

Skate Parks

When skateboarding became popular, skate parks began to pop up in cities around the world. Before skate parks were built, **skaters** took their tricks to the streets. This was not safe. Skaters were injured because of uneven street surfaces and collisions with cars. Now, skaters can go to skate parks to practice their tricks.

Every skate park has unique features. Some parks are designed to **mimic** street and sidewalk conditions. Other parks have bowl-like structures with smooth, curved concrete. Skaters can do **aerial** tricks off a **half-pipe**. They can pick up speed to do 180 **ollies**. Or, they can invent new tricks of their own.

Skateboarding has become a five billion dollar industry in the United States. It is so popular that there are now skateboarding competitions. The X Games draws huge crowds. Skaters can compete in many events. Some contests are to see who can do the best trick. Others are to see who can get “the most air” off a **ramp**.

LET'S EXPLORE MATH

To do a 180 ollie, skaters must pop into the air and do a half rotation. When skaters land, they and their boards are facing the opposite direction.

1. What is the name of a 180-degree angle?
2. Max is learning to do a 180 ollie, but right now he can only make half the rotation. How many degrees does he rotate? What is the name of this type of angle? Make a sketch to show your thinking.
3. What number do you think skaters use to describe ollies that are full rotations? Why?

This diagram shows a skater doing a 180 ollie.

