



**Maths and ICT**

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# W4 – Maths and interactivity

By Cidália Marques



## Maths and ICT

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The workshop will have three moments:

1- visit and play with games on key websites (30m)

2- create our own puzzles on-line (15m)

3- create a game on a offline tool (45m)



## Maths and ICT

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**FOR MORE INFORMATION ACCESS TO:**

<http://pwmathsict.webnode.com/>

Just follow the PowerPoint links



## Maths and ICT

# Data Analysis and Probability

**Do I have to teach how to use a spreadsheet to make a graph or a chart?**

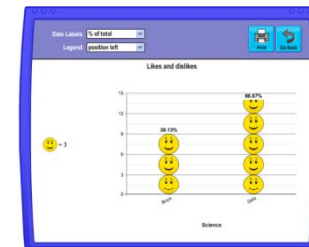
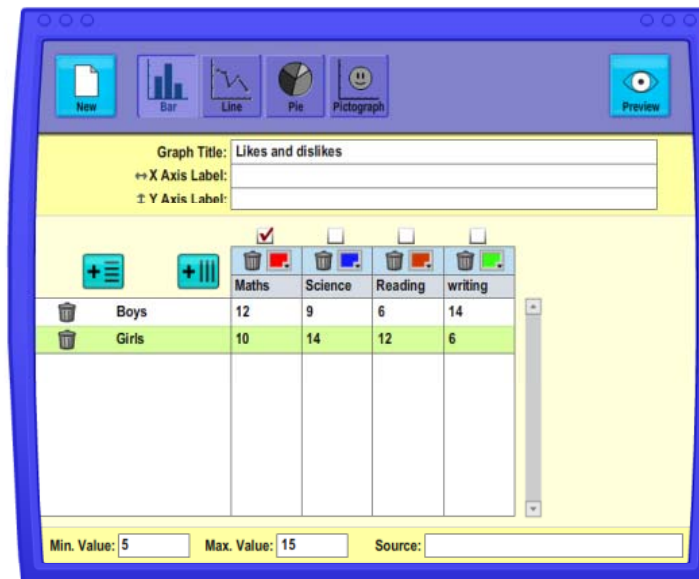




## Maths and ICT

# Data Analysis and Probability - Grades 3 -7

Analyze data with bar graphs, line graphs, pie charts, and pictographs



[Data Grapher](#)

Activities

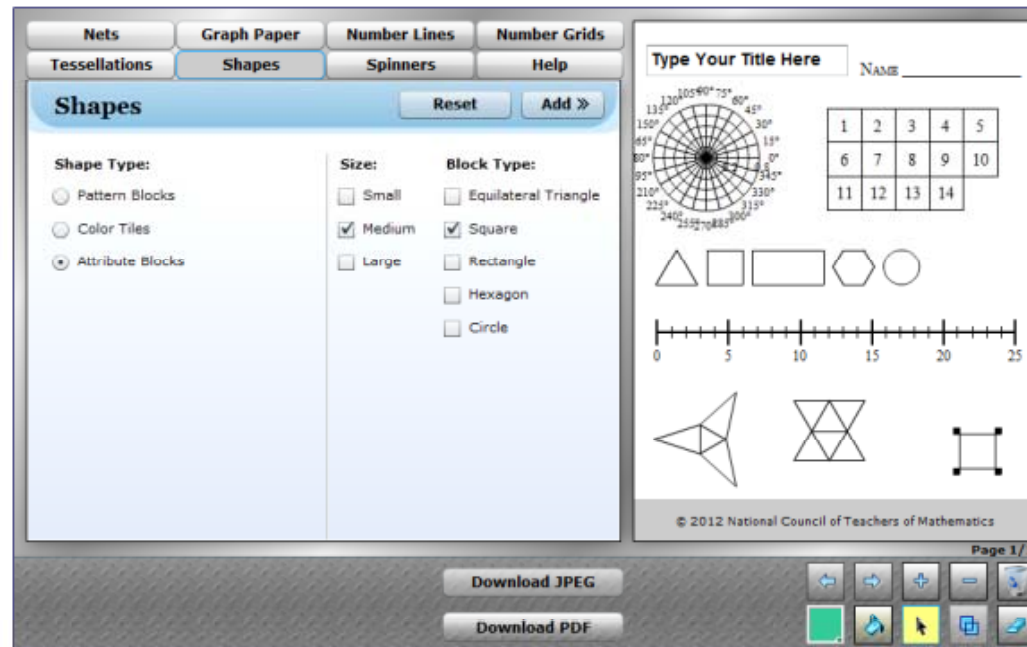
3-8



# Maths and ICT

## Dynamic Paper

Nets,  
graph  
paper,  
numberli  
nes,  
number  
grids...



[Dynamic Paper](#)

Activities



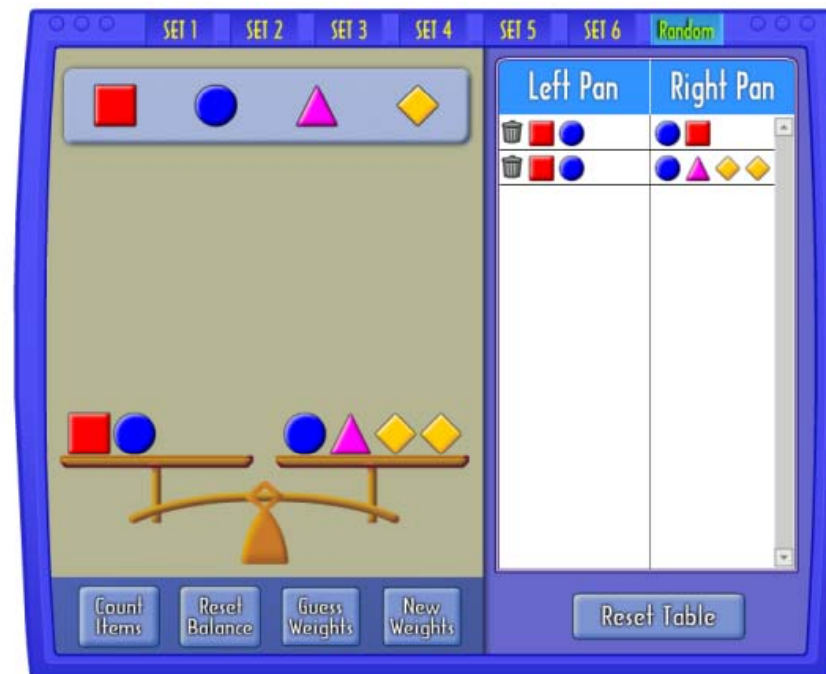
Lisbon, Portugal  
31st May – 2nd June 2012

## Maths and ICT

# Pan Balance – Shapes Grades

## 3 - 8

Exploring a balance tool using shapes of unknown weight



[Pan Balance 1](#)  
[Pan Balance 2](#)

Activities

3-8

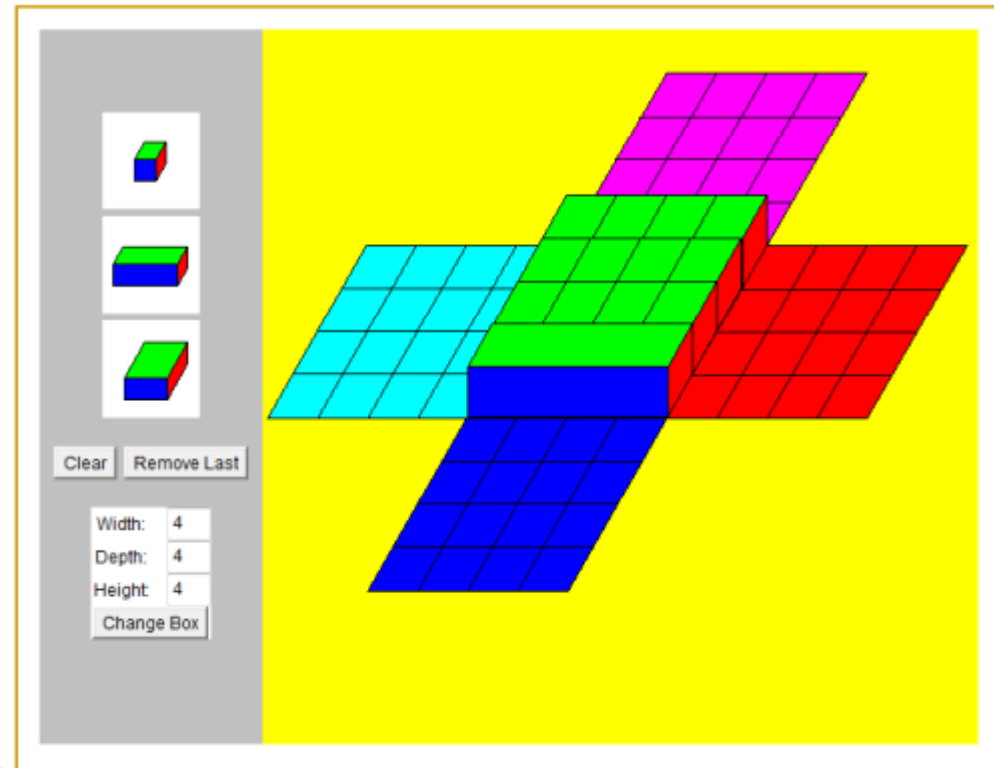




## Maths and ICT

### Cubes

volume of a box,  
its width, depth,  
and height



[Volumes](#)

Activities

3-12





## Maths and ICT



# Multiplication

Multiplication  
and planning

**YOUR TURN...**

1	2	3	4	5	6
7	8	9	10	12	14
15	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

Move the markers on the number line to make products. Four in a row wins.

 **PLAYER**       **COMPUTER**

**NEW GAME**

1 2 3 4 5 6 7 8 9 **HOODA MATH!**

[Multiplication](#)  
[Multiply 2](#)

Math tools

3-8



## Maths and ICT

# Memory

Training Memory



[Scene Memory](#)  
[Memory 2](#)

Activities

3-8





## Maths and ICT

### Making puzzles

Puzzles are one of the games that the majority of children like. Parents and teachers often underestimate the effectiveness of puzzles in teaching children skills and concepts. Spatial skills, hand-eye coordination, math, language, social science and science concepts, as well as logic and thinking skills can be developed with puzzles.



1280\_800\_2009111



Wave



DN000381q (600x300)



P1010349



020



Animal-White-Tiger



Leaves



Flores\_rosas-1280x



Mosaic

[Jigsaw Puzzles](#)

[Jigzone](#)

3-

...





## Maths and ICT

# An offline Tool – Doing our own resources

JClic



### JClic

It is the main programme, used for doing the activities. It allows you to create and organize your own library of projects, and to choose between different graphic environments and operating options.



### JClic author

This tool allows you to create and modify JClic projects, in a very intuitive and visual environment. The activities can be embedded in a web page, or integrated into a library of projects in order to be used by JClic. The tool also offers the possibility of converting packages of activities made with Clic 3.0 into the new JClic format.



### Demonstration activities

The best way of discovering the possibilities of JClic and learning how to create new applications is to see the demonstration activities and to examine them. This button will take you to a page from which you will be able to download and integrate them into your library of projects.

Tutorial  
Modules in  
English



### JClic reports

This module allows the management of a database in which the results obtained by the students when carrying out the activities of the JClic projects are compiled. The programme works in a network and offers the possibility of generating statistical reports of the results.



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**More links here**

