

Collaborative games to assess statistical literacy

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Abstract

In the field of Mathematics of Basic Education, the teaching of Statistics occupies an important place in the knowledge construction that allow the exercise of citizenship through a critical reading of the world. It is understood that children, from the earliest years at school, can develop statistical thinking and thus, be literate in Statistics. This thinking is present in Brazilian curricular guidelines, and in this context, it is essential to develop actions that contribute effectively in all aspects of the teaching learning process, from construction to evaluation of results. In this paper we present some results of a research that aims to develop resources to assess statistical literacy of students in the early years of Elementary School. We proposed four collaborative games that aims to help the teacher to identify if the child understood what is expected on the contents of Statistics according to the Brazilian curricular guidelines. The bar charts are covered in the games “A mouse's adventure” and “An adventure in medieval times”. The game “Hunt for the Probability Treasure” deals with the initial concepts of Probability. Finally, a collection of activities based on the story of Alice in Wonderland, focuses on combinatorial analysis.

Keywords: Statistics Education, Elementary School, Collaborative Games.

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