



Games X Maths (MATP1051)

Introduction

Many studies found that learning through games can stimulate learning motivation and cultivate positive learning attitudes among students. This course introduces students to the rationales behind various mathematical games and develops their creativity, logical thinking and mathematical reasoning skills. Let's play and learn!

Programme Type / Level

Across Domains and Interdisciplinary Course (Level 1) ([Token-required](#))

Instructor(s)

Mr. Ng Ka Shun and Ms. Tsang Pui Ting, World Class Arena Asia Limited (WCAAL)

Pre-requisite

Basic arithmetic skills

Target Participants



- P4 to P6 HKAGE student members
- Class size: 30

Medium of Instruction



English (Cantonese if necessary) with English handouts

Certificate



Certificate will be awarded to participants who have:

- ❖ Attended **AT LEAST 3** sessions AND
- ❖ Completed all the assignments with satisfactory performance

Intended Learning Outcomes



Upon completion of the programme, participants should be able to:

1. Investigate and develop the higher-order thinking skills (e.g. analysis, evaluation, reasoning, designing) and problem-solving skills (e.g. classification, generalisation, making deduction and inferences, inquiring, systematic listing, observing patterns, formulating and testing hypotheses, divide and conquer, working backward, etc.) used in analysing mathematical games;
2. Develop problem-solving skills to solve problems related to Algebra, Permutations and Combinations, Sorting, Probability and Optimisation;
3. Construct creative mathematical models and solutions for real-life problems;
4. Develop communication and presentation skills so that they can articulate their own views and listen to the views and ideas of others and where necessary defend them.

Screening



Please answer the screening question in the online application form.

*The screening question is designed to help the applicant understand the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate mathematical logical thinking in the screening question can be enrolled in the programme.

Application Deadline

25 July, 2016

Application Result Release Date

29 July, 2016

Student members may withdraw from the programme on or before the deadline. Otherwise, the token will be deducted.

Schedule



Session	Date	Time	Venue (HKAGE)
1	3 Sep	2:00 p.m. – 4:30 p.m.	Room 303
2	10 Sep		Room 305
3	17 Sep		Room 305
4	24 Sep		Room 303

Enquiries



For enquiries, please contact us at 3940 0178 or 3940 0102.