## GAMIFY MATH

EXPERIENTIAL MATH
Come and explore the magical world of mathematics in your favorite games.

Key Learnings:

- Problem Solving
- Spatial reasoning
- Pattern recognition
- Fraction formation
- Critical Thinking


| DAY | TIME(IST) |
| :---: | :---: |
| MON | $5-6 \mathrm{PM}$ |
| WED | $5-6 \mathrm{PM}$ |


| ВАТСН 14-5YEARS] | DAY | TIME(IST) |
| :---: | :---: | :---: |
|  | MON | 6:30-7:301 |
| BATCH 2[6-8 YEARS] | WE | 6:30-7:30PM |


| DAY | TIME(IST) |
| :---: | :---: |
| TUES | $5-6 \mathrm{PM}$ |
| THUR | $5-6 \mathrm{PM}$ |


| ] | DAY | TIME(IST) |
| :---: | :---: | :---: |
|  | TUE | 6:30-7:30P |
| BATCH 4[11-12 YEA | THU | 6:30-7:30PM |

## LEARNING OUTCOMES

## Batch 1 [4-5 years]

- Concept of Time using Jenga Blocks
- Even and odd -Snake and Ladder Board
- Recognition of Patterns on a Chess Board
- Measurement - Personalized toys
- Addition of single and double-digit -Basketball /Football
- Subtraction of single and double-digit - Basketball /Football match
- Skip Counting using Ludo Board


## Batch 2 [6-8 years]

- Factors and Multiples - Snake and Ladder Board
- Concepts of Addition and Subtraction-UNO cards and a dice
- Comparison and Balancing -TUG of war
- Formation of Patterns in a Kho Kho game


## LEARNING OUTCOMES

## Batch 3 [9-10 years]

- Pictographic representation of data - based on the player's performance
- Explaining integers through the game of golf
- Understanding concepts of Algebra using

Basketball

- Exploring Data handling (Mean, Median and Mode)- Scorecard of Kabaddi/Hockey
- Basic idea of Probability


## Batch 4 [11-12 years]

- Data Handling (Organization, Grouping, Bar Graphs)
- Exploring concepts of probability
- Percentage and fractions (advanced)-Winning and Losing \%
- Formation of Algebraic equations


## FEE - 1180/- INR(INC GST) NO. OF SESSIONS - 2

## CONTACT US

Phone - +918652037680

@unmathschool

@UnmathSchool
Unmath School Pvt Ltd www.unmathschool.com

