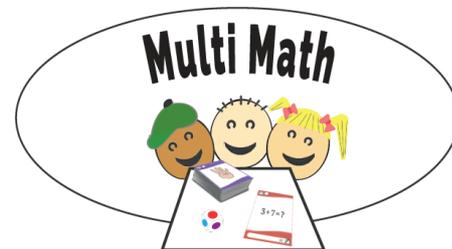


GAME INSTRUCTION

Level 2



What is Multi Math?

Multi Math is a math game without text, The game focuses on the participants' mathematic 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 6 and 9. Multi Math can be played individually or in teams.

Before the game starts, the participants choose their individual level.

☀ is the easiest level while ☀☀☀ is the hardest level.

The chosen level lasts for the entire game, but the participants can choose a new level next time they play.

- 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 blue, red and yellow task cards are divided into levels, and the different levels focus on:

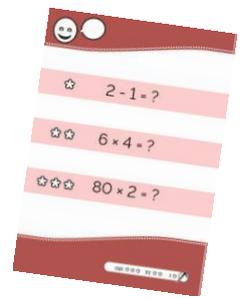
- ☀ Addition and subtraction with numbers from 1-10
- ☀☀ Addition with numbers from 1-20. Multiplication, subtraction and division with numbers from 1-10
- ☀☀☀ Different arithmetic problems with numbers from 1-10 and tens

There are exceptions to the above, primarily in the blue cards.

Red:

The participant solves the arithmetical problem on the level that he or she has chosen before the game started. The correct answer can be found in the bottom of the card.

The red cards focus on the 4 different types of arithmetic problems such as addition, subtraction, multiplication and division.



Blue:

The participant has to find the total price of the groceries that is shown at his/her level.

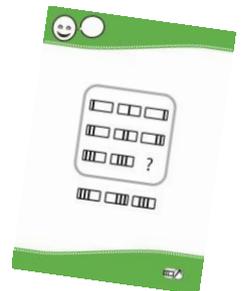
The blue cards focus on addition and multiplication along with the competence of solving everyday arithmetic problems.



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.

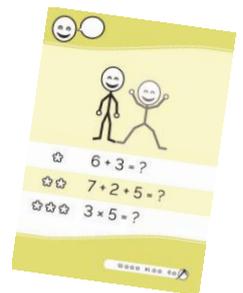


Yellow:

The participant completes his or her task by doing a number of movements corresponding to the result of the calculation that is shown at his/her level.

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.

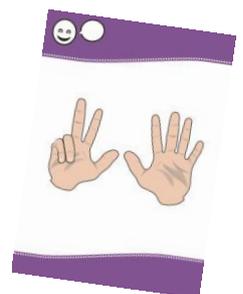


Purple:

On the card, the participant 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 fingers/figures he/she sees.

The purple cards focus on subtizing and are not divided into levels.



Black:

The participant has to look at the picture and tell a story that includes a calculation. It could be any kind of calculation,

The black cards focus on the participants' ability to communicate mathematic and to see mathematic connections. .

The black cards are not divided into levels.

