

# PHASES OF THE PROJECT

**Maths is Fine with Digital Style**

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# PHASE ONE - ADDITION AND SUBTRACTION

Decide about the range or topics which are suitable for our students.

E.g.

- $0 - 20$

- $0 - 100$

- $0 - 1000$

# CHOOSE 2 - 3 APPLICATIONS

E.g.: Kahoot! Quizizz

- 5 games from each country
- Seminar: How to use the apps
- Pay or not the PRO version
- How to share the materials



# CLIL MATERIALS

Create CLIL materials to learn vocabulary connected with the topic.

- 5 materials together

E.g.

Addition

Subtraction

Plus

Minus

Equals

numbers

Correct

Wrong

Try again

# MATHS WORD PROBLEM

- + CLIL material to explain vocabulary
  - 2 each country

E.g.

Ann bought 22 apples. John bought 12 apples. Next day they ate 6 apples. How many apples left?

CLIL

Simple past: Bought, ate, left

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# ESCAPE GAME

- Each country 1 game
- Games will be translated from English to all partners languages

What is “escape game”?

Pupils are given a mission.

They try to solve puzzles or tasks to get a clue to open next level or next task. Then they will get the final task.

Pupils prepare games  
for pupils.

Peer learning.

PUPILS COUNTING  
TOGETHER  
- ONLINE  
MEETING

Enjoying time  
together.

# PROJECT MEETING IN CZECHIA

## Chain Maths Word Problem

- Each team will start the story with a counting task then it will be passed to the next team which will continue and then the other and so on.
- The final team will complete the task and the question.
- To create a story digital tools for story creating will be used (e.g. StoryBoardThat, or Book Creator ...).
- The final outcome will be a kind of comic with solving maths tasks according to the topic of the meeting: subtraction and addition.
- This way 6 stories will be created.
- All the stories (finally from all the project meetings) will be compiled into the handbook.

# EVALUATION

Questionnaire for teachers  
and pupils:

Progress

Motivation

Expectations

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# OTHER TOPICS

- Addition and Subtraction
- Multiplication and Division
- Fractions
- Arithmetic mean
- Geometry 2D, area and perimeter
- Geometry 3D, shapes, properties, area