

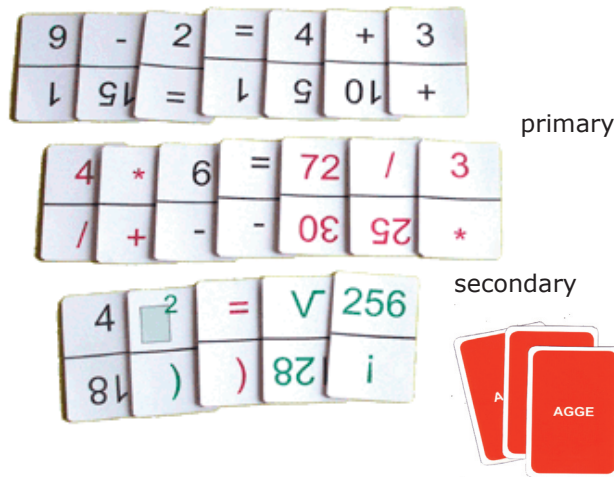
AGGE math cards – a new entertaining way to train arithmetic with integers

The AGGE cards are based on the idea that you learn most efficiently if you at the same time are having fun together. You play with open cards and very simple rules.

Math - the four rules of arithmetic

By moving and turning the cards you shall try to get equality above the horizontal line on both sides of an equality sign (=)

The same pack of cards for all levels and all countries – the numbers and the signs are the same.



AGGE's math cards make the math training simpler and more funny:

- Simplier:** The pupils can easily train by themselves if only a teacher first shows the fundamental rules of arithmetic (for example with the help of stones, balls, chinks and a black board).
- Classroom:** A school-building is not necessary. You can do the training outdoors. All you need is an even surface to put the cards on.
- Habit-forming:** Once the pupils know the simple rules they will find it hard to stop playing. While playing they will learn: How to formulate a problem. Ability to make a rough estimation. Feeling about the size of numbers. Skill in mental arithmetic. And it is all fun.
- Unlimited:** There is a huge (astronomic) number of combinations. (Something for the elder pupils to calculate?)
- Durable:** The cards withstand mud and water. No problem if some cards disappear or if you mix two packs.
- New:** The pupils will – partly by random and partly by their own creativity – formulate and solve a problem fit for their level.
- Social:** Pupils who like competing will find it stimulating as well as those who appreciate cooperation and teamwork. Elder and younger pupils can play together.
- Funny:** Pupils who need to train easier moments can do so. Those who already understand still want to play because it is such a great fun.

Key

If you like to use some sort of a key it is suitable with a simple pocket calculator. As you play the cards then you can at the same time find meaningful tasks to train the use of the pocket calculator: To check if the calculations made by the other players are correct. It is also handy to have a piece of paper and a pencil to write down the points and to do some more complicated calculations.