



E1MAT012C

(Token- required)

Mathematics Course (Level I)

Games X Maths

Instructors from World Class Arena Asia Limited (WCAAL)

(E)

(F)

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(B)

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Application Deadline

19 Aug 2022 12:00
noon

Intended Learning Outcomes

Upon completion of the programme, participants should be able to:

1. analyse the mechanism and winning strategy of the mathematical games;
2. develop problem-solving skills to solve problems related to algebra, permutations and combinations, probability, sorting and optimization;
3. apply mathematical and analytical skills to construct mathematical models and solutions for real-life problems;
4. collaborate and communicate effectively to articulate their own views and exchange the ideas with the others



◆ Introduction

Throughout the course, students will be engaged in a range of challenging and interesting games related to topics in mathematics. Throughout these activities, students would learn to use mathematics as a tool and acquire a range of problem-solving skills such as systematic thinking, logical reasoning, generalisation, inquiring, visualisation, modelling and developing strategies for daily-life application. Students will also collaborate with each other to design and create their own strategy games, which allow them to demonstrate the learning outcomes and apply their imagination and creativity.

◆ Schedule

Session	Date	Time	Venue
1	22 Oct	9:00 a.m. – 12:00 noon	HKAGE (TBC)
2	29 Oct		
3	5 Nov		
4	12 Nov		

◆ Target Participants

- P4 to P6 HKAGE student members only in 2022/23 school year
- Class size: 30
- First-come-first-served

◆ Pre-requisite

No special prerequisites are needed

◆ Medium of Instruction

Cantonese with Chinese handouts

◆ Certificate

E-Certificate will be awarded to participants who have:

- attended at least 3 sessions; AND
- completed all the assignments with satisfactory performance