

WHILE TEACHING MATHEMATICS SUBJECTS EFFECTUSING GAME TEACHING METHOD

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Game is the most natural learning tool. Game platform is the place where the child may test what he/she saw and heard, and reinforced what he/she learned. Child makes clear his/her senses by playing games, he/she improves the psychomotor skills by games. Game platform is the experiment room of a child. Such a room that, child attempts several trials there independently. He/she does, breaks, and applies different possibilities freely. In his/her small world, he/she makes the rules and changes them by himself/herself (Yörükoğlu, 1979). In this context, the effect of game method on the achievement while teaching geometry subjects of fifth class Mathematics course was analyzed.

In this study, an experimental method, including pre-test and post-test control groups, was used in order to reveal student achievement of classes with and without being exposed to game method.

While determining experimental and control groups, two classes out of four fifth classes were selected randomly. And 5-A class was selected as experimental group and 5-B class was selected as control group randomly.

Forty one fifth grade students from two classes of Konya/Karatay Hasanali Yücel Elementary School participated to this study during 2010-2011 Spring terms.

In order to analyze the data of this study, we preferred to use frequency, percentage distribution, standard deviation and t-test as statistical techniques. The data derived from the measurements was arranged by SPSS program on the computer.

When we compared the significant difference between experimental and control groups, we observed that the students in the experimental group achieved pretty much than control group students. The experimental method applied in this study generated a remarkable difference in favor of the experimental group.