

**LTTA 1 - TOPIC:****T&T: TEACHING AND TECHNOLOGY FOR EUROPEAN TEACHERS****5. Maths Lesson (2nd Grade)**

Build the multiplication table of 2. Apply an interactive game to consolidate the construction of the table.

45
min

+15



A



Classroom



The children will construct the table of the 2 with shells, bags and cards with numbers. Game should be played in order to consolidate the knowledge acquire on the lesson about Maths content.

Getting ready

Students work collaboratively with a wide group in front of the board (like a round circle together) without formal classroom disposal, in order to improve new methodologies.

The teacher starts the lesson with a “big” question to motivate students and increase their curiosity about the content to be learnt. “When do we can multiply? Do you what is this? What do we need for that?”

Activity description

The activity will be held on the board, using different materials. Each student will have the opportunity to fill in a bag with shells to understand the concept which is going to be presented with pictorial, concrete and abstract.

They will organize the equalities of the multiplication table of 2. Each one will fill in a bag with two shells with the among requested by the teacher, for example, 3×2 (they put 2 shells on three different bags and they put them on the fabric board and also put the represented expression too (factors and product). Another student will write on the board.

Material

Fabric board, shells, cards with numbers, game



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We also used Plickers, Wheel decide, Jitsi, Story Jumper on other subjects.

