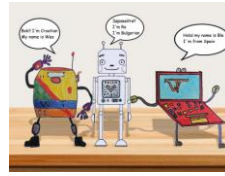




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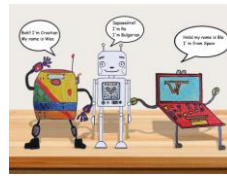
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**2016-1-ESO1-KA201-025397**

**WM example to create the  
educational content:  
MATH GAME**



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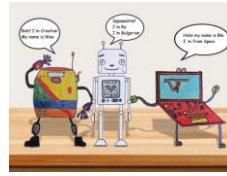
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## Description of the game

### Maths\_Game

Main objective – improve the calculation, motivation and participation

Additional objective – knowledge about memorize/calculation/Listening/etc.

**Aims:** To develop and practise:

- **vocabulary:** words connected with geometric shapes
- **curricular work:** maths
- **integrated skills:** listening, speaking, reading, logical thinking
- **students:** 5 teams (4 students by team)

**Age:** Kindergarten(4-6 years)-Primary (7-11 years)

**Level:** Low/Medium/High (depend on the content)

**Time:** 40 minutes approximately

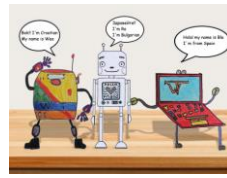
### Description of the idea

In this lesson, students will learn the basic geometric shapes. The games and activities are oriented to the diverse needs, experiences and interests of the children in the primary school, addressing such significant topics as orientation, knowledge, spatial representation or the use of this space.

One aspect of great interest in learning and its integrating character with other artistic and scientific competences is the possibility of being able to recognize the space, the position and shapes of the objects. In this way children can be able to classify and define these objects in different categories, in addition to the quality of being able to receive and transmit information that has a specific objective.



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## How to create the content

What information do you need to create and send by e-mail/dropbox?

**\*Mandatory:**

- The picture’s name is equal the digital object name
- Image format .png (1000\*750 pixels)
- Font: Comic Sans
- If you want to send us audio, for example, motivational feedback or sentences said by the students, you can upload in format .wav

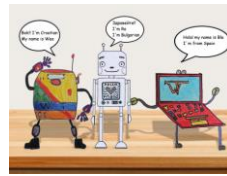
### 1º phase: Associative part

The screenshot shows a game interface titled "European Game". At the top, it says "Find 5 cities of Spain, Italy, Germany, France and Greece" next to the European Union flag. Below this, there are five rows of city cards, each with a flag and a star rating. The first row (Spain) has 5 stars and the text "Congratulations Blue Team, Found Bremen". The second row (Germany) has 4 stars. The third row (Italy) has 4 stars. The fourth row (France) has 3 stars. The fifth row (Greece) has 2 stars and includes question marks. Callouts point to various parts: "Instructions" points to the top text; "List of the words. Red Team must to find them" points to the first row; "List of the words. Green team must to find them" points to the fifth row; "Game Title" points to "European Game"; and "Motivational Feedback" points to the right side of the interface.

Figure 1: Example image with instructions about the European Game



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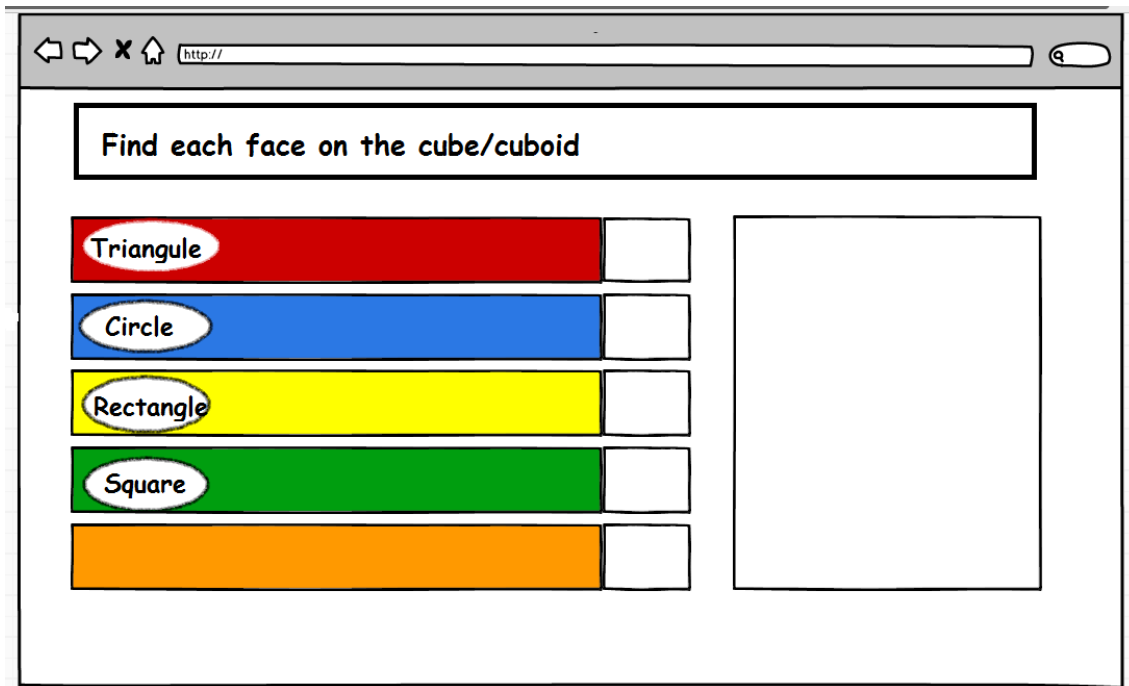


Figure 2: New game prototype about the geometric shapes through WM

**Title:** Learning Geometric Shapes through WM

**Instructions:** Find each face on the cube/cuboid

**Content game:** (Words per team)

*\*The **name** must to be the same in the picture*

*\***Level:** It depends on your criteria. This can be the content of the game, by the number of objects, the age of the students*

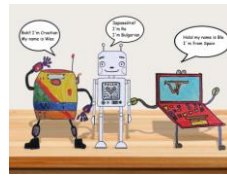
Red Team: Triangle

- Level 1: Sandwich, Musical triangle, squad, tent, pyramid
- Level 2: more complex words than level 1
- Level 3: more complex words than level 2

Yellow Team: Circle



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- Level 1: (5 words)
- Level 2: (5 words more complex than level 1)
- Level 3: (5 words more complex than level 2)

**Blue Team: Rectangle**

- Level 1: (5 words)
- Level 2: (5 words more complex than level 1)
- Level 3: (5 words more complex than level 2)

**Green Team: Square**

- Level 1: (5 words)
- Level 2: (5 words more complex than level 1)
- Level 3: (5 words more complex than level 2)

**Images (Educational content game)**

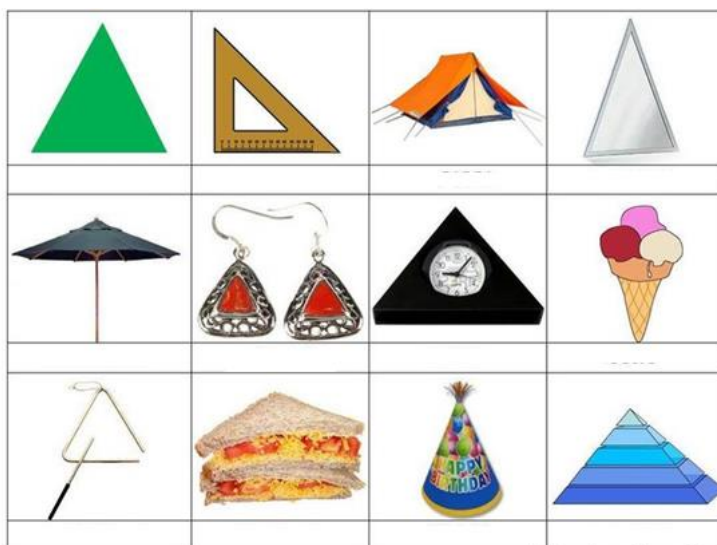
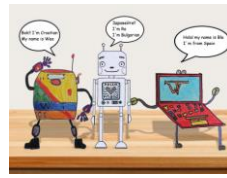


Figure 3: Content game per Red team, level 1



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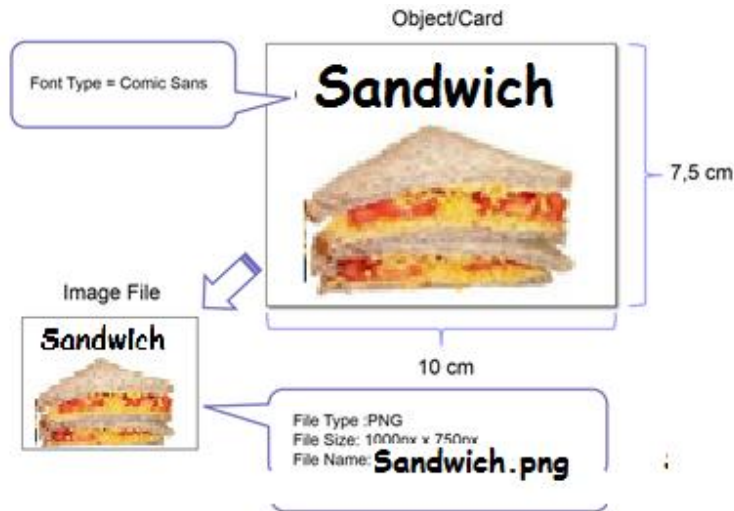


Figure 4: Example about the characteristics of the image

## 2° Phase: Collaborative part

(Example image)

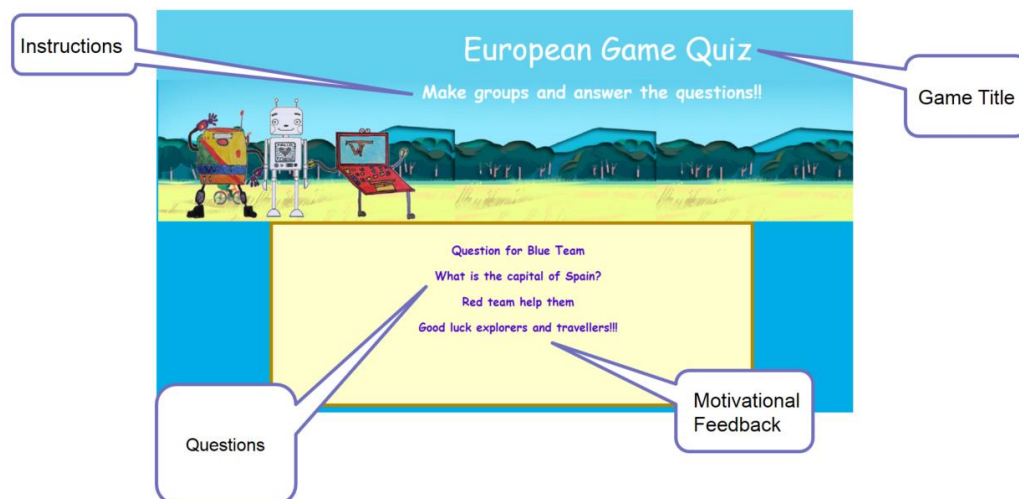
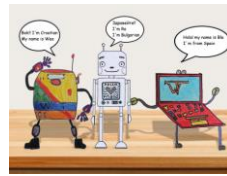


Figure 5: Example image with instructions about the European Game Quiz (Collaborative part)





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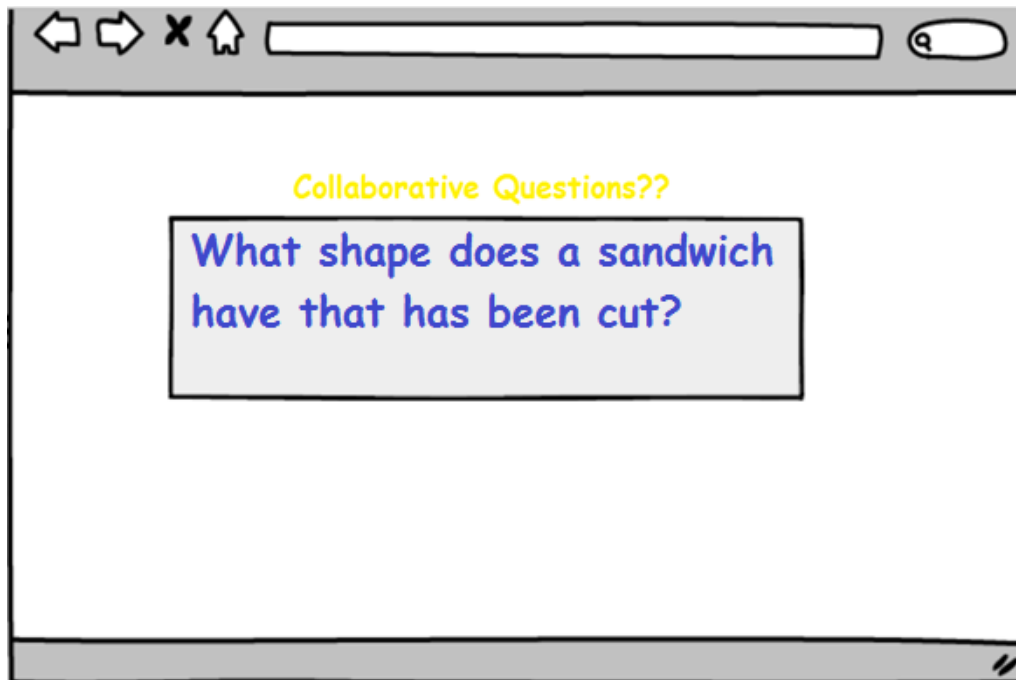


Figure 2: New game prototype about the geometric shapes through WM quiz, collaborative part

**Title:** Geometric Shapes through WM Quiz

**Instructions:** Make groups and answer the questions

**Images:** It can be the words used in the 1<sup>o</sup> phase. (Indicate it)

**Words per team,** students or classroom

(Example, the teacher can create the collaboration between teams, indicate it)

- What is team?: Question for Blue Team
- Question : What is the capital of Spain?"
- Answer: MADRID, Picture's name or Digital object's name

(Real example)

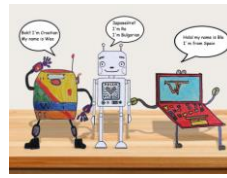
Question: What shape does a sandwich have that has been cut?, Answer: Triangle

Question: ...?. Answer: ...





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**Motivational feedback** (It is optional, the teacher can add it):

Congratulations

You are very clever team

You know the answer

You can do it

Try again

Ask for help to your friends

You are amazing group