

48° CIRCOLO DIDATTICO
"M.Claudia Russo"

PROJECT: "THE MATH IN A GAME "

Target: students of 4/5 years	
Teachers involved: Coppola Isa, De Biasi Antonietta, Fabrizio Ornella, Giannotte Lucrezia, Massa Autilia ,Oliviero Paola, Piacentile Iolanda, Ravallese Paola	

Specific learning aims	
Specific aims <ul style="list-style-type: none">• To encourage several mathematical experiences• To increase in children the pleasure in mathematics• To provide experiences that encourage sensory, manual skills and psychomotor control• Educate children to work and teach them that mathematics is part of everyday life• To "Build" the numbers and associate them to the amount• To "Create" with geometric shapes	

Expected results

The project, designed for students aged 4 and 5 years will aim at developing sociability and creativity. the achievement of the forecast is 80

COURSE DESIGN COHERENCE

Structure and content of the project

Activities will be structured to encourage the active participation of the child in all of its phases through:

- knowledge of the material,
- creativity,
- verbal interaction and socialization experiences

Activities	Times
operating sequence	
<ul style="list-style-type: none"> • Presentation of the calendar and open the first window on activity 	From 1 st day to 24 th Dec
<ul style="list-style-type: none"> • Following the 24 other windows will be open revealing its activities 	

Methodological lines

The project was born from the desire to trying to create a vertical path of mathematics for children aged four and five years of primary school. children meet the quantities very soon and quantify, measure, and numbered the world around them. The conquest of mathematical concepts is only through real experiences marked on the game, handling, direct exploration and collaboration. Pathways are activated in order to stimulate children to ask questions to develop creativity and solve simple mathematical questions

Use of educational materials and technological resources

Stationery materials, recyclable materials; camera, CD, stereo, gym equipment
 SPACES: classroom+ gym

Methods of learning evaluation

- Observation of children’s attitude towards different experiences
- Photos’ production to document the activities and participation of pupils