

THE MATHS GAME

Active learning: Using different types of activities can help to engage your pupils and make them more interested in the lesson. How does teacher Titus learn this in this classroom incident?

SCENE 1 CLASSROOM LATE MORNING SFX: SOUND OF CHALK WRITING ON A BOARD. SOON THE WRITING ENDS TITUS: Come on class (LOUDLY) All stand! Sit! Stand! Sit! Stand SFX: SOUND OF STANDING AND SITTING MOVEMENTS ACCOMPANY THE DRILL. TITUS: That's better. Now all of you sit down. You cannot avoid learning and memorizing the multiplication table. SFX: SOUND OF SITTING MOVEMENT. TITUS: I don't want to see anybody dozing again. Is that clear? ALL: Yes Mr. Titus

Audio Resources page 1



TITUS:



Now as I was saying, memorizing the



multiplication table is something you cannot avoid. You all need to have it at your finger tips. It is the foundation for the solution of many mathematical problems.

Well since you want to play. I am going to give you the chance to satisfy yourself. Both of you come out and stand in front of the class till the

SFX:	SOUND OF FAINT QUIET GIGGLING.
TITUS:	Efe and Adjua, stand up both of you
SFX:	CHAIR SCRAPING AS THEY STAND UP
TITUS:	Now, tell me Adjua, what is five times nine?
ADJUA:	(timidly) ememfive times nine is emem (she stops)
TITUS:	Efe, what is Five times ten?
EFE:	five times ten is ehmehm .thirty six Sir
CHILDREN:	laughing.
TITUS:	shut up the rest of you! (TO THE TWO GIRLS) Instead of paying attention you were busy playing.

but... but sir

end of the lesson.

Audio Resources page 2

EFE:





SFX: SOUND OF SHUFFLING FEET ON TO OFF

Now who can tell me what five times ten is? TITUS:

SFX: **SILENCE**

SFX: (OFF) SOUNDS OF TEACHING FROM OTHER

CLASSES

TITUS: oh goodness. This is preposterous.

MUSIC BRIDGE

SCENE 2 SCHOOL COMPOUND LATE

MORNING

SFX: CHILDREN PLAYING IN THE BACKGROUND

[singing] not because I'm rich and not EFE:

because I'm poor

[singing] not because I push you out of the **GIRLS:**

game, so if you say 2 you are out of the game so

EFE: 5!

GIRL 1: 10!

15! **ADJUA**

EFE 20!



THE SINGING DIES OFF SUDDENLY SFX:

TITUS: (off to on) why did you stop?

GIRLS: we are sorry Si, we did not hear the bell

ringing sir.

Sorry? No No No don't be sorry. but I thought TITUS:

you children didn't know the multiplication table...

how come you are using it to play a game?

SFX CHILDREN KEEP QUIET FEAR

TITUS: (cheerfully) Never mind. I have a good idea.

come back with me to the class

MUSIC BRIDGE

SCENE 3 THE CLASSROOM

SFX: SOUND OF DOOR OPENING AND CLOSING;

SHUFFLING FEET

TITUS: Stay in front with me here. Now children I

> want you all to listen carefully. Adjua and Efe are going to teach you a multiplication song game and we shall all play the game together to recite our multiplication table. Over to you Efe and Adjua.

EFE: [singing] not because I'm rich and not

because I'm poor





GIRLS: [singing] not because I push you out of the

game, so if you say 4 you are out of the game so

5! EFE:

CHILDREN: 10!

15! **ADJUA**

CHILDREN 20!

EFE 25!

CHILDREN 30!

TITUS: hold on class....[game stops]...you mean you all

know the game?

CHILDREN: Yes Sir

but why did you all not tell me about this so TITUS:

we could use it for our lesson?

CHILDREN: (CHORUS AN ANSWER) You never asked us

sir,

TITUS: [mutters to himself] what an oversight

MUSIC BRIDGE





Are there any games and songs that you could use in your classroom to help pupils learn more easily? Could you use them in mathematics? science?

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