

## DAY 6-ACTIVITY

# SH SH.....CRACK THE CODE

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The children's thinking often becomes apparent through the actions and decisions they make during a game, so the teacher has the opportunity to carry out diagnosis and assessment of learning in a non-threatening situation.

On Day 6 an activity based on multiplication was conducted for class 2 students which helped to improve interpersonal skills (communicating, being a team player, problem-solving, etc.) They were supposed to solve the sums and write the given letter of the alphabet with the answer of that sum. A hidden message is there in the answers of the sums. After completing they have to write the hidden message in the given box. The time spent with their peer provided the practice needed to develop these skills. Playing math games with the children is an effective way to develop the children's abilities to do mathematics in a fun way and encouraging more positive attitudes toward mathematics.