**ERASMUS+ I LOVE SCIENCE!**

**Form of activity**

**Name of the activity: Math Competition**

**Short description:** The children use tablets to practice learned mathematical operations.

**Time of the activity (date, time):** December 2018

**Name of the class**: Vikerkaar **Age of the children:**: 6-7

**Teachers**: Merilin Mandel

**Purpose of the activity**:

The child can add and subtract within the range of 12 and knows the signs +, - and =.

The child can follow the adult’s directions when dealing with a new situation.

The child enjoys competitive games and knows how to lose.

**Tools: Tablets, Math Duel – 2 player game app**

**Detailed description of the activity:**

The children sit opposite each other, enter their names and choose the duel’s difficulty level (’Easy’ for calculating within the range of 0-15, ’Medium’ for 0-100, ’Difficult’ for 0-...). Both partners are presented with a calculation and three options for the answers and have to choose one. When both have chosen, new calculations appear – the game is not timed so it’s not important how long it takes for a participant to calculate. Whoever gets 10 correct answers first is the winner. A new game can then be started.

**Sources: Math Duel – 2 player game app**

