

Programme Erasmus+

Strategic Partnerships for Schools

Project „Logic and Maths“ – 2015-1-PL01-KA219-016778



ACTIVITY STANDS

We offer you an idea of creating logic and maths games which is very useful for motivating both young and elder students at any kind of schools. It helps to develop logical thinking and mathematical skills.

The idea was worked out during Erasmus+ project “Logic and Maths”, which was a great partnership cooperation between Polish (from Lubostroń) and Italian (from Riolo Terme and Casola Valsenio) schools.

We suggest you to create stands as follow, but of course it's possible to make any variations of these:

Chess, Checkers, Tangram, Logic and Maths Quiz, Constructions stics, Rubik cube, Maths Abraka-dabra, Boarding games, Sudoku.

Aims:

- developing of teamwork skills,
- developing of both logical and abstract thinking
- developing of perception, manual skills and creativity

Rules:

Choose 2 or 3 -man teams of students, called leaders. One team for one stand. The number of teams depends of number of stands.

Leaders should know the matter about particular stand because they will coordinate how to use it by others.

Each team prepares one stand (f. ex. put blocks, board games and any other needed materials), makes visual outfit by creating poster which is meant to promote the stand (on the pictures below you can see some examples).

Some stands' examples with description of organization and didactic materials needed for them:

1. Chess - at least 2 chess sets, tables and chairs:



2. Checkers - at least 2 checkers sets, tables and chairs.



3. **Tangram** - 4 tangram sets, sample templates of varying degrees of difficulty, tables and chairs.



4. **Logic and maths quizzes** - sets of tasks with mathematical and logical questions of varying difficulty degrees adapted to the age group of students solving them.

5. **Construction sticks** - construction sticks' sets and space for constructing.



6. Rubik's cube - at least 3 Rubik's cubes, tables and chairs..



7. Mathematical Abra-cadabra - some card game decks.
Students chosen for this stand should know various card tricks. They will present them to other students.



8. **Board games** - chairs, tables and board games. They can be prepared by students themselves or you can use other ready mathematical and logical board games such like Blokus, Rummikub, Domino...



9. **Sudoku** -sudoku sets of varying degrees of difficulty and chairs and table.



Have a good time by playing!