

## Didactic Scenario

### 1. Title

Math Heroes

### 2. Keywords

Peer comparison, Mathematical operations, Challenger, Role play

### 3. Basic Information

STEAM Subject: Mathematics

Typical interaction time with the instructional scenario in teaching hours for in-school work: 60 minutes

General description of the scenario:

In this activity, students will participate in a math game called "Math Heroes." They will solve addition, subtraction, and multiplication operations as quickly as possible to earn points. The game aims to improve students' math skills, problem-solving abilities, and speed in a fun and engaging way.

Phases	Stage	Time
1	Preparation	5 Minutes
2	Rules and Explanation	5 Minutes
3	Game Start	10 Minutes

Age group: 8 – 12 Years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

Teaching resources

Material:

Game cards (including cards with addition, subtraction, and multiplication operations)

Timer (clock or phone)

Game board or whiteboard

School infrastructure: No

Additional material from external sources/online tools: <https://www.opitec.it/basics/giocare-promuovere-imparare/matematica/carte-da-gioco-cilindro-magico-sottrazione-i.html>

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#### 4. Educational Problem

The aim of this activity is to enhance students' math skills through practice and application of addition, subtraction, and multiplication operations. It focuses on improving their problem-solving abilities, fostering collaboration and teamwork, and developing their mathematical thinking skills.

#### 5. Learning Objective (-s)

1. Students will demonstrate improved proficiency in solving addition, subtraction, and multiplication operations.
2. Students will enhance their problem-solving abilities and mathematical thinking skills.
3. Students will develop speed and accuracy in performing math calculations.
4. Students will strengthen their collaboration and teamwork skills through engaging in a competitive math game.

5. By the end of the activity, students will have improved their math skills and gained confidence in solving math operations, while also having fun and enjoying the learning process.

## 6. Phases of the Scenario

### Phase 1

Title: Preparation

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 5 Minutes

Detailed description of the scenario phase:

**Prepare and shuffle the game cards.**

Set up the game board or whiteboard.

Activity sheets:

### Phase 2

Title: Rules and Explanation

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 5 minutes

Detailed description of the scenario phase:

Explain the rules of the game to the students.

Let them know that each player will select a card and solve the operation as quickly as possible. Emphasize that the objective of the game is to provide the most correct answers in the shortest time.

Activity sheets:

### Phase 3

Title: Game Start

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10/20 Minutes

Detailed description of the scenario phase:

Assign one student the role of the timer to start the countdown.

The first player selects a card and solves the operation as quickly as possible.

The player who gives the correct answer earns one point.

Players take turns in order.

Activity sheets:

## 7. Evaluation Methodology

Duration:

10 minutes

Finish the game when the predetermined time is up.

Record each player's points.

Declare the player with the highest score as the "Math Hero."

Engage the students in a discussion that encourages collaboration, quick thinking, and mathematical skills.

This scenario provides an interactive and enjoyable way for students to enhance their math skills. The game allows students to practice addition, subtraction, and multiplication operations while promoting collaboration and competition.