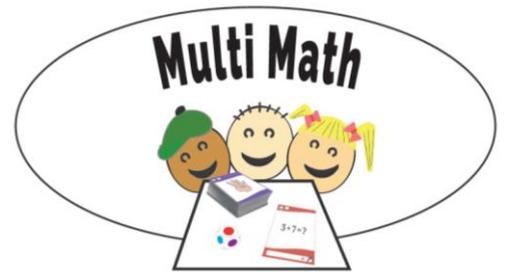


GAME INSTRUCTION

Level 1



What is Multi Math?

Multi Math is a math game without text. The game focuses on the participants' mathematical skills and is a social activity that contributes to their development in a playful and interactive way.

The game is divided into 3 levels which works as a tool for differentiation in an including environment.

How to play Multi Math:

Multi Math requires 2-5 participants and addresses children between the age of 3 and 6. Multi Math can be played individually or in teams.

- The game starts when one participant rolls the dice and picks a card in the same colour.
- On the card, the participants will find a task matching his or her level. (Please look at the specific presentation of the different task cards below or at the example cards in the keychain for further instructions)
- The participant completes his or her task and checks the correct answer in the bottom of the card.
- If the answer is correct, the participant gets the card.
- If the answer is incorrect, the card must be returned to the card stack.
- Now it is the next participants turn, and he or she rolls the dice.

The game ends when no cards are left or when time is up depending on your choice.

When the game is over the participants count their cards, and the one with most cards is the winner.

Task Cards

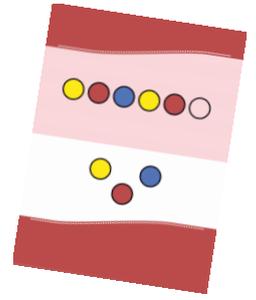
The six different colours represent six different types of task cards that focus on different mathematic skills.

The game focuses on the participants' skills regarding numbers and problem solving. Examples could be series of numbers, subitizing, mathematical language and reasoning.

Red

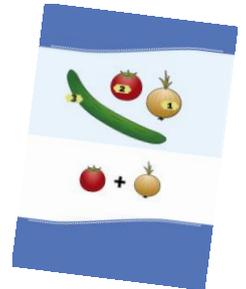
The participant has to find the correlation between the figures and identify which of the three figures shown in the bottom that is missing in the line above.

The red cards focus on the participants' ability to think logically and see correlations.



Blue

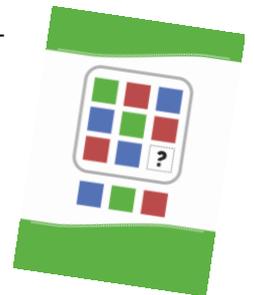
The participant has to find the total price of the groceries shown in the bottom. The blue cards focus on addition and multiplication along with the competence of solving everyday arithmetic problems.



Green

The participant has to find the missing figure. He or she has to look at both vertical and horizontal connections in order to select the correct figure.

The green cards focus on the participants' ability to think logically and are not divided into levels.

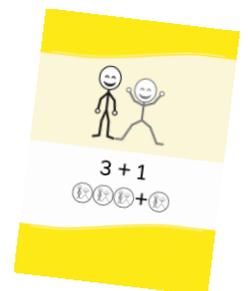


Yellow

The participant completes his or her task by doing as many movements as the result of the calculation shown.

The required movement is shown at the card, and the calculation can either be done before or while doing the movements.

The yellow cards focus on the participants calculation strategies in a playful way. Focus is not on the result but on the calculation process.

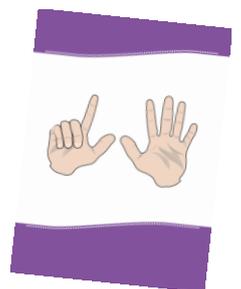


Purple

On the card the participants will see a drawing of either fingers or figures.

The participants must as fast as possible create an overview and tell the others how many finger/figures he sees.

The purple cards focus on the participants ability to cope with quantities and to subitize.



Black

The participant has to look at the picture and tell a story that somehow includes numbers or a calculation. It could be any kind of calculation, Alternatively focus could be on prepositions.

The black cards focus on the participants' ability to communicate mathematics and their understanding of prepositions.

