

The Effect of Using Instructional Games on The Ability of Mathematical Problem Solving of Sixth Grade Students

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Abstract

The purpose of the study was to investigate the effect of using instructional games on the ability of mathematical problem solving of sixth grade students. To achieve this purpose a study sample of (169) male and female students was selected from the sixth grade. This sample was divided into four groups. Two groups were randomly chosen to be the experimental groups that studied mathematics using instructional games, the others were the control groups that studied mathematics using traditional method. The instrument of the study was a mathematical problem solving test which was used to measure the students` ability of mathematical problem solving. Data analysis procedures using Two-Way Analysis of Variance revealed a positive effect of using instructional games on students` ability of mathematical problem solving`

For the paper in Arabic see pages (415-443) .