

Math Games Conference

FPA Beniassent – Spain



EVALUATION REPORT

European Erasmus+ Project Math-GAMES: Games and Mathematics in Education for Adults. Compendium, Guidebook and Courses for Numeracy Learning Methods based on Games.

European Erasmus+ Project No. 2015-1-DE02-KA204-002260

The Math-Games Conference took place in Cocentaina, Casa de la Joventut, on 17th of November 2017.



PROGRAMME OF THE MATH-GAMES CONFERENCE

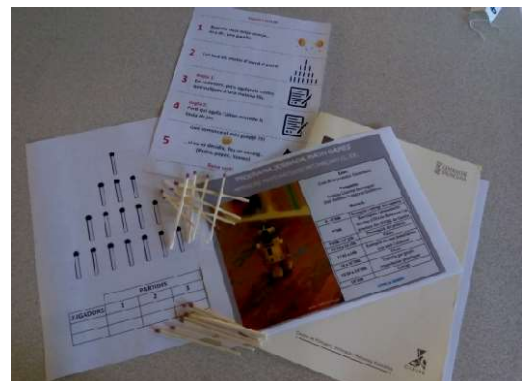
- 9-9.30h. Reception and delivery of materials.
- 9.30-9.45h. Welcome by Cefire / FPA Beniassent
- 9.45-11.15h. Presentation of the Project Math-Games.
- 11.15-11.45h. Coffee break
- 11.45-14h. Examples of how the games have been worked out and how to work with students.
- 14-15.30h. Lunch
- 15.30-19.00h. Working in groups and with practical experiences.
- 19.00-19.30h Evaluation and proposals for improvement.

We started the conference program at 9:00 a.m. handing out the Math-GAMES materials to the participants and introducing the training day with a few words of welcome from the headmaster of FPA Beniassent, Jaume Llopis and the adult training advisor in the CEFIRE-Gandia (Teacher Training Service), Aurelia Rubio.



The participants (5 from our institution and 25 from other institutions) were all teachers but from different backgrounds: Adult Education Centers (FPA), Secondary Education Schools (IES), Primary Education Schools (CEIP), Adult Training Service (CEFIRE), and Technicians from Educational Services (Conselleria d'Educació). They had one thing in common: all of them, were involved in the teaching of mathematics and all of them were interested in knowing the methodology of Math-Games.

After the speech, we invited all the participants to take part in a funny competition. They had to learn to play the game NIM and then play this game against the same opponent 3 times. Those who won the first phase of the game, could play against another opponent and so on, until only two participants played the grand final.



This caused a good atmosphere among the participants: they knew each other, they relaxed and they became more receptive to understand the following information.



Then we showed the ppt presentation of the game NIM and they could look at the correspondent pages in the Guidebook.

When all the questions from the participants were answered, we had a coffee break.



After the coffee break, we made the presentation of the whole project and the web-page.



During the midday break we had lunch and we did a short visit to the Public Library that was next to the place for the training course.



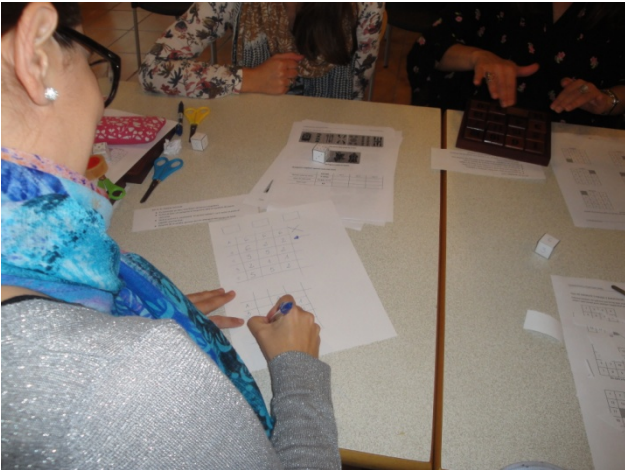
In the afternoon we presented the work done at our school applying the Math-Games methodology in some groups of students from different levels during the school years 15-16 and 16-17.



Later, they were organized in groups, couples or individuals for playing some of the games proposed in the Guidebook, so they could experience the work for themselves.



They had to build their own materials to play some games and they also filled the worksheets.



Finally, we promote a debate about how to use the Math-Games methodology in their lessons.



Our evaluation:

- Participants enjoyed the playing time.
- Some of the participants made questions about the project.
- Some of the participants appreciated the work done in the development of the final results.
- Some of the participants made questions about the use of math-games methodology in our lessons.
- We hadn't enough time to explain more about our experience in a Erasmus+ project.
- Most of the participants were interested in applying this methodology in their own lessons.
- The teacher training course finished with the commitment for using and spreading the methodology of Math-Games Project in our region.