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**Designing constructivist computer games for teaching about decimal numbers.**

Bana, Jack et al., Mathematics education beyond 2000. Vol. 2. Proceedings. , (ISBN 0-9596844-8-4). 409-416 (2000).

This paper reports trials of two computer games designed to enhance learning about decimals. In two exploratory studies, students used especially designed computer games that focussed on aspects of decimal understanding. These games were effective in challenging children's misconceptions about decimals. Students developed strategies for dealing with decimals, assisted by teachers. This article considers the nature of teaching assistance that could be programmed into the games to further strengthen their usefulness as a tool for increasing understanding about decimal numbers.

*Classification:* F42