SOFTWARE TO MAKE MATHS LESSONS ACCESSIBLE

Refer to PRACTICAL SHEETS n°: M26

Use these TOOLBOX resources:

Exercises

Instructions for the following exercises

Read practical sheet n°26:

1. You will learn how to use the software "The number race"
2. You will learn how to use the software "Geogebra"
3. You will learn how to use the software "Photomath"

Reminder :

- Students with special learning needs may experience a variety of difficulties in learning mathematics.

- To deal with these difficulties, it is sometimes interesting to use computer software to reinforce certain skills or to compensate some difficulties.

Ex 1 : The number race

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- Go to the "The number race" website : https://www.lacourseauxnombres.com/nr/nr_info.php?lang=en

- Download the game

- Run the Software

- You will then find yourself on a page with the game logo, press the number 1 to start

- Select your player's name and start to play

- You will be able to modify the player's information (apart from the name) or create a new one later on.

- You will be able to choose from two different worlds to play in: The "underwater world" or " the jungle world". Both worlds work with the same logic and level of difficulty. Only the design changes

- You will then find the instructions of the game

- Start to play !

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Ex 2 : Geogebra

- Go on the "Geogebra" website :

- You can either follow lessons on the website or download the app

- you will come across many lessons you can learn from, tutorials and a variety of tools

- You can also create an account to keep track of your progress

Ex. 3: Photomath

Photomath is an app where you can scan a math problem and you will get a step-by-step explanation on how to solve it

- Go on the "Photomath" website : https://photomath.com/en/help/what-is-photomath, on your favourite app store or scan the QR code Below and download the app

- You will have to write your age

- Then, you will have to select whether you are a student, parent or teacher

- A tutorial will then show up

- Scan and learn!