

A.T. Math Quest: Interactive Challenge

→ Objectives:

- ✓ To provide an engaging way for students to practice and improve their math skills.
- ✓ To incorporate assistive communication devices (All-Turn-It Spinner, BIGmack, Step by Step).
- ✓ To make the game accessible and interactive for all students, including those with communication challenges.



Materials Needed:

All-Turn-It Spinner: A device that can be activated to spin and select options randomly.

BIGmack or Step by Step: Assistive communication devices that can be programmed with recorded messages, including solutions or hints for math problems.

Math Problem Cards: A set of cards containing a different math problem. Depending on the students' grade level and learning objectives, these can range from basic arithmetic to more complex equations or word problems.

→ Setup:

- ✓ Prepare math problem cards and place them around the spinner.
- ✓ Record solutions or hints on the BIGmack or Step by Step, matching them with the cards.



Gameplay:

Spin to Select: Students spin the All-Turn-It Spinner to choose a math problem.

Solve and Respond: They attempt to solve it and use the communication aid to answer or ask for a hint.

Feedback: Provide immediate feedback, encouraging learning from correct and incorrect answers.

→ Outcome:

A fun, interactive way to practice math is adaptable for all students, including those with communication challenges.

Variations:

- ✓ Introduce team play or themed rounds for added engagement.
- ✓ Use digital tools for remote or tech-integrated environments.

✦ Tips:

Keep the game fresh with new problems and themes.
Foster a positive, supportive environment for learning and collaboration.

