

ZMATH 2009f.00276

Ratusiński, Tadeusz

Develop reductive argumentation with the help of didactic games.

Gunčaga, Jan (ed.), Matematika v škole dnes a zajtra. Ružomberok: Pedagogical Faculty of the Catholic University (ISBN 978-80-8084-262-8/DVD; 978-80-8084-263-5). 8 p., electronic only (2008).

Summary: Computer sometimes helps pupils with their homework. But usually at home is being used as "game machine". Pupils usually use computer for entertainment. There are many kinds of computer games such as: strategies, RPG, simulations, arcades or adventures e.t.c.. Most of such games have nice music and awesome graphic so kids like them very much. But most of them also don't teach mathematic. Maybe can we give kids such games which can teach them "solving math problem" with fun, not only at school, but also at home? In this paper I'll try to show the example. I would like to present our project, pack of educational games for PC. Each of the games is such prepared to be attractive for children, but is based on educational math's games. It uses computer properties to make mathematic more fun. Pupils playing such game even don't notice that they are teaching mathematic. Every kid naturally want to win the game. He want to bit second player, and to do this he must solve math problem – he must discover winning strategies.

Ján Kuruc (Ružomberok)

Classification: D30 U70 R80

Keywords: didactic of mathematics; reduction method; computer games; educational; games; math problem solving

http://math.ku.sk/data/portal/data/zbornik2007/Articles/Ratusinski_Tadeusz.pdf