

**ZMATH 2009b.00548**

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**Mathematical games: Skill + luck = learning.**

Math. Teach. Inc. Micromath 2008, No. 209, 18-21 (2008).

Summary: Left to their own devices, many students are happy to work within their comfort zone of skill and understanding, a level where they are confident that they will achieve regular success. The job of the classroom teacher is to help students reach beyond this and to help them make this level their new comfort zone. Clearly, teachers need to employ a variety of strategies to ensure students succeed. In this article, the author discusses the virtues of games as one way to help students embed new learning. First, he explores what makes any game appealing to a variety of people and discusses what makes a good educational game. He then shows how these elements were used in inventing a specific card game for the classroom. (ERIC)

*Classification:* U63

*Keywords:* educational games; teaching methods; creative teaching; mathematics skills; mathematical concepts; grade 10