

MATH BINGO - POWERS



Vytištěno z metodickyweb.cz

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Produkt: TOGlic,

Předmět: Mathematics

Počet žáků: does not matter

Trvání: 5 minutes

Pomůcky: tablets/PC/smart phones, www.TOGlic.com - activity Word Bingo

Věk žáků: 12-15 years

CÍL

This is a fun way to practise powers - Bingo game.

PŘÍPRAVA

Go to www.TOGlic.com and log in. Choose the option *Activities - Working with words - Word bingo* from the Start screen.

Choose the matrix size - 3×3 fields or 4×4 fields.

Prepare a set of equations of type $4 = 2^2$ (18 pairs are required for the 3×3 matrix and 32 pairs for the 4×4 matrix). Use the "Enter question" field for inserting the first half of equation and "Answer" field for second half of equation. When preparing for the activity, the pairs must be set in a way they truly match together. Don't forget to save your set.

Or you can use my prepared set - just by clicking to [TRY IT](#) button (registration/log in is required).

PROPERTIES

Matřix 3x3 Matřix 4x4

MATRIX

Enter question:	Answer:	Enter question:	Answer:	Enter question:	Answer:
1 =	1 ²	64 =	8 ²	121 =	11 ²
4 =	2 ²	49 =	7 ²	144 =	12 ²
8 =	2 ³	36 =	6 ²	169 =	13 ²
9 =	3 ²	25 =	5 ²	125 =	5 ³
27 =	3 ³	81 =	9 ²	196 =	14 ²
16 =	4 ²	100 =	10 ²	225 =	15 ²

The activity is going to be dispatched to 2 of devices.

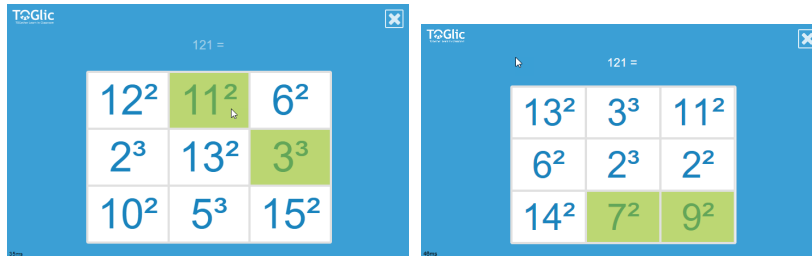
Dispatch activity

By clicking at the *Dispatch activity* button, send sections of the tasks to all pupil devices





PRŮBĚH

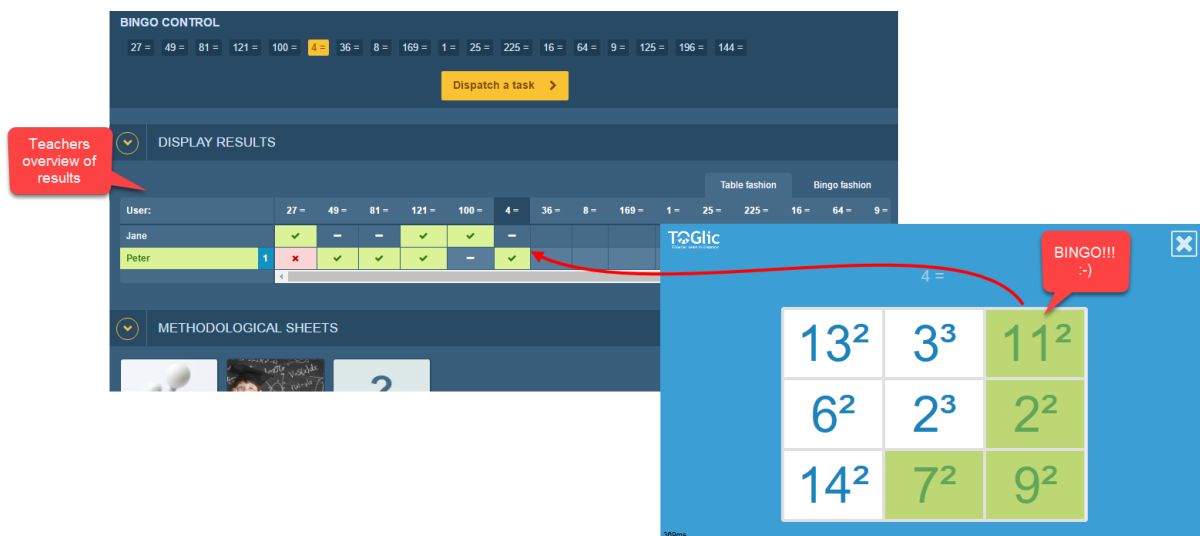
Once the activity is dispatched, a randomly selected half of your prepared answers matrix is displayed on each pupil tablet. An overview of "questions" is displayed in a random order on the teacher tablet.

The teacher will use the *Dispatch a task* button to send to the pupil devices the first batch of the "questions", i.e. the "9 =". The pupils are tasked to find the power (the second half of equation) in the matrix and click at it to mark it. The green highlight means a correct answer has been marked. Where an incorrect result has been marked, the field will first turn red and then the highlight goes off (as if the answer were never selected). The pupil is allowed to make only one such selection attempt, i.e. it is important to warn them they will be unable to correct it.



The teacher sends the tasks one by one. She/he may display the results on her/his teacher device (a tablet, secondary display) to view instantly if and how each of the pupils have responded:

-  The pupil has not responded as yet
-  has selected the correct answer
-  has selected an incorrect answer
-  had not the answer available in her/his matrix



The Bingo winner is the pupil who is the first to highlight all the three (or four, in a 4x4 matrix) powers in the same (horizontal, vertical or diagonal) line and calls out BINGO! As the teacher, you are able to check such information instantly against your displayed results.

Set a rule before starting the game how the winner will be determined if multiple pupils get Bingo within the same draw.

- First one to call out?
- First one to highlight the three numbers? (this information is recorded by the application and you can see it in the table)
- All of them?

ALTERNATIVE

You may also run other options:

- Game goes on until all pupils get Bingo
- Winner is the pupil who is the first one to achieve a completely green matrix

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