

## **Pedagogical Toolbox** Printable materials

## **Math Tresure Hunt**

The Mathematical Treasure Hunt aims to propose mathematical exercises in a gamified way. It is played like a classic dice game with a path of 19 squares. Each square corresponds to a test to be passed. In this case, these are unit-related exercises, designed for students between the ages of 10 and 12.

A Game Master must check whether the answer given by each student during their turn is correct or not. If the answer is correct, the player may continue the game; if not, the player must skip a turn!

A die is provided that allows you to advance 1, 2, 3 or a maximum of 4 squares per turn.

The teacher may use the board game provided, customising the questions if desired.





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