: High.* Learn geometry.
129. **Discovering Simple Diophantine Equations** — Solve integer solutions for small equations and explain methods. *Level: High.* Learn number theory.
130. **Study of the Harmonic Series and Divergence** — Explore partial sums numerically and explain divergence. *Level: High.* Learn series behavior.
131. **Modeling Heat Diffusion with Simple Discrete Models** — Use difference equations to simulate heat spread. *Level: High.* Learn numerical modelling.
132. **Statistics of Typing Speed in Class** — Measure typing speeds and test for improvement over time. *Level: Middle–High.* Learn experimental stats.
133. **Exploring the Mathematics of Folding Maps** — Investigate crease patterns to fold maps compactly and minimize layers. *Level: High.* Learn combinatorics.
134. **Investigating the Efficiency of Different Packing Shapes** — Compare packing densities of circles, squares, hexagons. *Level: High.* Learn geometry and optimization.
135. **Using Regression to Predict Exam Scores** — Collect prior data and fit models to predict outcomes. *Level: High.* Learn predictive modelling.
136. **Modelling Supply and Demand Curves** — Create simple economic models and study equilibrium. *Level: High.* Learn algebraic modelling.
137. **Analysis of Random Number Generators** — Test RNG sequences for uniformity and independence. *Level: High.* Learn statistics and simulations.

138. **Investigating Polynomial Interpolation** — Fit polynomials to points and study Runge's phenomenon. *Level: High.* Learn numerical analysis.
139. **Exploring the Math of Folding a Tetrahedron Net** — Design nets and compute face angles to fold solid. *Level: Middle–High.* Learn 3D geometry.
140. **Comparing Measures of Spread: Range, IQR, SD** — Use datasets to show which measure best describes spread. *Level: Middle–High.* Learn descriptive stats.
141. **Mathematics Behind GPS Trilateration** — Explain how distances give position and simulate with equations. *Level: High.* Learn applied geometry.
142. **Investigating Circle Packing in a Square** — Place circles inside a square and measure maximum packing. *Level: High.* Learn optimization.
143. **Studying Cryptarithms (Alphametics)** — Solve puzzles where letters represent digits; create your own. *Level: Middle–High.* Learn logic and algebra.
144. **Exploring Symmetry Groups of Polygons** — Compute dihedral groups of n-gons and explain group elements. *Level: High.* Learn group theory basics.
145. **Using Calculus to Maximize Area** — Solve classical optimization problems with derivatives. *Level: High.* Learn calculus applications.
146. **Measure and Compare Curves with Arc Length** — Numerically approximate arc length for curves. *Level: High.* Learn calculus numerics.
147. **Mathematical Model of Cooling Coffee** — Fit Newton's law of cooling to temperature measurements. *Level: High.* Learn differential equations application.
148. **Analysis of Patterns in Bus Arrivals** — Collect arrival times; test for Poisson process behaviour. *Level: High.* Learn stochastic processes.
149. **Mathematics of Scale Models** — Build scale model and compute scale factors for area and volume. *Level: Middle–High.* Learn similarity scaling.
150. **Exploration of Rational vs. Irrational Roots** — Use the Rational Root Theorem to test polynomial roots and provide examples. *Level: High.* Learn algebra and root-finding.

Tips for doing your maths project well

- **Start early.** Allow time for data collection and revisions.
- **Document everything.** Keep raw data, calculations, and drafts. Examiners like clear process.
- **Show work, not just answers.** Explain reasoning step-by-step.
- **Use visuals.** Graphs, diagrams, and tables make explanations clearer.
- **Check validity.** Cross-check calculations and consider sources of error.
- **Practice your presentation.** Be ready to explain methods and answer "why" questions.

Example project plan

Project: *Statistics of Classroom Heights*

1. **Question:** What is the distribution of heights in my class and how does it compare to a normal distribution?
2. **Method:** Measure heights, build frequency table, compute mean/median/mode/SD, draw histogram and normal curve fit.
3. **Expected outcome:** Interpret skewness, outliers, and whether class data approximates normality.
4. **Presentation:** Poster with histogram, boxplot, calculations, and conclusion.

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Final words

Mathematics becomes powerful when you apply it. These **150 maths project ideas** give a wide range of options: experiments, modelling, simulations, proofs, and creative math-art projects.

Choose one that excites you, scale it to your level, and focus on clarity: a clear question, solid method, and honest interpretation of results will earn you top marks.

If you want, tell me your grade level and a few interests (games, sports, art, coding), and I'll suggest the 3 best projects from this list and give a step-by-step plan for one of them.

Good luck — enjoy exploring maths!

Uncategorized

‹ 136+ Timeline Project Ideas for Students — Creative, Ready-to-Use Topics

SKS TEAM

With years of experience, I work alongside a passionate group of educators and professionals to create a welcoming and supportive environment. At SKS International Gurukul, we focus on helping students grow both academically and personally, ensuring they have everything they need to succeed.

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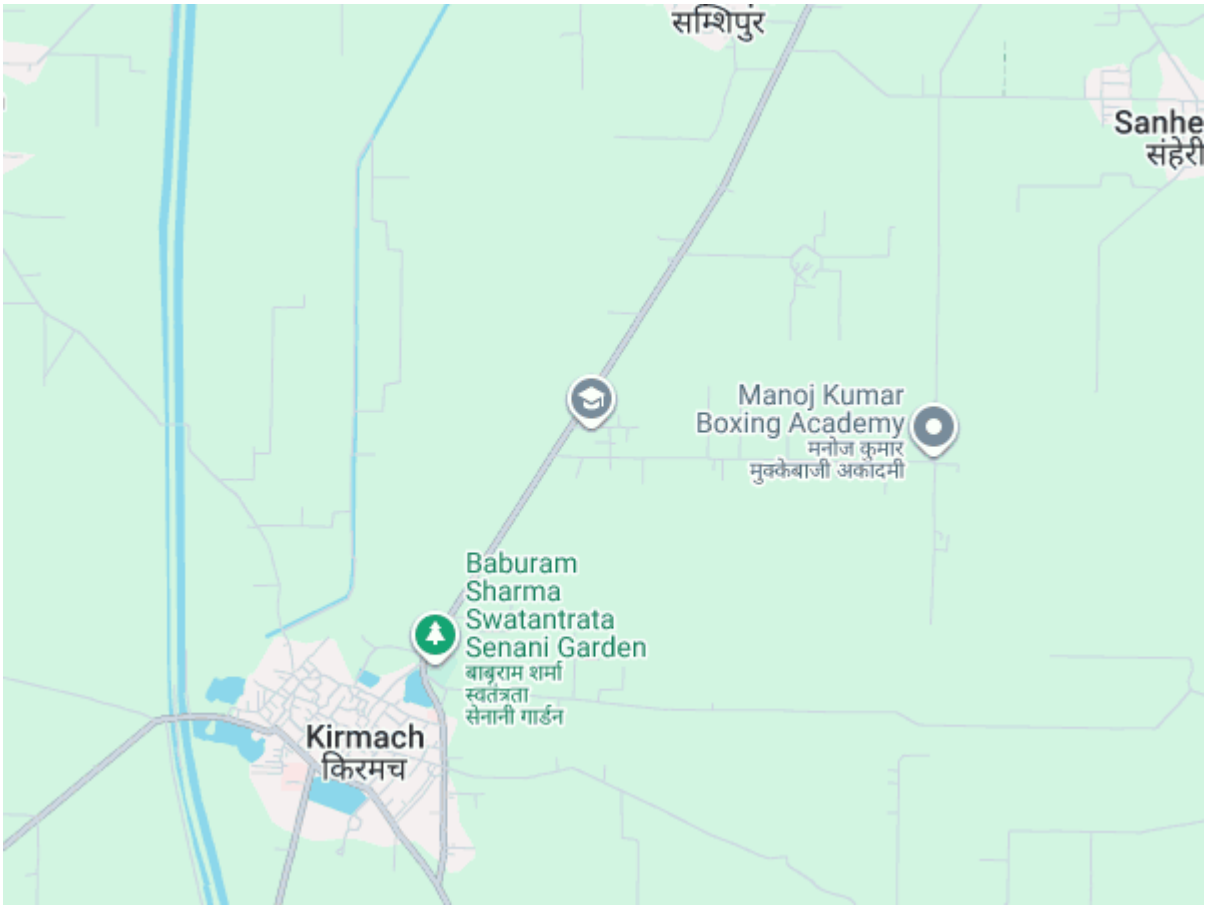

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SKS International Gurukul - Kirmach Kurukshetra

About us

SKS International Gurukul, the best school in Kurukshetra, provides modern facilities, dedicated teachers, and engaging activities for Pre-nursery to 12th grade students.

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