

Let's play Math

Erasmus +

„Know the world know yourself”

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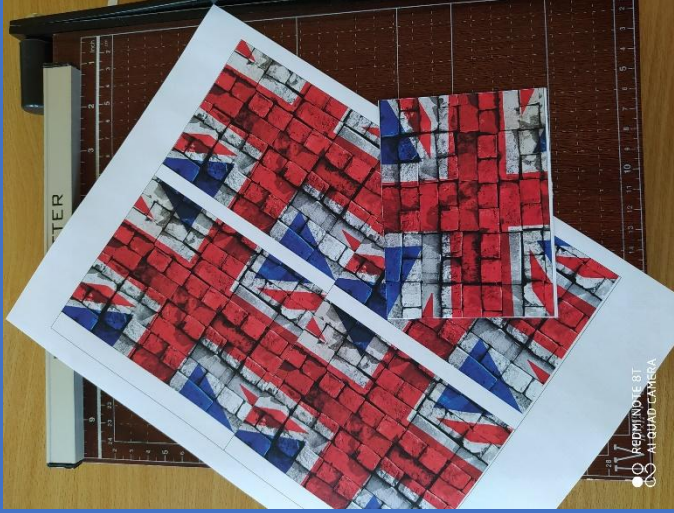


Under the project
Erasmus +
mathematic-and-language games were
planned and made-
“English Peter” and “London Pairs”.
They can be played by all the students of the
school.
You are welcome to do so!!!

During the class, students Amelia and Patryk made individual parts of our game

- They collected the necessary implements for the work (the guillotine, the laminator, the computer, the printer)
- They performed simple mathematical addition up to 12 ($1+0$, $1+1$ and then $2+1$ and another number increased by 2 to 10)
- They made a document in Word with the mathematic operations and they printed it, cut the operations out of the document and glued them to appropriate cards
- They chose the icons of famous English landmarks and printed them
- They cut the icons out and glued them to the cards
- They chose the flag of the United Kingdom and decorated individual cards with it, making a deck

The work



The rules of “English Peter”

While playing the game, the students of the classes 0-3 are developing two skills adding up to 12 in memory and linking the result to the corresponding picture card with the same number of icons as the addition result

“English Peter” can be played by 2 to 4 people. The person who is left with an unpaired card is called Peter, what means the person who loses

The game develops perceptiveness, solving mathematical operations in memory and interest in intriguing places in London

The cards can be used to play another game “London Pairs”

The rules of “London pairs”

The game is played by 2 to 6 people. The cards are laid out on the table. Each player having a turn reveals two cards trying to collect pairs- finding the solution of the mathematical operation and combining a card with the second one with the appropriate number of English symbols. If the pair is not found, the cards remain in the same place on the table, with the pictures face down.

The player with the biggest number of pairs wins.

The game develops perceptiveness, the proficiency in counting using numbers and objects.

It helps in memorizing the placement of objects and in associating facts.

We're playing



***Amelka, Patryk and Mrs. Gerta
thank you for your attention!!!***

**You are invited to play!!!
The rules are simple.**

