



# Year 1 Maths Games

Using ICT

Respect, Believe, Achieve

## Key Words

<b>score or points</b>	This number tells you how many questions you have got right.
<b>goal or objective</b>	This is what you are trying to do in the game.
<b>difficulty</b>	This is how hard or easy the game is, sometimes it can be changed.
<b>character</b>	These are the people in the game. You might control one.
<b>settings or options</b>	These buttons let you change the game including the type of questions

## What do I already know?

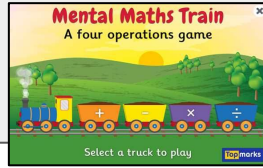
- I can use a mouse, keyboard or touch screen
- I can use technology and open and use programs
- I can fix my mistakes



# Our Learning Steps

## 1. Quiz and quick recall

I will improve my recall of maths facts by practicing in a quiz or quick response game. I will think about learning behaviour.



## 2. Maths games

I will explore games where I need to think about what I am trying to do, to help understand a concept.



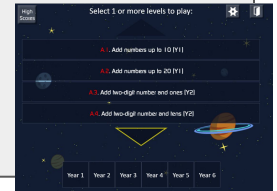
## 3. Story games

I will follow a story which helps me to learn, and try to achieve story goals.



## 4. Selecting suitable questions

I will think about how difficult I am finding the questions. I will adjust games I find too easy or difficult by restarting and selecting options.



## 5. Selecting a suitable game

I will try different games and choose to play games from a list which are suitable in difficulty, content enjoyment and subject.



## 6. Assessment:

I can play games sensibly to practice maths skills. I can navigate a game world with an avatar, and understand simple game events. I can make choices with game options to support my learning.

