The aims and the role of mathematical game “Market Stock”

- fostering logical resoning and drawing conclusions

- activation of students

- encouraging students’ interest in Maths

- enhancement of teaching quality

- development of problem solving ability

- obeying rules of team work in pursuit of the achievement of the common goal

 - development of ability to cooperate in international team

- key competences development in foreign language communication, team cooperation, enhancement of creativity and entrepreneurship

**The game process:**

1. The game’s rules and aims presentation

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| Teacher’s activities | Students’ activities |
| Introduction of the stock market rules and stock quotes  Discussing the rules of the game:  - investor groups can buy and sell shares of listed companies only within a specified period of time, i.e. before each subsequent listing  - shares are cardboard boxes with the company name and the number of shares (packages of 5, 10, 20, 50, 100 only)  - The teacher indicates to read carefully and analyze the information displayed on the screen, because they are the essence of the game | Students recognize connections in the business world regarding the sale of a company's products and its development.  Students learn the rules of the game. |

2. Division into teams, selection of the group leader.

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| Teacher’s activities | Students’ activities |
| The teacher divides participants into teams competing with each other and the group that will support the Customer Service Office, which deals with the sale and purchase of shares. | Students organize work in groups and divide into tasks: leader, secretary, banker, envoy  The leader may ask questions and manage the work of the group  The secretary is responsible for recording current share prices  The banker is responsible for the accumulated funds  The envoy is delegated to buy / sell shares in Customer Service Office |

1. Familiarization with teaching aids: share price table, materials in a fictitious order office

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| Teacher’s activities | Students’ activities |
| The teacher presents the Customer Service Office and introduces the duties of students representing the office.  The teacher gives the group secretary a table of courses to save the current price list of shares, paper and pencils needed for calculations by students.  Each group receives an interest-free (or interest-bearing - when older students play game) loan of € 500 | Designated students organize work in Customer Service Office  The secretary reads the prepared table.  The banker takes over fictitious money. |

4. Location of the place and time of the beginning of the game: brokerage office, end of school holidays

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| Teacher’s activities | Students’ activities |
| Starting the game  Presentation of listed companies  Purchase of shares  The teacher introduces you to the real world by reading the opening slide of the presentation and arranges group discussions on the topic:  paying attention to the month, season and other circumstances.  What to invest in? Which shares are worth buying? Which shares to sell so as not to lose too much? | Getting to know the appearance of action boxes.  Discussion in groups and time to ask technical questions related to the rules.  The envoy of the group goes to Customer Service Office to make the initial purchase of selected shares |

5. Gameplay - situation analysis, tracking press reports, observing stock prices

Purchase and sale of shares - joint discussions in task forces, determining the position.

10 sessions spread over the whole school year in changing conditions.

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| Teacher’s activities | Students’ activities |
| Main part of the class - The teacher supervises the course of the game and helps in the work of Customer Service Office.  Each session is preceded by a teacher's commentary on the course of chronological events happening throughout the year - autumn, holidays, winter, spring, etc ... | Students conduct discussions in groups, make the necessary simulations and calculations, buy and sell shares. |

6. Game summary - the group of investors who skillfully bought and sold shares, achieving the highest profits, wins.

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| Teacher’s activities | Students’ activities |
| After the end of the game, on the instruction of the teacher, the groups exchange the accumulated shares for money (selling shares at the current exchange rate in the last session)  Attention! The bank is asking for a loan return taken at the beginning of the game.  In the table on the board or other visible place, the teacher writes the amounts worked out by individual teams. | The envoy of the group sells shares in Customer Service Office  Group members convert the accumulated cash.  Each group returns a loan. |

7. Giving gifts for the best teams. Sharing impressions

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| Teacher’s activities | Students’ activities |
| The teacher gives commemorative diplomas to the teams.  Final talk about the game.  The teacher thanks all participants for the ability to cooperate in a group, work out a common position and develop creative thinking. | Students receive diplomas and proceed to cleaning work stations.  Students draw conclusions from the game, analyze errors and successes. |

NOTE to the game!

If there is a lack of money on the team, you can take out a loan that pays off after the end of the game - otherwise a group of investors declares bankruptcy.