



Games in math

Activities proposed:

- Create a board game similar to trivial pursuit which will consist of questions from all subjects in school such as history (european), mathematics, biology, astronomy etc in english. The choice of questions will be such that they could be answered by all partners. It will also include questions about each of the partner countries therefore, students will get to learn about each other's culture and history. In the next student exchange meeting, all students from different countries will be able to play these board games together! I also know some online platforms that allow you to create a board game so we could also do that and have our students play via internet and work together!
- As a next project, the board game could be created digitally as a computer game on <https://www.gamestructor.com/>
- Computer games that could be integrated in our program (im giving some suggestions) that aim either at learning how to code which has become one of the most vital skills a student should obtain from school or at playing with mathematics, geography, history, 3D and strategic skills:
 - Minecraft Education version- as long as partner schools are willing to pay a fee for a number of licenses we could work with Minecraft on different projects. For example, we could create worlds where students in groups would work on constructing a monument that

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represents each country e.g. Acropolis for Greece. Each country could build a monument from a different country in order to boost exchange of knowledge about each country's culture and architecture. This will take 1-2 months to complete.

- MathMotion (<http://motionmathgames.com/>) Learners playing our first game suite, centered on number sense, will master place value, mental arithmetic, multiplication, fractions, the number line, and estimation.

- GameSalad (<https://gamesalad.com/>) Our Game Development Curriculum is a PBL curriculum that teaches core concepts of computer science through game development.

- HourofCode: (<https://hourofcode.com/pl>) An online free platform that focuses on providing teachers and students with complete and detailed lesson plans regarding learning how to code for every age. I have already worked on a project with one of my classes on learning how to build a mobile app. We could use the lesson plans for learning how to code with Kodu.

- Second Life: (<http://secondlife.com>) A free 3D virtual world game where the game client<[https://pl.wikipedia.org/wiki/Klient_\(informatyka\)](https://pl.wikipedia.org/wiki/Klient_(informatyka))> includes tools that allow users (called residents - residents)) modifying the SL world and participating in its virtual economy. Although it's an online environment, its influence reaches into the real world -- including a virtual economy that's dependent upon actual money<<https://money.howstuffworks.com/currency.htm>>. In reality, or perhaps virtual reality, Second Life is a complex environment filled with potential risks and rewards.

- KnowRe for mathematics: (<http://knowre.com/demo/>) Knowre is an award-winning supplemental program for Pre-Algebra, Algebra 1, Geometry, and Algebra 2. Knowre fosters the development of critical math skills through supported practice and personalized assignments.

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- WorldGeography (<http://world-geography-games.com/>) An online game with questions on geography from all over the world!
- Age of Empires (<https://www.ageofempires.com/>) a series of real-time strategy games produced by Ensemble Studios and published by Microsoft Studios . The goal of the game is to develop your civilization by acquiring raw materials. When a player takes care of the city's systematic development, he can conquer other civilizations.



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