

Mathematical Quest as a Learning Activity

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Abstract: The article is devoted to the use of gaming technologies in teaching mathematics. As one of the modern forms of this activity, the use of a mathematical quest is proposed. The article discusses the features of using the quest in teaching mathematics.

Key Words: mathematical quest, game technology, live quests.

Mathematics is one of the hardest subjects to master. Many guys are afraid of her, they fail to understand some topics the first time, so they stop being interested in her. Observation showed that in the classroom, most often they start playing on the phone, get distracted, chatting on social networks. The teacher has a problem: how to interest the children and convince them to solve examples, first learn the necessary formulas and theoretical material.

Analyzing sources from the Internet on this issue, we can conclude that the problem of gambling during training sessions is very relevant all over the world. Playing on the phone or computer, the teenager seems to escape from reality, he becomes more interested in solving puzzles to free princesses or exploring ancient tombs, guessing the secret signs of ancient runes. In the game, overcoming a difficult level, a person feels successful, he, as it were, multiplies his skills, gains experience, he is pleased with himself, since he achieved this result on his own, he controls the situation. Computer games are very diverse: adventure, logic, strategy, arcades, quests and many others. For example, a quest is an adventure game based on exploring the world by solving various puzzles and tasks that require the player to use intellectual knowledge and apply logic.

When mastering mathematics, physics, chemistry, students also solve a large number of problems, master the section from simple examples to more complex ones. At the same time, you need to plan your learning activities as well as a computer game. It turns out that mathematics is a "set of quests", as a result of comprehending which, you can get very significant prizes: an "excellent" grade, a school certificate, points in the OGE, a diploma for a prize in the Olympiad, successfully passed the exam during the session.

One of the forms of interactive games in the educational process is the quest technology. "Quest" - translated from English means "targeted search." The history of the emergence of quests is associated with one of the genres of computer games, representing the control of the main character, who performs a problematic task in the form of puzzles, tasks that require mental effort. At the same time, the game may include ancient mathematical, entertaining, geometric, practical problems that need to be solved. The conditions of the game can be different: both teams and individual students can compete. The very term "quest" as an educational technology was used by University of San Diego professor Bernie Dodge in the sense of a search engine, which is designed to find a solution to the main task by passing intermediate stations where you need to complete the task in order to get the key, or go to the next station. Perhaps there is some similarity with the well-known games "by stations". Therefore, we highlight the main types of quests:

- at the venue: web quests, quests in the lesson format, quests in extracurricular activities;
- according to the form of organization: linear, assault, ring.

Linear quests involve the process of solving tasks one by one - sequentially, so that one stage opens up the opportunity to move on to the next stage. The assault quest includes the presence of a certain list of clues that allows you to make a choice. Finally, ring quests involve the participation of teams or individual participants from different points of the route, and completion - in solving the final problem.

The organization of the implementation of a mathematical quest as a game technology in a lesson can be represented as the following steps:

- didactic goals are set for students in the form of a game task, the solution of which allows you to open the "key", "cipher", find the treasure, the ability to move on to the next task;
- educational activity is subject to the rules of the quest: it can be "earning" conditional money, points, chips. Competitive activity is introduced, which contributes to the transition of didactic tasks to gaming ones;
- educational material is a means, and its successful assimilation is associated with the game result. The quest is a completely new form of both educational and entertainment programs that will allow children to fully immerse themselves in what is happening. In its form of organization - the quest refers to the type of travel. Competition, outdoors, street.

Consequently, the use of quests contributes to the education and development of personality traits that meet the requirements of the information society. "Live" quest is built on communicative interaction between players. Without communicating with other players, it is impossible to achieve individual goals, which stimulates communication and serves as a good way to rally the players. Live quests carry an element of competition, they contribute to the development of analytical skills. This is a game that simultaneously involves the intellect of the participants, their physical abilities and imagination. In the game, you need to show resourcefulness, train your own memory and attentiveness, show ingenuity and ingenuity.

Quests help students to do an excellent job with team formation, establish successful teamwork, feel and form mutual assistance, division of duties and interchangeability, and solve non-standard tasks very quickly.

Thus, the use of gaming technology in the form of a quest helps to prepare students for real life, the application of knowledge and skills in cognitive and practical activities, the formation of the ability to solve personally significant problems. Any quest technology is designed not only to improve the perception of, say, educational material or to contribute to the moral development of the child as a person, but also can stimulate the mental and moral development of children. In addition, at its core, such a technique has a double meaning, oddly enough, from two mutually exclusive rules: the search for the correct logical thinking and the use of non-standard methods to solve the problem.

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