

Creating game for solving mathematical textual tasks

ELENA KOTEVSKA*, MARZANNA SEWERYN-KUZMANOVSKA[†]
SONJA CHALAMANI*, MERITA AJDINI[†]

*"St. Kliment Ohridski" University, Faculty of Technical Sciences, Bitola

[†]"St. Kliment Ohridski" University, Faculty of Pedagogy, Bitola

Modern mathematical methods in primary school teaching, point to different possibilities in managing the most crucial aspects in primary education, such as developing creative thinking and creative skills of students. One approach to this problem is engaging the students in solving textual tasks, as a form of creative work. In this paper we present one innovative method for solving such tasks. Namely, to achieve greater success in solving, students are motivated through playing a game. We developed a special game named "We create treasure finding maps" to be used in solving all textual tasks for primary school mathematics. Students solve the specific task simply by playing the game. In this way students are presented with the original approach that is opposite to the general belief about solving textual tasks as difficult, boring and reserved for the "special ones". With this approach, students are having fun playing the game, while at the same time they are finding the solution to the task. We showed that this method enables participation of all students regardless of their mathematical knowledge and background. The results are given before and after application of this approach. The game is tested in 2022 with the third grade students.