

## EMPLOYING GAME-BASED LEARNING ACTIVITIES TO ENHANCE MATHEMATICAL INTEREST AND SKILLS

*by:*

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Mathematics is a discipline where students' critical thinking skills and problem-solving skills are expected to manifest. It is indeed a hard subject for some, and boring subject for others. These perceptions have taken into consideration by teachers as to how well they are going to design their lessons and create their learning activities which will suit the interests of their students.

Nowadays, generations have changed their preferences and likes. Their study habits also altered. Students are more inclined to spend their long hours on interacting with their mobile phones or gadgets. Some of the leisure activities they tend to focus with mobile games and social media platforms.

With these in mind, Math teachers try to develop their own activities integrating some interactive games. Game-based learning enhances instruction by increasing student activity and engagement (Detweiler, 2022). Through these game-based activities, it encourages students to cooperate and participate in classroom discussions and activities. It is proven that Game-based Learning is one of the innovative teaching strategies to make learning more enjoyable, enhance their problem-solving skills and master mathematical ideologies.

In line with this, some of the most popular game-based activities are Math Bingo, Number Games, Shape Hunt, Around the World, One-meter dash, Kahoot and others. Teachers can also conceptualize their own game-based activities depending on the context of their lessons.

Although there are numerous advantages of Gamed- Based Learning Activities on students' performance and interests, there are still hurdles that teachers should ponder. First of the list is the access and availability of resources most especially if the learning activities need internet and devices. Second, is the readiness of students and teachers on adapting change in terms of including these games on the teaching-learning process. Lastly, is balancing the inclusion of fun and learning without compromising the needed concepts to be mastered.

In conclusion, Game-based learning provides an exciting chance to revive the classroom teaching of mathematics. By using the distinct features of games, teachers can boost interactive and motivating environment for students, thereby improving both their interest and competence in math. As more institutions implement Game- Based Learning inside their classrooms, it is most possible that the future of mathematics education will become more active and student-centered.

#### *References:*

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