



## Multilingual mathematics: Using digital games to develop children's mathematical languages

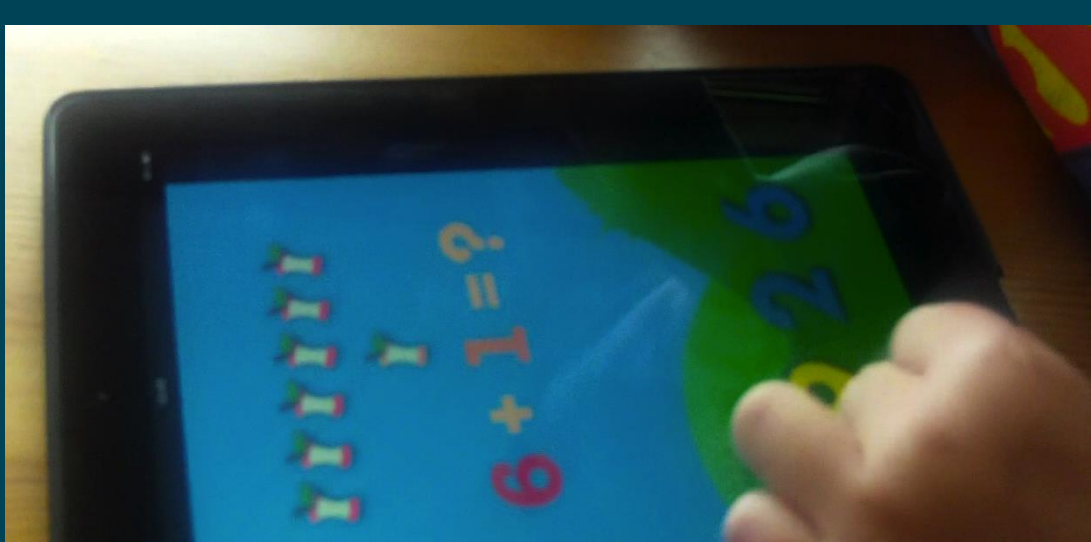
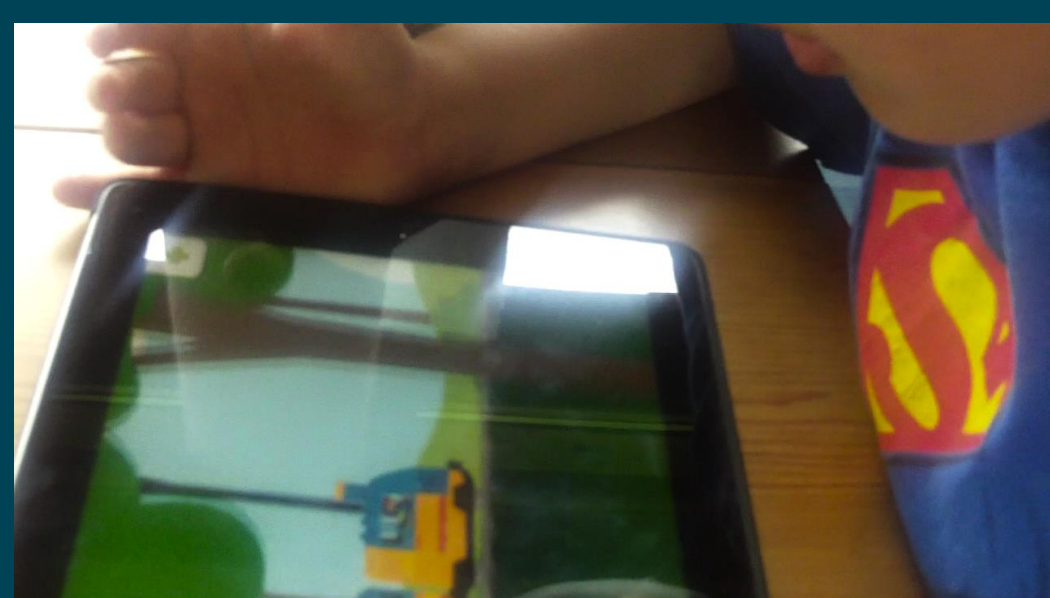
### Assumption

Our assumption is that digital games/apps can support the development of multilingual children's mathematics registers, when parents and teachers are situated as language learning resources.

#### Work Package 1:

Identifying pedagogical strategies and mathematics in digital games:

- To gain understanding of how parents and kindergarten teachers interact with multilingual children when they play apps/digital games.
- To identify how multilingual children engage with mathematical ideas when they play apps/digital games and talk about what they are doing.

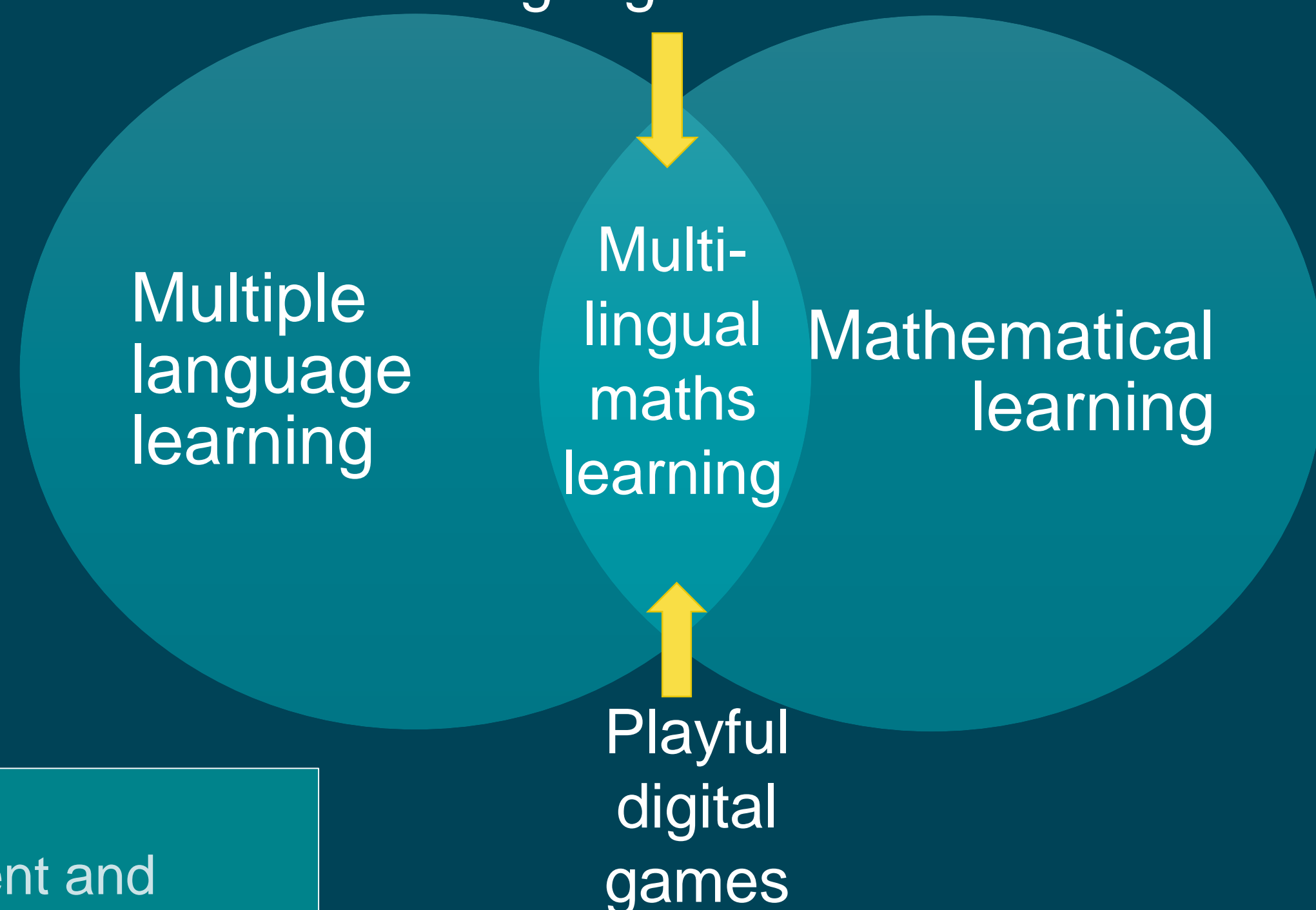


#### Work Package 2:

App/digital game development and trialling

- To design playful mathematical apps/games with parents, kindergarten teachers, kindergarten teacher education students and teacher educators.
- To use feedback on the trialling from parents, kindergarten teachers, preservice teachers and teacher educators to inform the refining of apps/games and the designing of new ones.

Parents and teachers as language resources



#### Work Package 3:

PD and parent support material development, trialling and refinement

- To determine appropriate ways to support kindergarten teachers and parents to engage children with the mathematical apps/games and connect them to other kinds of mathematical situations.
- To support teacher educators in developing kindergarten student teachers' critical reflection about incorporating ICT into mathematical learning experiences

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