

## 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 WR SOON THE WRITING ENDS	
TITUS:	Come on class (LOUDL Sit! Stand	Y) All stand! Sit! Stand!
SFX:	SOUND OF STANDING MOVEMENTS ACCOMPANY	
TITUS:	That's better. Now all cannot avoid learning and multiplication table.	•
SFX:	SOUND OF SITTING M	IOVEMENT.
TITUS:	I don't want to see any that clear?	ybody dozing again. Is
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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