



3 · 4 Klatsch!



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Key competence: *Science, Technology, Engineering and Mathematical*

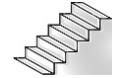
Soft skills: *Self control, abstract thinking, resilience*



2 – 6



10 min



7+

Editorial

Recommendation

4

10 min

2° - 4°

Variants and/or steps

- In 1st and 2nd grade, you can add the results of the dices instead of multiplying. In this case, create a rule for prime number results.
- In order to give time to weaker students, we recommend, after rolling the dice, the player counts 1, 2, 3 before hitting the fly.
- You can try some variations like saying characteristics instead of multiplying or saying aloud the result which they must find.
- This material can be used saying any characteristic of the fly instead of the number.

Adaptations for special needs

- For special needs pupils it is recommended to identify the numbers before starting playing. Additionally, they can play in pairs.

Discussion

○ Did you have enough time to answer? ○ Were you stressed/frustrated and why? ○ What did you do? ○ What could you do during the class or at home to improve your performance in this game? ○ How did you calculate the result? ○ What would you do different next time? ○ Did you find the strategy to calculate quicker? ○ Are you better or worse than your classmates? ○ How can you help them to be better? ○ How can they or your teacher help you to improve? ○ What variation would you include to help students to get frustrated more often?

% of answers based on 238 Primary School students



Would you like to play it again?	4%	9%	5%	82%
Have you communicated a lot with your classmates while you were playing?	13%	11%	28%	48%
Have you done any calculations during the game?	4%	3%	9%	84%
How easy was it to understand the rules of the game?	4%	3%	14%	79%
Have you thought of any strategy while playing the game?	33%	15%	17%	34%
Are you able to explain this game to another student?	9%	3%	18%	69%