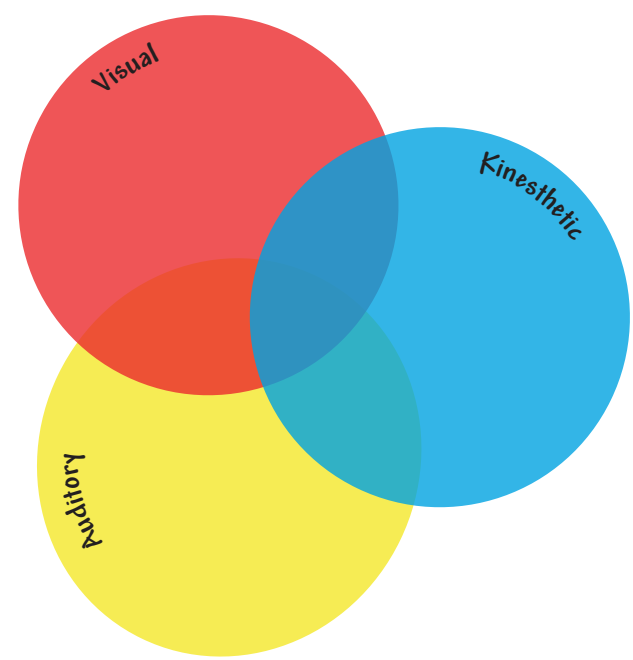


# MAT 'A' MATICS

putting the bounce back into maths

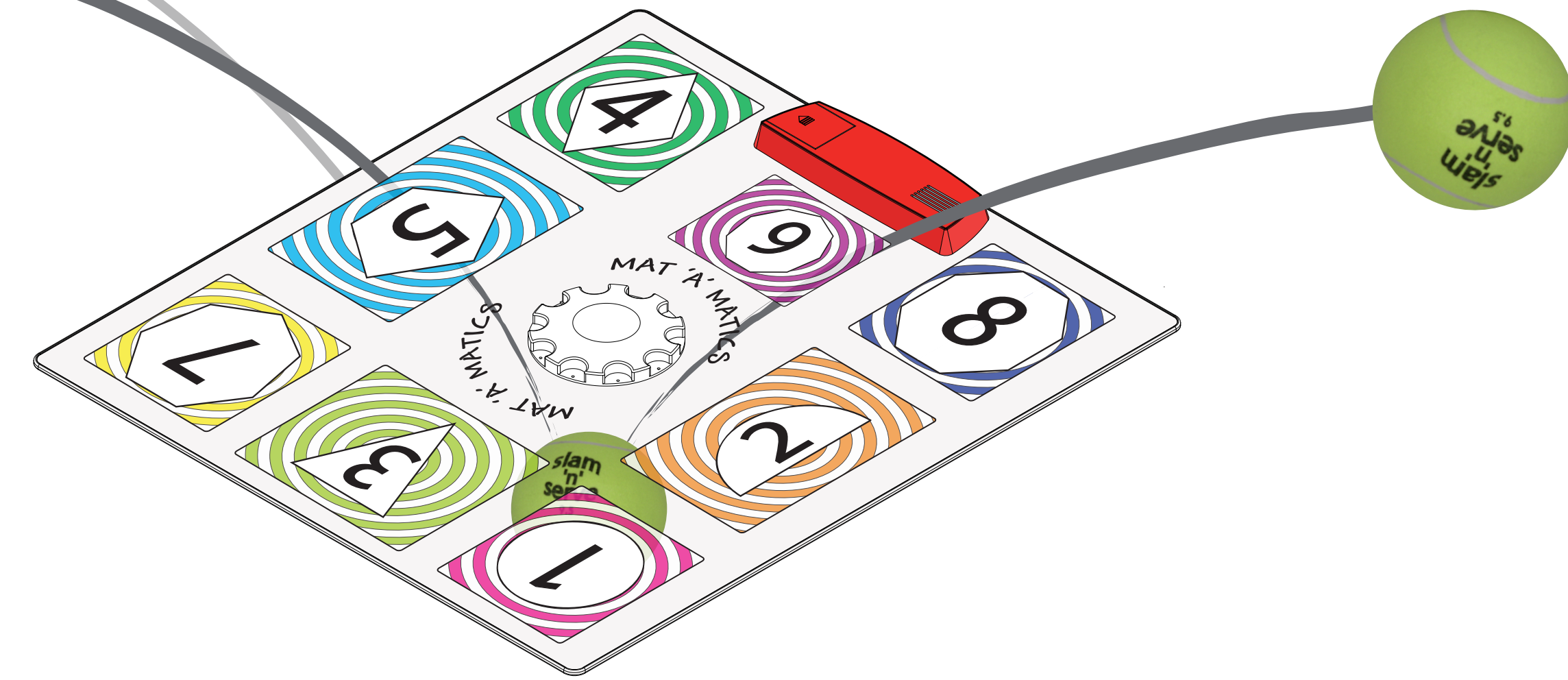
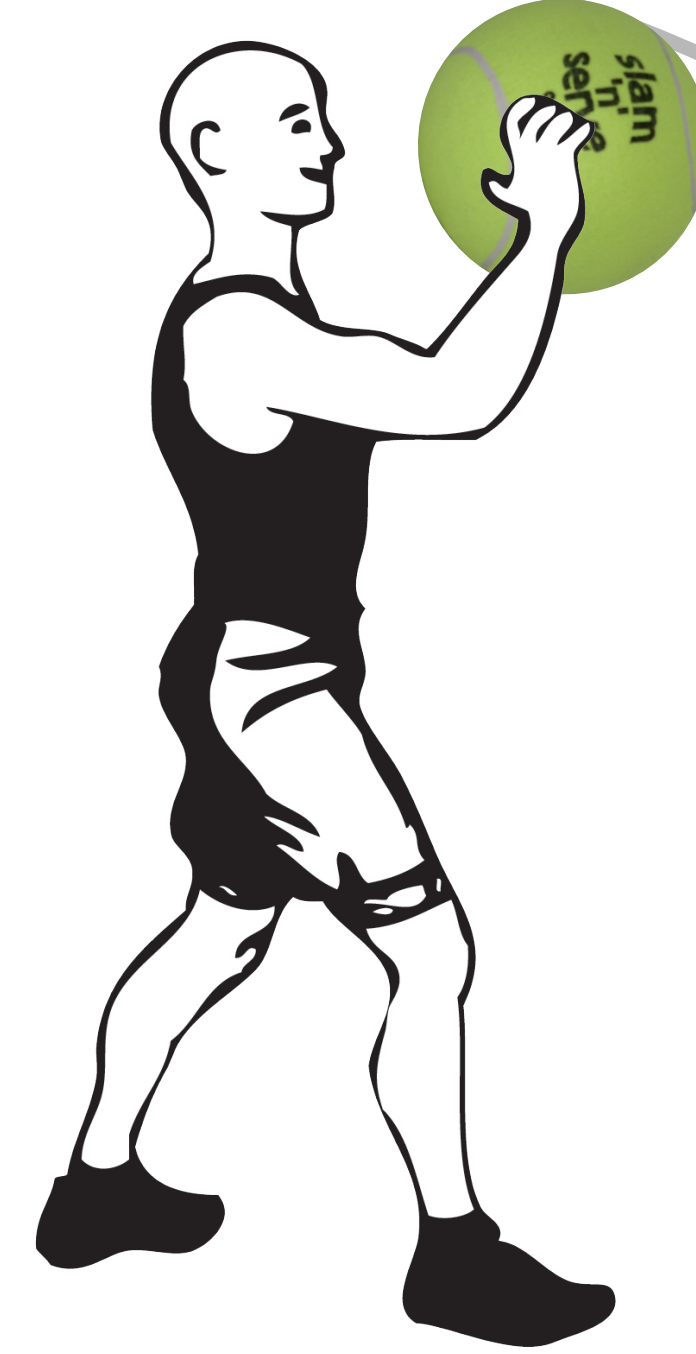
Mat 'a' Matics provides a fun interactive stimulus exploiting social, auditory, visual and kinaesthetic learning styles to provide a fun effective means for learning maths. It is Heavily influenced by Vygotskys and Kolb's learning theories, and is targeted towards children aged 5-7. It is ideal for classrooms, play centers, nurseries and also around the home!

- Embodies the KS1 National curriculum
- Provides an active routine for learning
- A fun method to practice maths



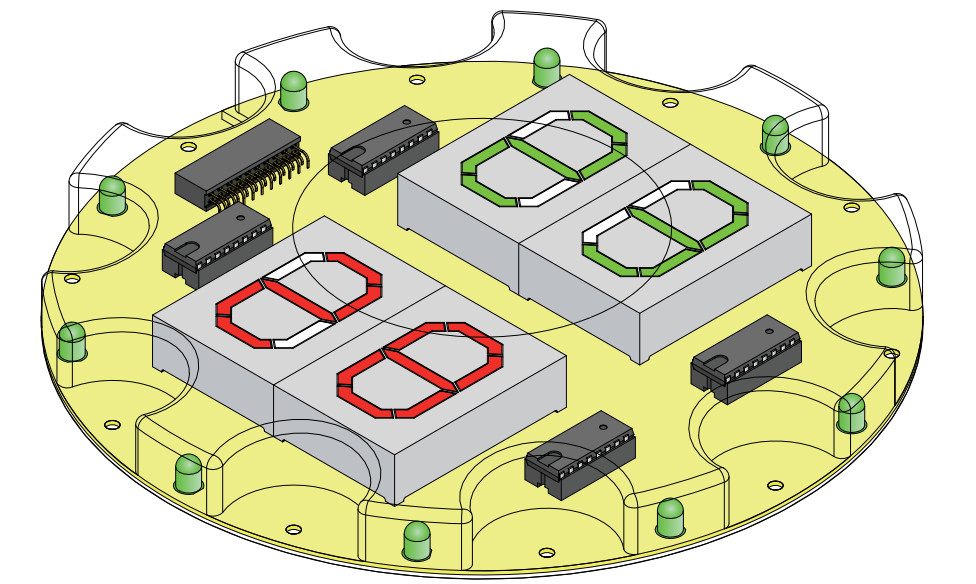
The game will start by generating a random number which is represented on the green display. The aim of the game is to match this target number through a series of one-bounce passes.

feeling

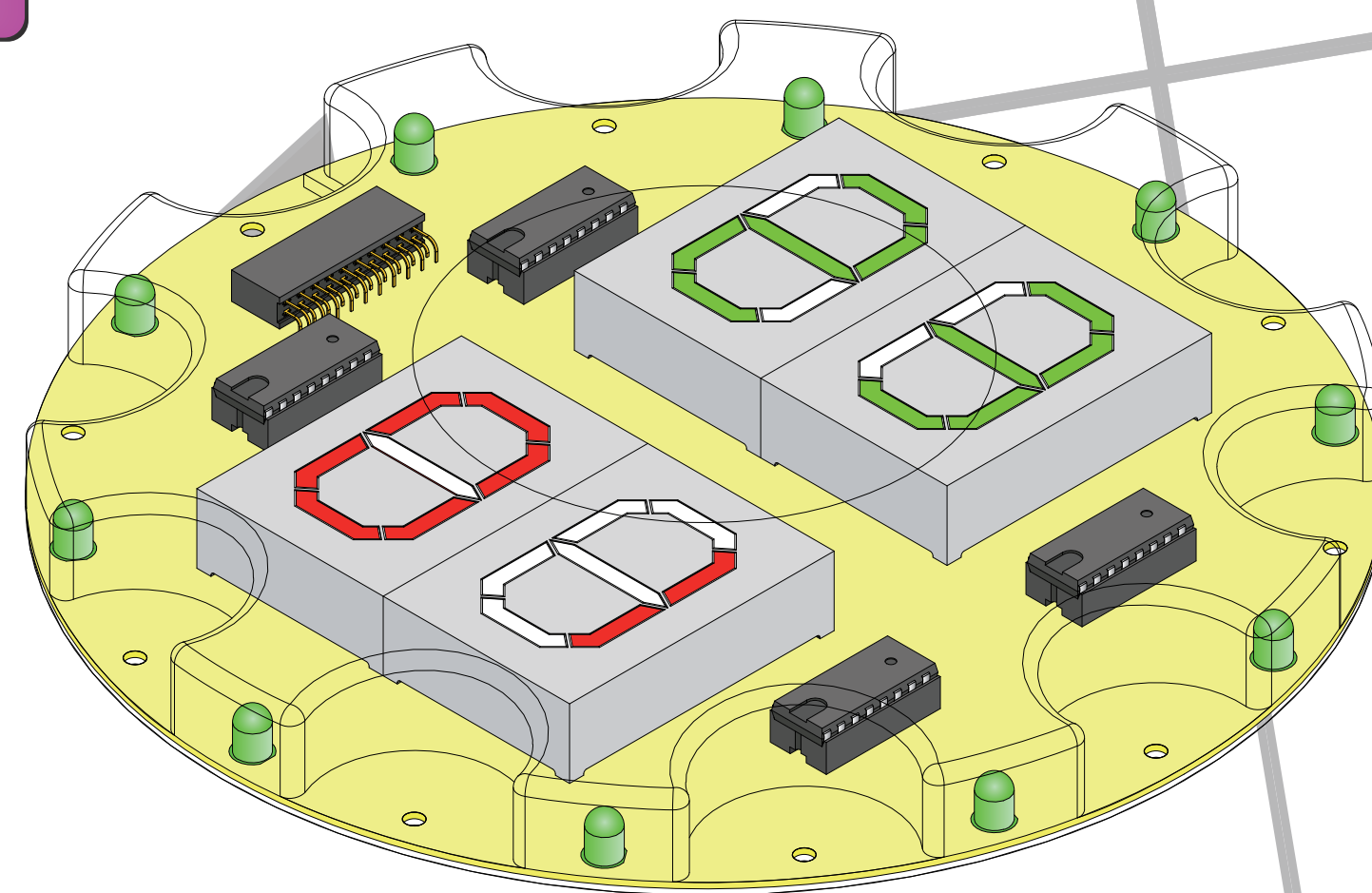


watching

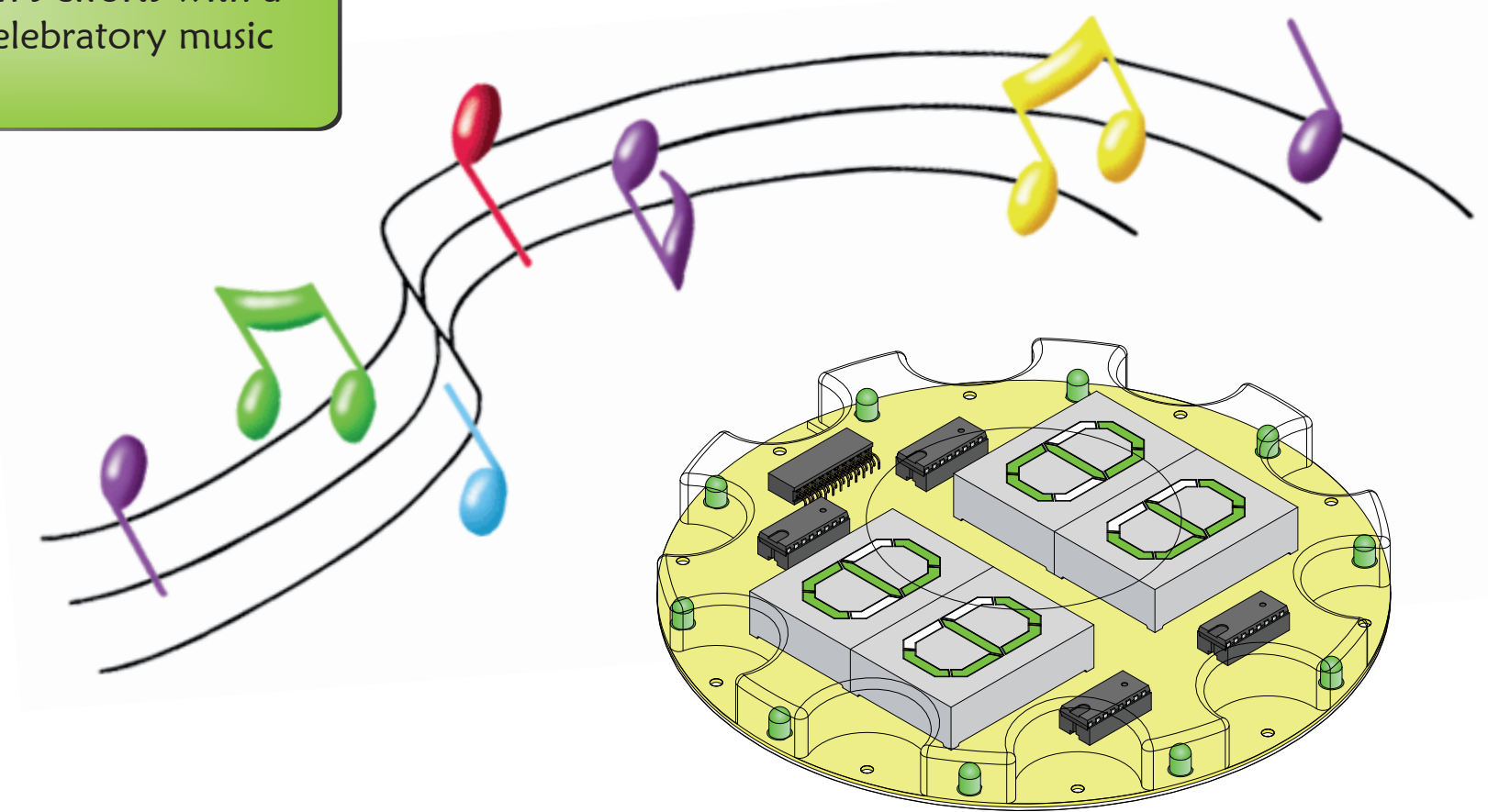
Each successful one-bounce pass will input a value to build upon the players score. This is constantly represented on the second red display, if this score exceeds the target number a switch from addition to subtraction or subtraction from addition will take effect.



doing



When children manage to match the target number the score changes from red to green. It also rewards the children's efforts with a mini light display and a celebratory music clip.

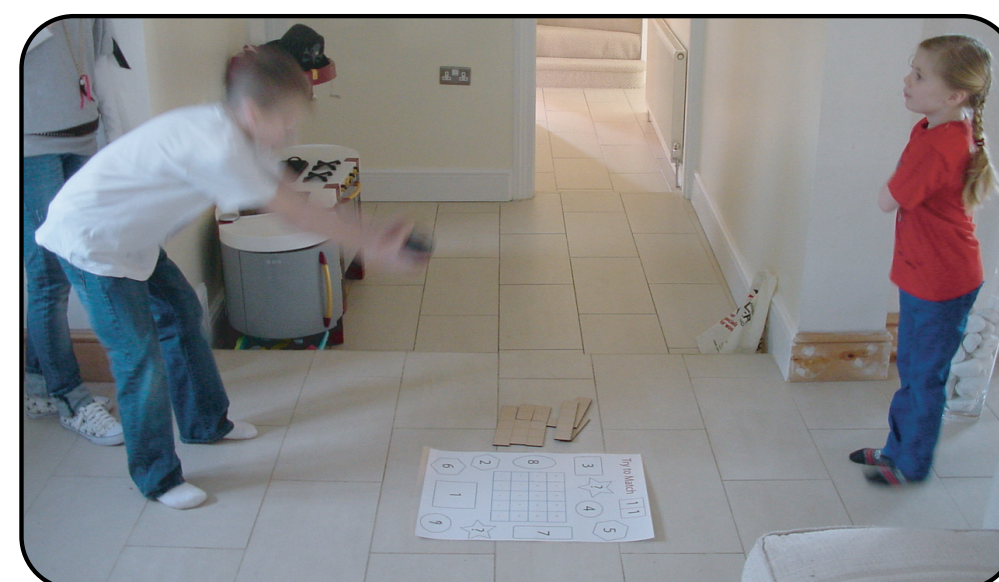


thinking

Please try out my prototype, simply bounce the ball off of one of the numbers to start the game.



At the computer kiosk is a video demonstrating some early testing.



- "A-LEVEL MATHS HAS DECLINED BY 28% SINCE 1982"
- "IN THE UK 1/4 OF CHILDREN ARE OVER-WEIGHT OR OBESE"
- "STUDIES HAVE SHOWN DIFFERENCES MATHEMATICAL ABILITIES BETWEEN CHILDREN IN THE FIRST YEAR OF SCHOOL PERSISTS INTO SECONDARY EDUCATION"
- "6% OF THE UKS POPULATION IS AFFECTED BY DYSCALCULIA"

