

Didactic Scenario

1. Title

Hidden Addition Adventure: Exploring Math through Fun!

2. Keywords

Math, , Multiplication, Motor manipulation

3. Basic Information

STEAM Subject: Mathematics

Typical interaction time with the instructional scenario in teaching hours for in-school work:
120 minuti

General description of the scenario:

Phases	Stage	Time
1	Introduction	5 minutes
2	Hiding the Answer Cards	10 minutes
3	The Adventure Begins	15 minutes
4	Rewarding the winner	10 minutes

Age group: 6-10 years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

Teaching resources

Material:

Whiteboard or chalkboard

Colored markers or chalks

Small pieces of paper

Answer cards (e.g., $5 + (\text{unknown number}) = 12$)

Small rewards (e.g., stickers or badges)

School infrastructure: Not required

Additional material from external sources/online tools: <https://www.k5learning.com/free-math-worksheets/fourth-grade-4/addition/addition-missing-number-sum-under-100>

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4. Educational Problem

The game aims to teach elementary school students basic addition operations. There is an incomplete addition operation on the board, and students search for different answers. The student who finds the correct answer comes to the board and writes it. The game provides students with a fun way to experience mathematics and improve their basic addition skills. It also encourages collaboration and teamwork and helps them understand how mathematics is used in daily life.

The aim of this activity is to teach elementary school students the concept of addition in an enjoyable way and enhance their mathematical thinking and problem-solving skills.

5. Learning Objective (-s)

1. Students Understanding Addition: Students will gain a solid understanding of the concept of addition and how to solve basic addition problems.
2. Mathematical Thinking: The activity encourages students to think critically and use problem-solving skills to find the unknown number in the addition operation.
3. Active Engagement: Students actively participate in the game-based activity, promoting active learning and enthusiasm for math.
4. Confidence Boost: Successfully finding the correct answer and being rewarded will boost students' confidence in their mathematical abilities.
5. Teamwork and Collaboration: Students work together and support each other during the activity, fostering teamwork and collaboration.

6. Application of Math in Real-Life Scenarios: Students recognize how addition is used in everyday situations and understand its practical applications.
7. Enjoyment of Learning: The fun and interactive nature of the activity make math enjoyable, fostering a positive attitude towards learning and math in particular.
8. Memory and Observation Skills: Students enhance their memory and observation skills while searching for the correct answer cards around the classroom.
9. Motivation for Learning: Game-based learning motivates students to actively participate and be eager to learn more about math.
10. Critical Thinking: Students think critically and analyze the information on the answer cards to deduce the correct solution to the addition operation.

6. Phases of the Scenario

Phase 1

Title: Introduction

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 5 minutes

Detailed description of the scenario phase:

Inform the students that they will play an exciting game to add some fun to their math lesson. Recap the concept of addition and explain what an unknown number is. Let the students know that they will embark on a "Hidden Addition Adventure" to find the unknown number in an addition operation.

Activity sheets:

Phase 2

Title: Hiding the Answer Cards

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

The teacher writes an addition operation on the board but leaves the unknown number incomplete, for example: $5 + (\text{unknown number}) = 12$.

Write different answers on small pieces of paper and hide them in various places around the classroom.

Each answer card should have only one correct answer, with the others being incorrect.

Activity sheets

Phase 3

Title: The Adventure Begins

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 15 minutes

Detailed description of the scenario phase:

Instruct the students to search for the correct answer card around the classroom and complete the addition operation on the board when they find it.

Each student participates by searching for the answer cards in different parts of the classroom and trying to find the correct answer.

The student who finds the correct answer card goes to the board and completes the addition operation.

Activity sheets:

Phase 4

Title: Rewarding the Winner

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

Reward the first student to find the correct answer with a sticker or badge.
Appreciate all the students for their participation and effort.

Activity sheets:

7. Evaluation Methodology

10 minutes

At the end of the activity, discuss with the students their experiences in finding the unknown number in the addition operation and how much fun it was.
Emphasize how math games contribute to mathematical learning and how math is used in everyday life.

Conclusion:

The "Hidden Addition Adventure" activity allows elementary school students to develop their mathematical skills and have fun while finding the unknown number in addition operations. The students actively engage in the game and are rewarded while enhancing their mathematical thinking abilities. Math lessons become more interesting and encouraging with game-based activities.