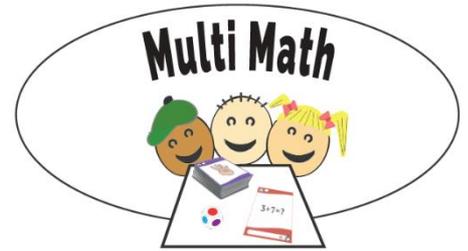


GAME INSTRUCTION

Level 3



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 9 and 12. 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 tasks at level 3 is devised with inspiration from official Danish leaning goals for students aged 9-12.

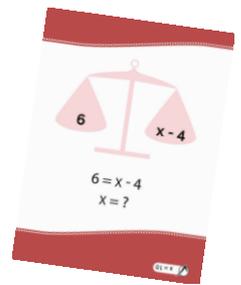
The game focuses on the participants skills regarding numbers and algebra. The tasks are about equations, fractions, decimal numbers, percentage and other representations of numbers.

Red:

The participant must find a value for x that can bring the balance to a state of equilibrium. The participant can use the balance or the equation depending his/her on level of abstraction.

The red cards focus on the participants' understanding of the sign of equality and on informal equation solving strategies.

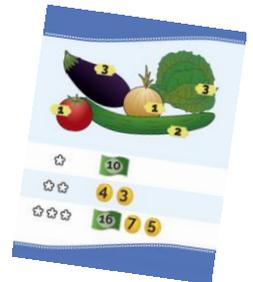
The red cards are not divided into levels.



Blue:

The participant has to find out what he/she can buy for the money depending on 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 correlation between the numbers and identify the missing number.

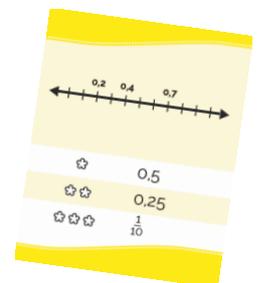
The green cards focus on the participants' ability to think logically and see correlations and are not divided into levels.



Yellow:

The participant has to place the number at his/her level correctly at the number line.

The yellow cards focus on the participants understanding on numerical quantity and their different representations of numbers.

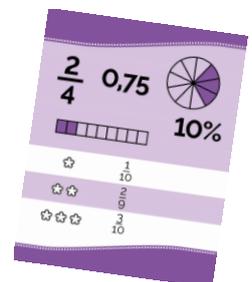


Purple:

The participant must find the representations that matches the fraction or decimal number shown at his/her level.

It might be a pie chart, fraction, percentage, decimal number or a box.

The purple cards focus on the participants knowledge of different representations of numbers and the value of the them.



Black:

The participant has to look at the picture and tell a story that includes a calculation. The calculation must include the arithmetic symbol shown in the upper left corner.

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

The black cards are not divided into levels.

