Name: Michael Neri

 District: Valley Stream UFSD #24

 Grade: 6th

 Subject: Math

**Math Duel : 2 Player Math Game**

**GOODSOUNDAPPS**

CCLS Standards Addressed:

Apply and extend previous understandings of multiplication and division to divide fractions by fractions.

[CCSS.MATH.CONTENT.6.NS.A.1](http://www.corestandards.org/Math/Content/6/NS/A/1/)

Interpret and compute quotients of fractions, and solve word problems involving division of fractions by fractions, e.g., by using visual fraction models and equations to represent the problem. *For example, create a story context for (2/3) ÷ (3/4) and use a visual fraction model to show the quotient; use the relationship between multiplication and division to explain that (2/3) ÷ (3/4) = 8/9 because 3/4 of 8/9 is 2/3. (In general, (a/b) ÷ (c/d) = ad/bc.) How much chocolate will each person get if 3 people share 1/2 lb of chocolate equally? How many 3/4-cup servings are in 2/3 of a cup of yogurt? How wide is a rectangular strip of land with length 3/4 mi and area 1/2 square mi?*.

Compute fluently with multi-digit numbers and find common factors and multiples.

[CCSS.MATH.CONTENT.6.NS.B.2](http://www.corestandards.org/Math/Content/6/NS/B/2/)

Fluently divide multi-digit numbers using the standard algorithm.

[CCSS.MATH.CONTENT.6.NS.B.3](http://www.corestandards.org/Math/Content/6/NS/B/3/)

Fluently add, subtract, multiply, and divide multi-digit decimals using the standard algorithm for each operation.

[CCSS.MATH.CONTENT.6.NS.B.4](http://www.corestandards.org/Math/Content/6/NS/B/4/)

Find the greatest common factor of two whole numbers less than or equal to 100 and the least common multiple of two whole numbers less than or equal to 12. Use the distributive property to express a sum of two whole numbers 1-100 with a common factor as a multiple of a sum of two whole numbers with no common factor. *For example, express 36 + 8 as 4 (9 + 2).*.

Apply and extend previous understandings of numbers to the system of rational numbers.

[CCSS.MATH.CONTENT.6.NS.C.5](http://www.corestandards.org/Math/Content/6/NS/C/5/)

Understand that positive and negative numbers are used together to describe quantities having opposite directions or values (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge); use positive and negative numbers to represent quantities in real-world contexts, explaining the meaning of 0 in each situation.

[CCSS.MATH.CONTENT.6.NS.C.6](http://www.corestandards.org/Math/Content/6/NS/C/6/)

Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.

Website/ Location of app: https://itunes.apple.com/us/app/math-duel/id495077699

Description

Math Duel: 2 Player Math Game is one of those fun educational games where two players fight each other mathematically. The Split screen interface makes this brain game a 2-player reactor. Basic math workout means this is mathematics for kids at 7 years and above. Math speed training improves math skills, reflexes and concentration. Math Duel: 2 Player Math Game is a fun mathematics game that pits two players against each other on the same device. Players can choose from 4 different levels of difficulty as well as choose which of the 4 operations that what to be challenged in. Students across each grade level would benefit from this APP.

Application

This is a fun app that my students truly enjoyed playing. It is very user friendly. They love the head to head component of the game. It works great to review basic mathematical facts. Students can partner up during extra time and compete. I suggest paring student up with partners that are on the same level to keep both students interested. However, we did have a competition in class to crown the Math Champion.