

7 Ate 9



| Key competence: Science, | | <u> </u> | | |
|---|----------------|----------|-------|---------|
| Technology, Engineering and | | | | |
| Mathematical | Editorial | 2 – 4 | 5 min | 7+ |
| Soft skills: Abstract thinking, resilience | Recommendation | 4 | 5 min | 2° - 6° |

Variants and/or steps

- ★ In first primary grades, we recommend to avoid the competitive mode and play in turns so as to give time to each student to calculate and be ready to play. Furthermore, you can avoid cards with negative numbers as Maths operations are limited in these grades.
- \bigstar As a variation, you can multiply and use the units of the result. In addition, you can forget the ± 1 , 2, 3 and put the next or the previous or you can sum all the numbers of the cards.

Adaptations for special needs

For our special needs pupils we can say the number out loud and take turns.

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 fin d 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? | | 5% | 12% | 76% |
| Have you communicated a lot with your classmates while you were playing? | 12% | 11% | 21% | 56% |
| Have you done any calculations during the game? | | 2% | 3% | 94% |
| How easy was it to understand the rules of the game? | | 7% | 23% | 65% |
| Have you thought of any strategy while playing the game? | | 9% | 13% | 41% |
| Are you able to explain this game to another student? | | 10% | 10% | 67% |