

CWTL MATHS BOARD GAME

GAME OVERVIEW

This game is based on the CWTL Maths game world in Lebanon. A group of villagers each has a building or business they wish to grow over the course of the game. In order for them to begin their work, they must first buy all the required supplies, from the land, tools and equipment to the buildings.

Each player must choose their favourite character (occupation) who they will then move through the village map by throwing a dice and completing a series of mathematical calculations (addition, subtraction, multiplication and division). They earn money from correct answers to help them build their business.

Game Objectives

The aim of this game is for all players to participate and have fun while developing a sense of belonging, and to build on their teamwork skills. This also helps to enhance the children's sense of ownership of the CWTL tablet game.

In addition, it allows the players to consolidate understanding of maths concepts with activities involving counting (tens, hundreds, thousands) and through the calculations around money that the children will do. It will revise rather than build on their maths learning but, very importantly, it will act as a motivational activity to encourage them to pass the levels in the CWTL tablet game. This in turn will enable them to solve the problems and achieve success in the board game.

The distribution of roles in the game will also give teachers opportunities to model good choices and behaviour while guiding the children to listen, show respect, and wait their turn; all necessary skills for good classroom behaviour and classroom management.

The game also has life skills objectives such as:

- Teaching children to use money.
- Learning simple trading skills.
- Having a greater understanding of specific occupations.

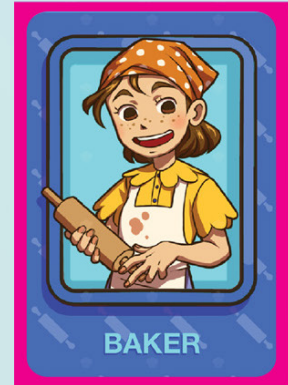
E-learning studies have shown that children need a space for positive social relationships. The CWTL MATHS BOARD GAME is considered a complementary activity to the CWTL maths tablet game. It contributes to both the children's educational attainment but also to building strong, positive relationships.

This game is designed to create a child friendly space where the children can always have the chance to choose different levels based on their own learning level and pace.

Game components

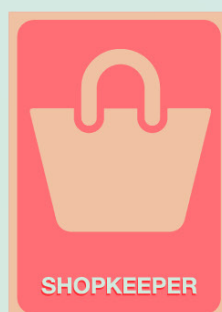
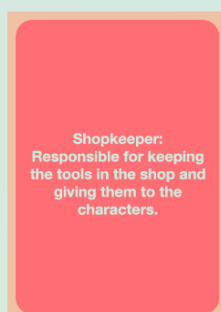
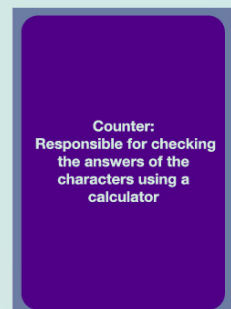
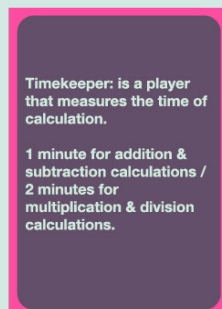
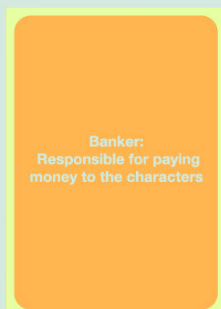
GAME CHARACTERS / PLAYERS

The CWTL board game has eight characters, each with their own specific occupation:



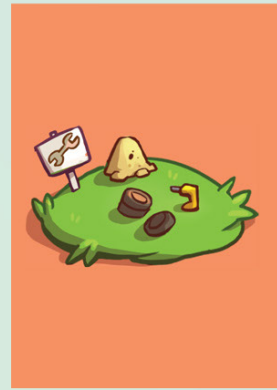
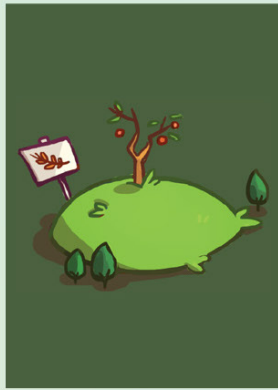
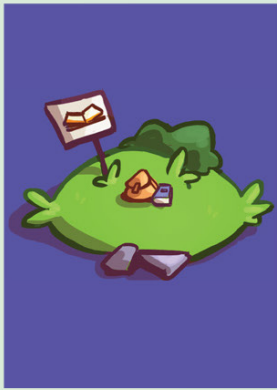
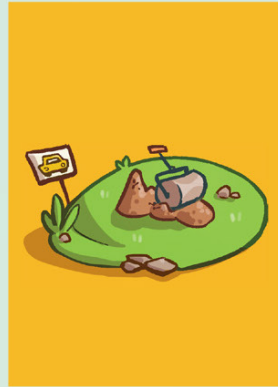
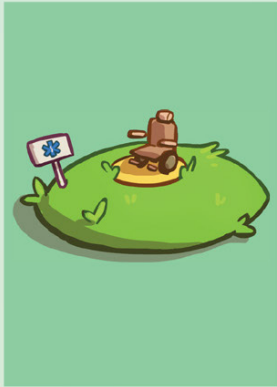
5 CARDS FOR ADDITIONAL 5 PLAYERS

These cards are the players that don't play a role on the board; they are complementary players who play an important role in keeping the game on track.



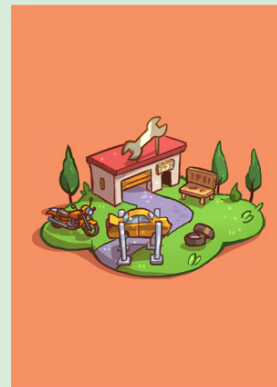
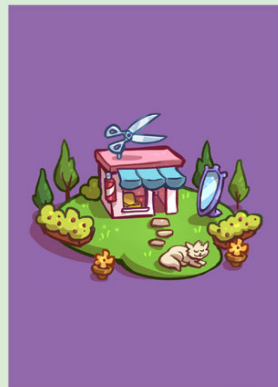
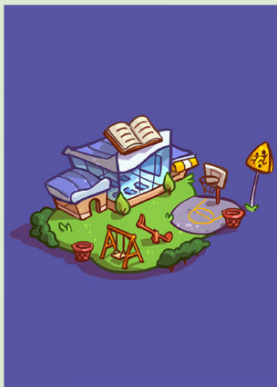
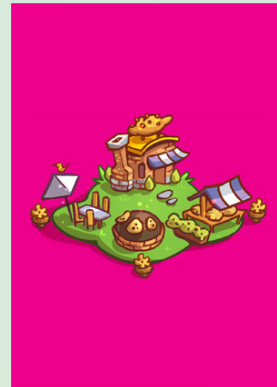
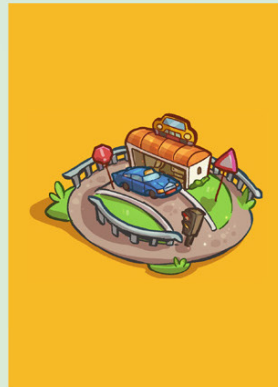
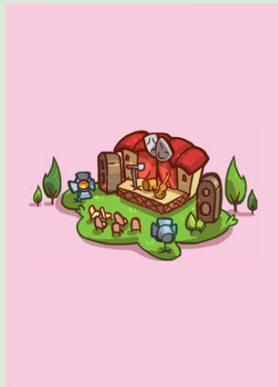
8 LAND CARDS

Land cards cost 200,000 L.L.



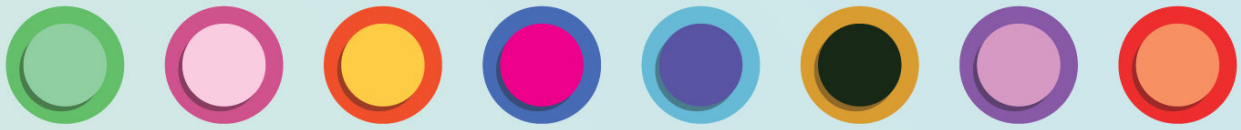
8 BUILDING CARDS

Building cards cost 400,000 L.L.



GAME COUNTERS

Each character is represented with a coloured counter to move across the board.



32 TOOL CARDS

Tool cards cost 100,000 L.L.



GAME CURRENCY



GAME MAP

Players roll a dice to move around the board.

If a player lands on an **ice-cream box** square, they double the amount of money.

If they land on a **stop box** square they will have their turn stopped & win nothing.



Game guide

HOW TO PLAY THE GAME?

After the children choose their characters and roles, they will move through the village map by throwing the dice and completing maths problems.

The children can buy working supplies to expand their business by earning money when successfully completing the problems.

- The player that lands on, and successfully completes, an addition or Subtraction box, wins 20,000 L.L
- The player that lands on, and successfully completes, a multiplication or division box, wins 50,000 L.L
- The player that lands on the tool, building or land icons wins that card which represents the supplies related to it.

WHAT IF?

What if the children get stuck in the addition level?

Children can ask to change the sign related to the level they are stuck in. E.g. if they are on a division box ($14 \div 2$) they can ask to change the sign to $14 + 2$. In this case, if they answer correctly, they will win 20,000 L.L

What if the children are only at the stage of recognising numbers?

Children can read out the number they are on and win 10,000 L.L.

What if the child answers incorrectly?

The player automatically gets 5,000 L.L from the banker for their turn.

What if they land on map icons (Tool, land, Building) more than they need?

They can sell icons to other players for a price they both agree on. E.g. If a player stands on a building box and they already have his building, they can ask someone that does not have a building to buy it for 150,000 L.L, instead of 400,000 L.L If the child cannot sell the building, they will not win anything except the 5,000 L.L for their turn.

HOW DO YOU WIN?

The first child that earns 1 million L.L wins the game.

Each player needs 1,000,000 L.L. (1 Million) in order to begin a Job.

1,000,000 L.L is used to buy the land (200,000 L.L), the building (400,000 L.L) and the four tools (400,000 L.L).

