

Effect of Intellectual Games on the Development of Mathematical Thinking Skills Among Students

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ABSTRACT

In India students have faced the paradox of Maths being the scariest; the reason as addressed by Shakuntala Devi is that it is looked upon as a subject and not a tool. Researches reveal that 82% of the students from class 7th to 10th are Arithmo-phobic. With the evolution of Gaming Era and with the changing modes of Teaching and Learning, blending intellectual games with fun oriented learning would develop a higher interest in the students towards Maths at an unambiguous level. The present investigation has been conducted with an objective to illuminate the positive effects of introducing gaming techniques in the pedagogy of Maths and its wondrous results in developing Mathematical Thinking Skills among students in India. It would give an insight into the changes that can be brought in educating Mathematics effectively and inculcating higher order thinking skills in pupils utilizing the Cyber resources to the utmost level. The Research has been carried out at a holistic level to highlight the incredible effects of using sport or game-oriented learning in the blooming of Mathematical skills in students and to ascertain that Maths is looked upon as a realistic, interesting and highly intellectual tool to resolve problems in everyday lives.

Keywords: Intellectual games, mathematical skills, Fun-oriented learning.

