

Fascinating Captivating & Absorbing Learners

GAME of 31

The aim of this task is to reach the number 31' before your apponent The motorials are set out as shown below:

15 3

5

5

· WOR 30 of 30%

· I played the game

out of 10.

against my opponent

and I wan 3 times

· Cindy won 6 or 60%

· Meddy won to or 10%

2000

CINDY

After thinking about the game, I realised that there might be an easy way to win everytime.

After a group discusion we realised that there is a special number that we need to reach to make sure that you win everytime We are going to call this number our Target Number

To find our target number we can use algebra to help us:

t= target number h= highest courd

. The value hi can change but the algebra equation stays the same.

Algebra equation:

£= g-h-1

t=31-6-1

t=24

The first person to reach 24 controls the game and wins!

We tested other numbers with the same formu and it worked.



What features encourage learning?

- Choice & ownership
- Concrete materials
- Mixed ability 7 year gap
- Visual & kinaesthetic
- Genuine context & challenge
- Co-operative group work
- Open-ended / investigative
- Multiple entry & exit points

• ...





• Engaged - occupied



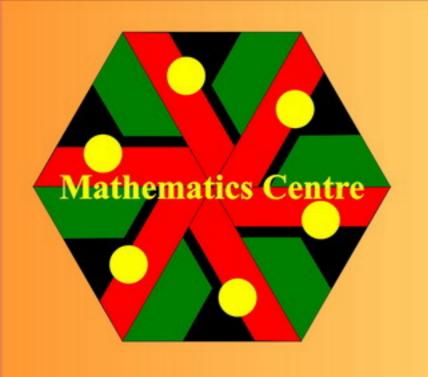
- Engaged occupied
- Engaged to be married



- Engaged occupied
- Engaged to be married
- Engaging gears



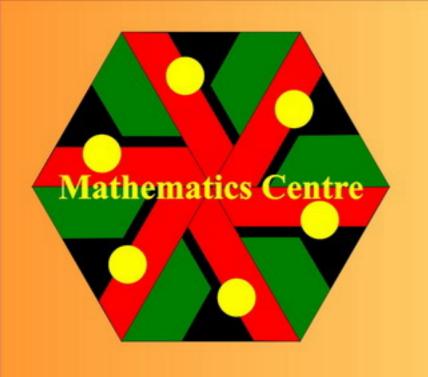
- Engaged occupied
- Engaged to be married
- Engaging gears
- Engaging in conflict/war



- Engaged occupied
- Engaged to be married
- Engaging gears
- Engaging in conflict/war
- Engage in conversation



- Engaged occupied
- Engaged to be married
- Engaging gears
- Engaging in conflict/war
- Engage in conversation
- Engaged to work



- Engaged occupied
- Engaged to be married
- Engaging gears
- Engaging in conflict/war
- Engage in conversation
- Engaged to work
- Engaging personality



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it's engagement ... with passion