

Point Salad



Key competence: Science,		<u> </u>		
Technology, Engineering and		iji	\mathbf{C}	
Mathematical	Editorial	2 – 6	15-30 min	8+
Soft skills: Abstract thinking, decision making	Recommendation	4 - 6	20 min	3° - 6°

Variants and/or steps

- ★ In order to make the game easier each player can start with a card of goal. Then the player would have a criterion to draw cards.
- As a variant students can play in pairs so they can discuss if it's better to take vegetables or a new goal. We can also ask students to check their score after each round..

Adaptations for special needs

- For students with special needs, the most complex score cards (those that subtract points) can be removed.
- ➤ When a student draws a card, the teacher could update the score.

Discussion

 \square What goal cards were more difficult to score? Why? \square What influenced you to draw a vegetable or a goal card? \square What strategy would you use to score points next time?

% of answers based on 238 Primary School students	•••		••	
Would you like to play it again?	6%	6%	11%	78 %
Have you communicated a lot with your classmates while you were playing?	9%	7%	25%	59%
Have you done any calculations during the game?		9%	12%	69%
How easy was it to understand the rules of the game?		12%	36%	48%
Have you thought of any strategy while playing the game?		8%	16%	52%
Are you able to explain this game to another student?	22%	12%	17%	48%