Math Dash Ninja

Tech Tool Evaluation

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Brief Description: This is a ninja that keeps running endlessly and he stays alive as long as you use your math skills to help him! This is grade P-8 and has every math skill you'd like. You pick the grade level and skill.

Technical & Cost considerations: This program is free and only requires Flash Player

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Evaluation

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1. What mathematics is being learned?

The mathematics being learned here is any skill you choose. It has anything from counting to geometry to number and operations. It has every big math skill in grades P-8th.

Standards

It tests every standard depending on which grade level and math skill you choose.

For example I chose 6th grade and I picked the Fraction skill. It had me multiplying and dividing fractions.

Proficiency Strands

We've also looked at the strands of mathematical proficiency laid out in *Adding It Up*. Show which strands are supported by this tech tool and activity by deleting the others (leaving those that apply). Provide a few words of justification.

- **conceptual understanding-** You will be able to see if a student understands the skill depending on how many questions they answer correctly.
- **procedural fluency-** It does not have a time limit, but you only have so many dodges that you have to keep up with.

Additional comments on what is being learned

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2. How is the mathematics represented?

The type of mathematics represented is in a numerical way.

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3. What role does technology play?

This technology is unique because you can choose any skill. It can be used at any level and you can view the math stats on how many questions were correct, incorrect, how much time, and what skills were being challenged.

Affordances of Technology for Supporting Learning

Make boldface the affordances that play a significant role in this technology use. For each affordance that you select, comment briefly on why.

- **Computing & Automating -** You are answering math problems.
- Representing Ideas & Thinking -
- Accessing Information -
- Communicating & Collaborating -
- Capturing & Creating -

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4. How does the technology fit or interact with the social context of learning?

This is individual work and a computer is needed!

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5. Additional Comments