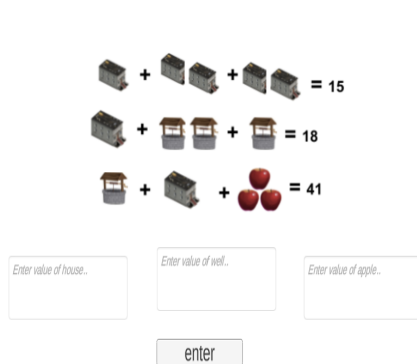


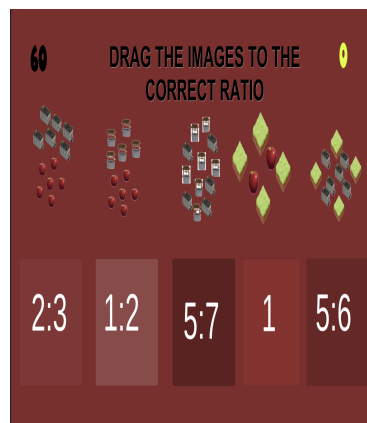
Math Quizzes Documentation

Mathematics: basic algebra, Number theory and Combinatorics. This is done through the quizzing function.

Description of the Math Mini Games implemented in Vol2: Middle Ages



Fill in the blanks



Drag and Drop



Multiple Choice

1st Mini Game

Topic : Number set - Counting

Type: Fill-in-the -Blanks

Gameplay:

1. The player has to find the value of the house, well and apple.
2. There will be a hint given to explain the game
3. The game will be followed by a timer
4. The player enters 3 numbers.

5. All 3 numbers have to be correct to mark the game as finished
6. Display a message and gain energy if successful
7. Reset game if wrong

Design: Main panel, hint button, three inputs, timer function, submit function,

2nd Mini Game

Topic : Ratios, rates percentages

Type: Drag and Drop

Gameplay:

The player has to drag an image to its corresponding ratio.
This task will be done four times

Design: Mainly sprites/images as GameObjects
4 ratios and 4 images

3rd Mini Game

Topic : Representation of data

Type: Multiple Choice

Gameplay:

The player will have four options

The game will be followed by a timer

The player taps on one of the options

If the option is right, move to other questions

Else

Reset game

Design: Title Text, submit button, timer function, 4 options buttons

Game Contents:

The mean of 4,5,6,7,8 is?

Four options are 6 5 7 8

The mode of 1,2,3,4,6,9,1 is?

Four options are 1 2 4 3

The Median of 0,7,2,1,40,7,9,6,2 is ?

Four options are 6 1 40 7

Look at this set of 8 numbers:

5,9,5,1,4,9,4,3

What is the mean if the number 1 replaced one of the 9's in the set?

Four options are 4 9 4 3

Look at this set of 5 numbers:

9,1,4,6,8

What is the range if the number 7 replaces the number 4 in the set?

Four options are 8 9 1 6

4th Mini Game

Topic : **Expressing data as algebra expressions**

Type: **Drag and Drop**

Gameplay:

The player has to drag an image to its corresponding ratio.
This task will be done four times

Design: Mainly sprites/images as GameObjects
4 ratios and 4 images

Game-Content:

Solve the following expression:

$$3x + 18 - 8x = -17$$

Ans 7

Simplify by combining like terms

$$-7x - 2 - 9y + 10x$$

Ans $3x - 9y - 2$

Solve the following expression

$$14 + x = 18$$

Ans 4

Write an expression for the verbal phrase:

Seven is less than s

Ans $s > 7$

Write and solve an equation based on the verbal phrase.

5 more than x is equal to 32

Ans 27

5th Mini Game

Topic : Geometric and Linear relationship

Type: Fill-in-the-Blank

Gameplay:

1. The player has to find the value of the probabilities
2. There will be a hint given to explain the game
3. The game will be followed by a timer
4. The player enters a fraction.
5. Display a message and gain energy if successful
6. Reset game if wrong

Design: Main panel, image, hint button, one input, timer function, submit function,

Game-Content:

What is the slope of the line with the equation $y = 2x + 5$

Ans 2

Solve for m

$$-4(5m - 7) = 10m - 2$$

Ans 3

What is the slope of this equation?

$$Y = -5x - 3$$

Ans -5

What is the Y-intercept of $4x + 10 = -2y$?

Ans -5

What is the X-intercept of $5y + 3x = 9$?

Ans 3

6th Mini Game

Topic : Understanding probability

Type: Multiple Choice

Gameplay:

The player will have four options

The game will be followed by a timer

The player taps on one of the options

If the option is right, move to other questions

Else

Reset game

Design: Title Text, submit button, timer function, 4 options buttons

Game-Content:

Of the 8 tools used for harvesting, 4 tools are made from wood.

What is the probability that a randomly selected tool will be made from wood?

Four options are 0.5 4 8 2

4 out of the 16 fruits in a bunch are apples.

What is the probability that a randomly selected fruit will be an apple?

Four options are 0.25 4 16 0.5

There are 8 houses of which 1 is made from concrete.

What is the probability that a concrete house is randomly selected?

Four options are 0.125 0.5 0.25 8

A farmer has 18 carts to transport crops, including 2 defective carts.

What is the probability that a randomly selected cart will not be defective?

Four options are 0.89 0.76 0.63 0.57