

# UWI MATH FAIR 2024 TEACHERS' GAME DESIGN CHALLENGE

## *Guidelines for Submissions*

- ❖ The Teachers' Game Design Challenge is geared towards secondary school Mathematics teachers who wish to design innovative educational games to make math more fun for students.
- ❖ Game-based learning is an active learning technique that uses games to improve student learning. The learning, in this case, comes from playing the game, which promotes critical thinking and problem-solving skills. Game-based learning can be achieved through digital or non-digital games and simulations that allow students to experience the learning firsthand.
- ❖ The objective of this challenge is to create a proposal/outline for a game which can be used to teach Mathematics to students.
- ❖ The entrants must provide a full description of the game's rules, any materials needed to develop it; the concepts and skills the game aims to teach; a justification for why it will be effective and any feedback that the player is to be given during or after the game. The instructions need to be included in the rules.
- ❖ Entrants should include information as to which aspect of the secondary school Mathematics syllabus it covers.

- ❖ Points will be awarded for each of the areas above which are included as well as for the originality of the game.
  
- ❖ There will be a special prize for the best game that involves local, national or regional aspects.
  
- ❖ **There are no topics for this competition so choose what you like!**
  
- ❖ The deadline is Wednesday 6<sup>th</sup> January, 2024 at 11:59 p.m. and participants can submit their entries via a Google Form available on the UWI Math Fair website. There is no registration fee.
  
- ❖ Selected participants may be asked to make a short oral presentation on their poster/model at the UWI Math Fair 2024 on Thursday 1<sup>st</sup> of February, 2024.
  
- ❖ Please note that all entries must be submitted via the link provided on the website before the deadline. Unsuitable submissions will be denied entry into the contest.
  
- ❖ Plagiarism will not be tolerated. Submissions made for previous Math Fair events will not be accepted.

- ❖ The Judges' decisions on any matter are final. There is no obligation on the part of The Department of Mathematics and Statistics, or on the judges to provide an explanation for any decision made.
  
- ❖ An electronic Certificate of Participation will also be prepared for each participant and sent via email.
  
- ❖ Visit [www.uwimathfair.com](http://www.uwimathfair.com) for more information.
  
- ❖ Any enquiries about the contest and the rules should be addressed to: Email: [STA-UWIMathFair@sta.uwi.edu](mailto:STA-UWIMathFair@sta.uwi.edu)

**Please refer below for the requirements for submissions to be considered valid.**

Submissions accepted in either portrait or landscape orientation and must include the following:

- Title of Submission.
- School name and nation.
- Game must reflect the selected topic chosen by participant.
- Your game should incorporate a chosen mathematical concept.
- In your outline, you should clearly illustrate how the game facilitates teaching this concept.
- A Conclusion must be included.

Submissions can be created using **any** suitable online software tool (For example: Microsoft Word, Microsoft PowerPoint). Submissions should be converted to a PDF document before submitting via the link provided on the website ([www.uwimathfair.com](http://www.uwimathfair.com)).

## UWI MATH FAIR TEACHERS' GAME DESIGN CHALLENGE - MARKING RUBRIC

Name(s):

Level: Teacher

School(s):

Country:

Total Score: / 25

### Judging Criteria

Criteria	Description	Excellent (4 points)	Good (3 points)	Satisfactory (2 points)	Minimal (1 point)
Relevance of the Game to a Math Topic	The content is directly linked to the chosen topic.				
Mathematical Competence	The game affords a significant level of development in mathematical competence: concepts, knowledge, or skills.				
Applications of the game to mathematical concepts	The game effectively covers the mathematical concept that it is about.				
Conciseness and Flow	The material is presented in a concise and logical manner, and the rules and instructions are easy to understand and follow.				

Game Play and Visual Presentation	The game is fun enjoyable, interesting, and appealing (visually and otherwise)				
Originality	The game is innovative and is different from already existing math games.				