MATH - O - WIZARD CLUB DATE-18.10.2024

☆

☆

☆

☆

 $\stackrel{\wedge}{\bowtie}$

☆ ☆

☆

☆

 $\stackrel{\wedge}{\sim}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\Longrightarrow}$

☆☆

☆☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆ ☆

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\bowtie}$

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

☆ ☆

☆

☆

☆☆

☆

 $^{\diamond}$

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\overset{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

☆ ☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\square}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\boxtimes}$

 $\stackrel{\wedge}{\simeq}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

☆ ☆

☆

☆

☆ ☆

☆

☆

☆ ☆

☆

☆☆

I HAVE, WHO HAS CARDS

These cards focus on specific math skills like multiplication, division, fractions, etc using word problems and equations. Students create their own questions and enhance their critical thinking, problem solving skills.

LEARNING OUTCOMES	ACTIVITIES INVOLVED
The students will be able to:	
 Reinforce math facts and concepts through an engaging, interactive game format 	BRAIN STORMING- For a "Who Has?" math game targeting 5th grade learners, the activities focus on a variety of key math concepts that are important for the level.
 Promote collaboration, critical thinking, and problem-solving skills 	ACTIVITY METHOD - This is a circular, cumulative question/answer game where students in pairs made flash cards on various topics of math: related question and answer.
Build student confidence and enthusiasm for practicing math	 DEMONSTRATION- The game starts with one student asking their question, and the student who has the answer to that question then asks their own question. This continues until the game comes full circle.



☆ ☆

 $\stackrel{\wedge}{\bowtie}$

☆

☆

☆ ☆ ☆

☆ ☆

☆

☆

☆ ☆

☆

 $\stackrel{\wedge}{\bowtie}$

☆

☆ ☆

☆

☆ ☆

☆ ☆

☆

☆

☆

 $\stackrel{\wedge}{\bowtie}$

☆☆

 $\stackrel{\wedge}{\bowtie}$

 $\stackrel{\wedge}{\Longrightarrow}$

☆

 $\stackrel{\wedge}{\bowtie}$

☆ ☆

 $\stackrel{\wedge}{\bowtie}$

☆

☆

☆ ☆

☆

☆

☆

☆☆

☆

☆

☆

☆

☆

☆

☆ ☆

☆

☆ ☆

☆

☆

☆ ☆

☆

☆

 $\stackrel{\wedge}{\Longrightarrow}$

☆ ☆

☆

☆

 $\stackrel{\wedge}{\bowtie}$

☆

☆ ☆

 $\stackrel{\wedge}{\Rightarrow}$

☆ ☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

☆

☆

☆ ☆

☆

 $\stackrel{\wedge}{\bowtie}$

 $\stackrel{\wedge}{\Rightarrow}$

☆ ☆

☆

☆ ☆

 $\stackrel{\wedge}{\Longrightarrow}$

☆

 $\stackrel{\wedge}{\square}$

☆

☆

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆

 $\stackrel{\wedge}{\Rightarrow}$

☆ ☆

☆

☆

☆

☆

☆ ☆

 $\stackrel{\wedge}{\bowtie}$

☆ ☆

☆

☆ ☆

 $\stackrel{\wedge}{\Longrightarrow}$


