

MATHS BOARDGAME FOR IMPROVING MATHS SKILLS AND ACHIEVEMENT

The game that radically improves mathematical abilities.

Technology Overview

Whartels™ is a maths board game designed for pre-primary and primary school learners and is aimed at improving children's maths achievement by focusing on cognitive aspects (maths concepts, metacognition and information processing) and neuro-psychological facets (executive functioning, self-regulation, maths anxiety, maths resilience, motivation etc).

By using the newest technology maths Whartels™ aims to facilitate self-directed learning by changing the learners' mathematical mindset or thinking. It includes principles used in play therapy (art, biblio-therapy, board games and puppets) to optimize learning and understanding, including both linear concepts and thematic methods to improve maths skills. Children learn by playing, and these "fun" experiences, and memories change a brain's physical structure.

Market Opportunity

Maths achievement at school is one of the best predictors of success at tertiary level. Poor maths achievement at primary school level is a global problem. Maths is a powerful gatekeeper, and the door to coursework (qualifications) in science, medicine, technology, and engineering.

Research has indicated that by American middle school, two-thirds of learners will fall behind grade level in their maths classes. In South Africa, 77% of learners take maths literacy, which does not give entry to any course in engineering, technology, or science at post-matric level.

Whartels™ is here to restore learner confidence and assist learners to excel in mathematics.

Technology Benefits

- Improve learners' maths skills and achievement.
- Facilitate self-directed learning.
- Make learning fun.
- Restores learners' confidence in maths.

Project status

Whartels™ is available as a board game from MindMuzik Media. <http://www.mindmuzik.com>

The electronic boardgame app is in development.

