# **Teaching Proposal for Greek Primary School Mathematics** and **Geology**

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## **Abstract:**

This paper presents the KIDEDU (Play - Create - Learn) game launched at the University of Piraeus, aiming to provide an attractive means for students to cultivate mathematical competence. It is a teaching proposal for the six (6) grades of the Greek Primary School. The scientific team of the project is trying to make an innovation for the Greek Education and formulates a teaching proposal in this field. The proposal concerns "mathematics" and "geology" and how children 6-12 years old learn to use them in their daily life. The game-based teaching - guiding children to learn in a fun way and solve problems. The game was tested on 6-8 year olds. Then a questionnaire was distributed to the students and they responded to it. According to their responses, students prefer play-based teaching, they learn easily and enjoyably and learn more by playing. The aim is to extend it to all levels of education and make it the main teaching method for all students in schools. A demonstration of the game is provided.

## **Keywords:**

Digital game-based learning, distance learning, differentiated learning, guided discovery learning.