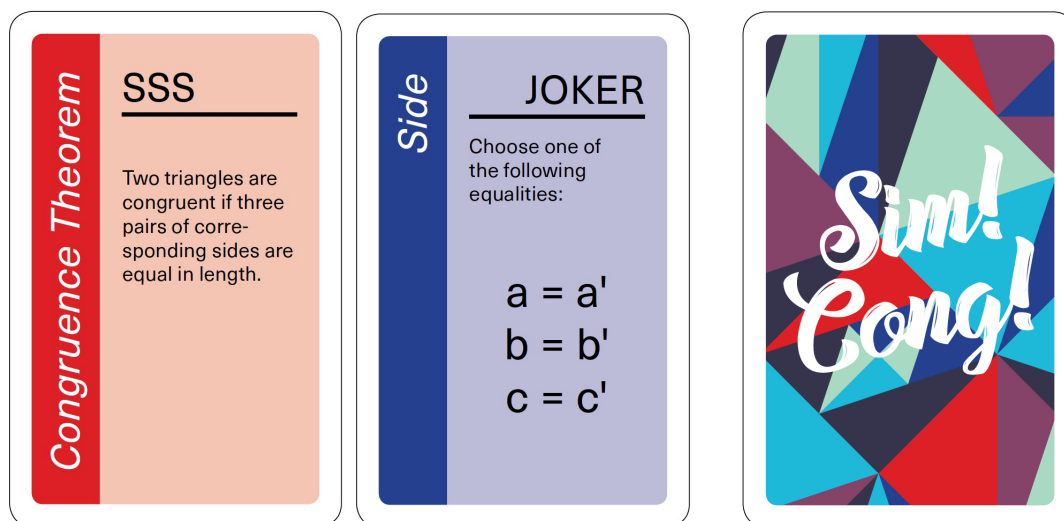


Sim!Cong! Mathematical Didactics Card Game about Triangles



Keywords:

Card game, Mathematical Didactics, Congruence/Similarity Theorems for triangles

TECHNOLOGY SUMMARY

Card game with 32 cards. The aim of the game is proving that two given triangles are congruent (or similar) by applying one Congruence (or Similarity) Theorem. The players have to collect assumption cards until they have sufficient information to apply the theorem.

ADVANTAGES

- Learning the various Congruence Theorems and Similarity Theorems for triangles.
- Learning that to apply a Theorem one needs all of its assumptions.
- Various combinations are possible to get all requested assumptions.

TECHNOLOGY AND IP STATUS

- Fully developed set of cards.
- Possibility of translation into any language.
- Possibility of playing online with a corresponding App.
- Card Design by *Claudia Eustergerling Design*, Luxembourg, 2018.

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