



# Educators' Technology Clinics

## Student Project Profile

**Course:** LTMS 603 Engaging with Learning Activities, Games & Simulations

**Project Name:** Math Buddies

**Project Audience:** Pre-K through 1<sup>st</sup> Grade Math and Remedial Math

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**Project Description:** Math Buddies concentrates on teaching children alternatives to finger counting, a common complaint in middle school and high school. Students learn to pair digit-10 concepts and touch math graphics while playing with silly and adorable Math Buddy Aliens.

**Audience Response:** Children in the 4-8 year old category were the targeted age group. There was positive response by two four year old girls except during the numerators, they got nervous that they were not going to save the numerators in time and wanted an adult to help. The six year olds that I tested were right on target and picked up the game quickly. The children responded very well to the positive reinforcement and would look at the supervising adult for additional confirmation each time they got a right answer and a reward.

**Improved Learning Outcomes:** The children learned how to touch the dots on the numbers. A nine year old with ADD had forgotten some of the touch points and was reminded of them through the game play. He started recognizing math buddies during three digit addition and subtraction problems and was able to move more quickly through the exercises. A six year old used touch points to double check that his answers were correct on a worksheet.

**What I Learned:** The game being played by the children was pretty much what I had hoped for. They liked the game and the parents got a kick out of the game show theme music as they tried to guess what the songs were! The positive response was what made the hard work of the project worthwhile for me!

I stretched the limits of PowerPoint's capabilities and made many mistakes along the way. Keeping the fonts from distorting between different screen resolutions and versions was a challenge. Math Buddies is quite fickle with my laptop touch pad and better suited to be played with a mouse. I learned a lot about grouping, layering and sequencing, animations and gif files. Keeping the sound files with the program was challenging. I moved them after I had finished the game and had to reprogram them into my 239 slides. The music on some of the slides had to be delayed a couple of seconds in order to get sound effects from the previous slide to carry over.

For more information about the courses and projects that are part of the Educators' Technology Clinics go to [www.EdTechClinics.net](http://www.EdTechClinics.net), call 717.901.5101, or email [EdTechClinics@HarrisburgU.edu](mailto:EdTechClinics@HarrisburgU.edu).