

# **Math Magical Circles**

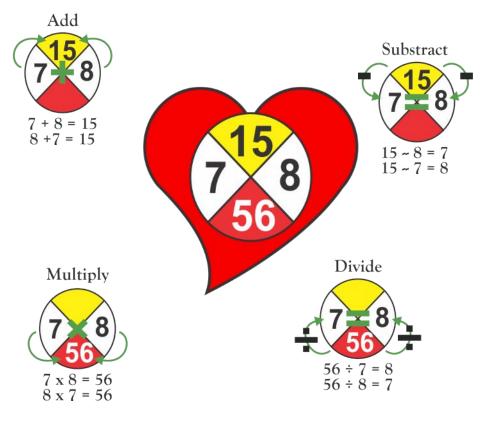
### Ludic and mnemonic method to master basic math facts

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# What is a Math Magical Circle? (MMC)

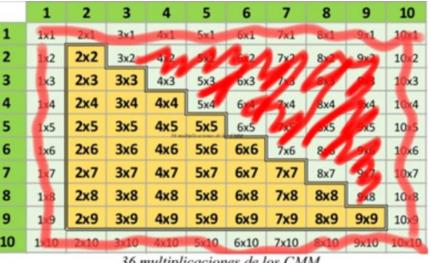
A MMC is an image or character with a circular shape and 4 numbers inside of it, where 2 additions, 2 substractions, 2 multiplications and 2 divisions can be interpreted.



## MMC are only 36

- Multiplication tables of 1 and 10 were supressed – a simple arithmetic rule can be taught to children.
- Commutative property is present (a 7x8 MMC exists but a 8x7 is not needed)



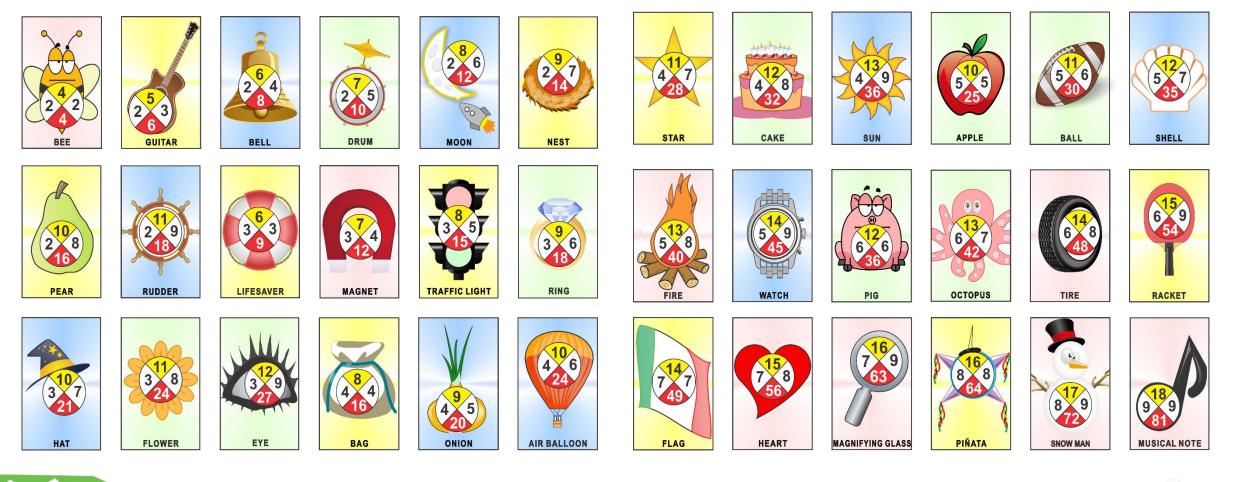


<sup>36</sup> multiplicaciones de los CMM



# The entire MMC's image collection

Every math fact has its own powerful and distinctive image to be remembered and not confused with any other image or math fact. This is an important thing: now, every math fact has its own personality and will not be confused with any other, ever again.





once.

# Mnemonics and ludic are the foundations

MMC method relies in mnemonics. While a picture or movie can be remembered for a long period of time, a phone number can be forgotten in 5 minutes, just because our brain struggles building a logic connection when numbers are involved, to recover or reconstruct the memory (data). Images, stories and phrases, are used by MMC to help children build all the mental connections needed to remember the picture and its numbers. By knowing how to read a MMC, 8 basic math operations are remembered all at



#### Mnemonic phrase example

"in 1,2,3 the 6 strings I shall play, and if I break one, 5 will remain" MMC relies on games. When playing MMC games, the wall between children and math is teared down. Repetitive tasks are performed (those needed to memorize), with no hesitation or boredom. Collaborative and integrated groups are built.



While playing, children take a "mental picture" of each MMC. Helped by images and stories, the infant brain builds its synaptic connections to save data (the whole MMC and its numbers).



## **3 Main games and 15 additional groupal activities**

(To set up study sessions)

With the MMC collection, teaching materials were designed to create 3 classic....

#### **Board games:**

- Bingo (in Mexico known as lottery)
- Memory game (the classic)
- Big head (flash cards)

... in every activity and game rule, fun and mnemonics are present.



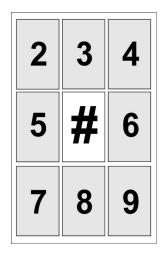


# **Bingo (Mexican lottery)**



#### Special features:

- Bingo game has 9 cardboards
- Every cardboard is a entire multiplication table
- Every carboard has 8 MMC (1xN or 10xN MMC do not exist)
- All MMC are ordered (see figure)
- Every MMC can be found in 2 cardboards
- Every cardboard has a short story to help memorization process (story technique)



Ordered pattern

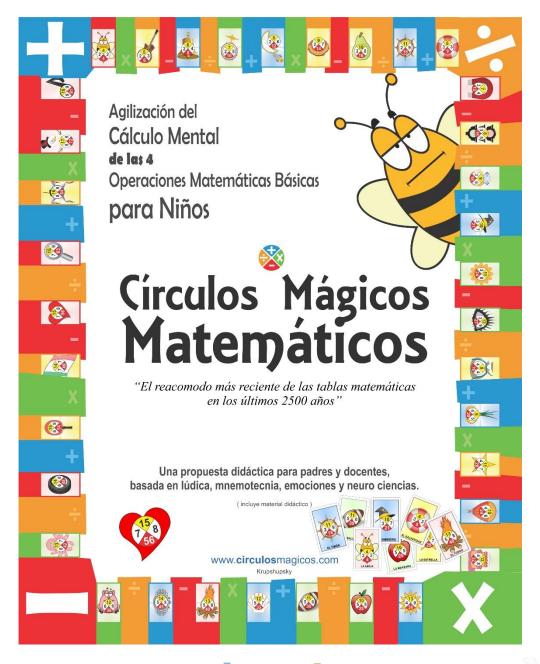




## **Teacher's book**

### Teacher's book contains:

- Method explanation
- 57 study sessions
- 15 games and activities explanations
- 9 short stories
- 1 student evaluation model





## Math and other skills

MMC method help children develop a variety of abilities and skills

#### Math

The main goal is to master math facts, but number recognition, counting, Major-Minor comparison, numerical series and pre algebraic knowledge can also be learned.

#### Memory and cognitive

Short, long, visual, auditory memory development; memory patterns develompment; improves attention, perception and concentration; visual and spatial processing and trains executive functions, among others

## MMC

### Motor and Kinesthetic Games and activities improves eyes and hands coordination;

eyes and hands coordination knowing body strength and movements; materials manipulation;

### Social

Games and activities help children develop several social skills needed to interact with partners. Taking turns, follow rules, group work, friendship, creativity, emotional intelligence, etc.

Language and Communication Stories and proposed activities teach new words and meanings, reading, writing, listening, comprehension. The next slide shows the results of an intervention in a 6th grade elementary school group



#### 6th Grade Group

#### 5 week intervention

Student	Diagnosis test	Final test	Difference	%
1	7	10	3.0	43%
2	7	9.5	2.5	36%
3	6	8	2.0	33%
4	5	9	4.0	80%
5	5	7	2.0	40%
6	9	9.5	0.5	6%
7	9	10	1.0	11%
8	8	10	2.0	25%
9	8	9.5	1.5	19%
10	6	8.5	2.5	42%
11	5	9	4.0	80%
12	7	10	3.0	43%
13	6	8	2.0	33%
14	3	7.5	4.5	150%
15	5	8	3.0	60%
16	5	8	3.0	60%
17	5	8	3.0	60%
18	4	7.5	3.5	88%
19	9	10	1.0	11%
20	2	7.5	5.5	275%
21	5	8	3.0	60%
22	9	9.5	0.5	6%
23	5	9	4.0	80%
24	8	9	1.0	13%
25	5	8	3.0	60%
26	6	8	2.0	33%
27	5	8	3.0	60%
28	7	9	2.0	29%
29	7	9.5	2.5	36%
30	6	9	3.0	50%
31	9.5	10	0.5	5%
32	3	8	5.0	167%
Average	6.1	8.7	2.6	56%

### Group intervention results

#### "Leo Sandoval" Elementary School - Hermosillo, México

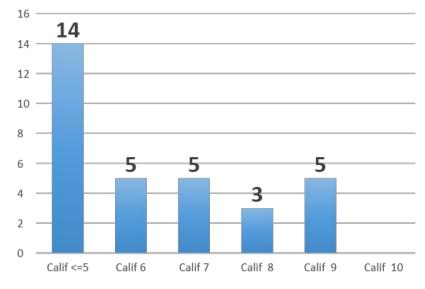
Tests results comparison before and after intervention with Math Magical Circles.

Study sessions frecuency: 20 minutos, 3 times a week.

In Mexico, grades are from 0 to 10, where 6 is the minimum approbatory grade.

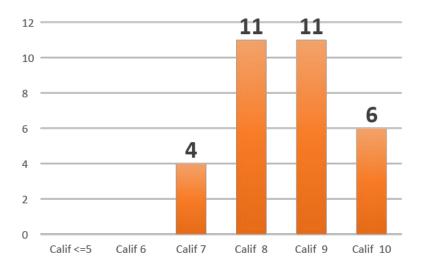
#### "Leo Sandoval" Elementary School

**Diagnostic Test Results** 

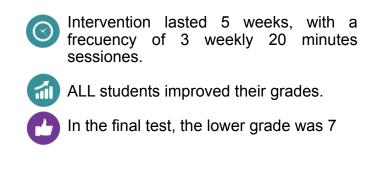


Students Grades Summary				
Test grade	Diagnosis	Final		
<=5	14	0		
6	5	0		
7	5	4		
8	3	11		
9	5	11		
10	0	6		
Students total	32	32		

#### "Leo Sandoval" Elementary School Final Test Results



#### Remarks





### More info...

Here is a video, with testimonies of authorities of the Secretary of Education of Sonora State (México), school directors, teachers, students and parents (February 2020) https://circulosmagicos.com/en/home/

There is a lot more info, pictures, reports, videos, testimonies and students test I can provide.

Please, feel free to contact me at: <u>krushus@circulosmagicos.com</u> <u>krushus@gmail.com</u> Whatsapp +52 (662) 200 1970

Thanks in advance for your time. Sincerely, Krupshupsky

