

Damath game essay

[Entertainment](#), [Games](#)



Introduction:

Damath comes from the Pinoys checker board game called “dama” and Mathematics. It blends local civilization, instruction and digital engineering that aim to do math instruction and learning child-friendly, disputing and synergistic. DAMATH, a patent-pending mathematical board-game invented by five-time national awardees Jesus L. Huenda, is coined from the popular Filipino checker board game of Dama. (or lady in Spanish) and mathematics. It started in a Sorsogon National High School category in Sorsogon, Philippines and its popularity spread rapidly and resulted in the first national DAMATH competitions held at Legaspi City in 1980. He initiated this competition with the support of the Science Foundation of the Philippines. He hopes to present DAMATH to secondary math instructors as portion of a demand of his work as PASMEP Fellow at Curtin University / WACAE, Western Australia.

Why DAMATH?

Because in its alone manner, Damath board game ushers the Filipino school child into the new millenary by fitting them with competitory life-long acquisition for understanding and ICT-fluency accomplishments. When school kids play Damath board game they besides learn to research, firm-up, intensify, and reassign to day-to-day undertakings the constructs of existent Numbers and its belongings and operations. Furthermore, it stimulates the children’s capableness to believe deeper through originative math storytelling, flow chart, construct map, tree diagram, image conundrum, haiku, cryptograph, secret codification decrypting, simulation, function

playing. jangle or blame composition. contemplation diary authorship. and job resolution. This game is gratifying and you can learn fast about calculating and using the different operations in Mathematics.

Aims of the game “ DAMATH”

I. To incorporate the Filipino checkerboard game of Dama into the instruction of mathematical constructs and accomplishments. two. To promote the use of recycled stuffs in building Damath board set (for schoolroom usage merely) . three. To analyse Damath as a possible topic of mathematical probes. four. To heighten wholesome interpersonal dealings among scholars. v. To advance mathematical consciousness among household members in peculiar and the community in general through the mathematics club’s community outreach Damath competitions. six. To advance consciousness of miss in mathematics [as male monarch is to the game of cheat. so dama is to Damath] .

History of the game:

The game’s name. “ Damath. ” comes from the popular board game “ dama” and “ mathematics. ” It was invented by Jesus L. Huenda. a instructor in Sorsogon. who had encountered jobs in learning math utilizing traditional instruction methods. Inspired in portion by an investigatory undertaking called “ Dama de Numero” submitted by a pupil in 1975. Huenda overhauled the game and introduced it to his category. who enjoyed playing. Damath grew in popularity so that by 1980. the first Damath tourney was held in Sorsogon. The following twelvemonth. Huenda received a gilded medallion

from the late President Ferdinand Marcos for his parts in the field of learning mathematics. The game reached its peak popularity in the ninetiess. when it made the unit of ammunitions of several mathematics instruction conventions all over the universe such as the tenth Conference of the Mathematical Association of Western Australia (MAWA) . the UNESCO-ICT4E conference in Thailand. the SEAMEO RECSAM/SEAMEC conference in Malaysia. and the APEC Learning Community Builders (ALCoB) conference in Korea.

The Basic game of the Play

As the name implies. the game is basically the same as Dama but with an added math turn: in order to win in Damath. a participant must hit the most points which are earned by “ eating” the opponent’s pieces. In Dama. the move ends at that place ; in Damath. the participant must work out the mathematical operation on the square in which the opponent’s piece is presently standing. The reply to that mathematical operation is the sum of points that the participant will have when s/he does “ eat” the opponent’s piece. If the piece marked “-1” chows the piece marked “-3. ” with “-3” standing on a generation square. the participant must foremost work out the operation ($-1 \times -3 = 3$) and will acquire three points. The game will travel on until all pieces belonging to a participant have been eaten and the tonss computed. Because of the demand to work out operations. participants must name down all moves during the game so the moves can be reviewed. particularly by the Judgess in a tourney scene.