

Math Games Conference

I.C. Cena – Cerveteri – Italy



EVALUATION REPORT

European Erasmus+ Project Math-GAMES: Games and Mathematics in Education for Adults. Compendium, Guidebook and Courses Learning Methods based on Games. European Erasmus+ Project No. 2015 Erasmus+ Project No. 2015-1-DE02-KA204-002260

The Math Games Conference took place in Principi Ruspoli Palace, Cerveteri, piazza Santa Maria in the ancient Ruspoli residence on the 17th of February 2018.



Program

- | | |
|--------------------|--|
| 9,30 | Registration of participants |
| 10,00 | Conference Welcome
Welcome speech by I.C. Cena Headmistress Loredana Cherubini, the Vice Mayor Giuseppe Zito, the Erasmus Plus instrumental function Laura Timpano |
| 10,20 | “MATH GAMES” project introduction and “MATH GAMES” methodology:
Domelita Di Maggio (math-GAMES responsible in Italy) |
| 11,15-11,45 | Coffee Break |
| 11,45 | Delivery of the volumes “ Math-GAMES Games and Math for Adult Education” |
| 12,00 | Reopening of works: Presentation of some math game projects
Domelita Di Maggio |
| 13,00-14,00 | Buffet |
| 14,00-14,20 | Experience of a Math Games international champion: How games can help in math
Massimiliano Foschi |
| 14,20-15,15 | Class experiences
Daniela Montefiori , Maria Carmela Termini and Mikol Kulberg Taub |

14,30-15,00 Workshops

15,00 – 15,30 Closing Remarks

The conference was announced by online newspapers and by sending invitations to the stakeholders. At 9:30 we started with the accreditation of participants. Three teachers of our institute, part of the Erasmus Plus committee, gave them a folder with some gadgets, a pen and the USB pen with the Math Games logo. In the room, books and some games were shown.



At 10:00 the conference started with the welcome speech made by the Headmistress Loredana Cherubini who underlined the importance of European funding to allow such great innovation in the field of education. The vice Mayor Giuseppe Zito took the floor to welcome and to thank all the participants. After that Laura Timpano, Erasmus Plus contact person, explained the program of the day and launched the conference works.



About 50 people attended the conference, among them 10 were from the I.C. Cena and the other 40 were from external organizations. The participants were from the educational background, except for one pensioned man and three entrepreneurs. The others were from the educational sector: some from the school while some others from the area of education at municipal level (technicians of education). The majority of the participants were teachers from primary school and only a few were from low secondary and high secondary school.



The project and the website www.math-games.eu were presented by Domelita Di Maggio.



People showed a great interest and they could have a global view of the project. After the coffee break, each participant was given the Compendium and the guidebook for free. They had the chance to read the books.



Meanwhile, Laura Timpano explained how to use the book and the guidebook, focusing the attention on the use of the synopsis.

Then again, Domelita Di Maggio explained through ppt presentation some games of the compendium: Nine men mills, Nim, Magic Square, Domino and one of the dice games.

In this way, the audience would already have an idea about the games they would do later, they could split into groups and choose the more suitable activity.



After this session, the participants were invited to think about what they would expect from the workshops and we showed them the incoming activities and the way how they would be active in the afternoon: playing, using the papers of the guidebook and giving us their point of view and their suggestions.

We explained them they had to fill the evaluation sheets found in their folders.

Then we offered them the lunch. The participants had some free time and we noticed they were talking about the games and the motivation in learning.

After lunch we chose to introduce a boy who is a champion in international math games and he did a 20 minutes speech explaining how games can solicit mental abilities, strategy capability and how much this can be important in the math learning process for all people but especially for young learners.



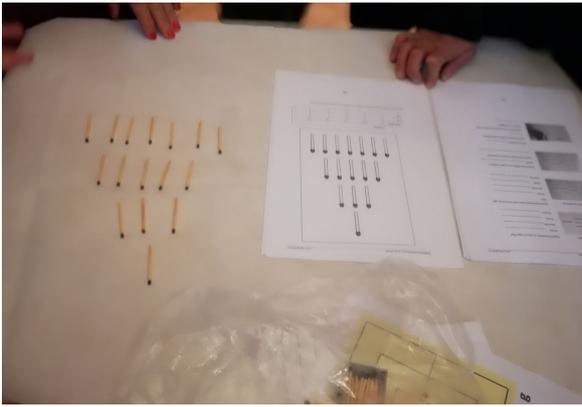
The presence of this boy, his speech, his testimony have been really useful to skeptical teachers who believed that playing in the classroom could take away time from other subjects: often teachers think that it is a waste of time. People asked him some questions regarding how much games helped him in learning math. His answer was the link to the next step.

Teachers of our school explained how they did this experimentation in their lessons. One of them explained which abilities and which didactic strategies can be used with this methodology and which other competences can be solicited. They told that we organized a day of math games at school in order to let our students play and do activities during the 20 minutes break.

Given that most of the participants were teachers, we scheduled the conference so they could, at first, understand the methodology and its real effect on math learning, after that they started using the compendium and the guidebook, and then they played games.



Towards the end of the conference we invited the people to choose one of the games and to play it. They had a look at the synopsis to have a better understanding of the games. Then they could fill in the sheets of the guidebook we had printed. We left them few minutes more to discuss in groups, with the support of some tutors who are part of the Erasmus committee.



At the end of the conference we solicited a debate. We can list some remarks:

- the teachers we invited were more interested than we expected.
- They found some games a bit difficult, like Nim. But, on the other hand, they said that once they saw the sheets, they understood that the level of difficulty was correctly related to the objectives of the synopsis.
- Some teachers, especially those of low and high secondary school suggested to invite also parents to this kind of conference, because nowadays they need to understand how important is to change direction in teaching children.
- Another point is that the number of children with the attention deficit disorder is growing and maybe games can help to focus their attention for a longer time.
- The teachers also found out that it is important to use this methodology in lessons and not only during the break.
- Last, the following day we received the request to replicate this conference in three different schools.