

THE MATHS GAME

Focus: Active Learning

Synopsis

Titus is teaching the children the multiplication table. After reciting it with the children, he begins to call on specific pupils to recite the table. He notices two children playing with each other and calls them up to test them on their five times table. They try but fail. Titus says how can they know it when all they do is play in class. He sends them to the front of the class. He asks the other pupils for the answer but no one speaks. Titus is baffled.

Later on, during break, he is on his way to his office when he hears the children playing a game with songs about multiplying numbers (five-ten- fifteen etc) and using the multiplication table. He is impressed with the ease with which they were doing the exercise and the amount of fun they were having. He tells them they will teach other children the song as they will use it henceforth for learning. To his further surprise, it turns out that most children in the class already knew the game. He asks why they hadn't mentioned this and the children tell him that he never asked them.