## THE LESSON

Title: DEVELOPING LOGICAL SKILLS WITH THE HELP OF SUDOKU $\quad$ Date: $28^{\text {th }}$ of March, 2018

## Length of the Lesson: 30 minutes Teacher: Mr. Wimmer

Reading and writing numbers from 1 to 10 (including 0), adding single digit numbers with totals to 10, determining strategies to be used, solving problems and observing rules.

## LESSON OBJECTIVES

At the end of this lesson, students will be able to order, write and compare numbers from 1 to 9 . They should be able to combine 9 numbers between 1 and 9 , to identify missing numbers or to eliminate double ones. That means one learns to observe and apply mathematical rules

## GAME

Basic rules: in each grid, numbers from 1-9 must exist only one time. In each line, numbers from 1-9 must exist only one time. In each column, numbers from 1-9 must exist only one time. Duration of the game is unlimited. In competitions, the duration could be limited. This is why Sudoku can be a solitary game, as well as it can be played in competitions between two or more participants.

## TOOL: SYNOPSIS

Reading and writing numbers from 1 to 10 (including 0), adding single digit numbers with totals to 10 , determining strategies to be used, solving problems and observing rules.

## MATERIALS

Each player needs its own sheet of $3 \times 3$ small fields with a total of 81 fields (from Internet, special magazines, newspapers etc). The number of the prefilled ones may be smaller ( $2 \times 2$ small fields of a total of 16 ones), adapted for the beginners level (children, pupils etc).The Sudoku sheet should be already prepared (prefilled with different number combinations), because not every number combination is possible.

## OVERVIEW

This popular Japanese game is based on the logical placement of numbers.
French newspapers featured variations of the puzzles in the 19th century, and the puzzle has appeared since 1979 in puzzle books under the name Number Place.
However, the modern Sudoku only started to become mainstream in 1986 by the Japanese puzzle company Nikoli, under the name Sudoku, meaning "single number".
It first appeared in a US newspaper and then The Times (London) in 2004, from the efforts of Wayne Gould, who devised a computer program to rapidly produce distinct puzzles.



| Guided and freer <br> practice | Start to play . <br> At the beginning the teacher is a tutor and he will edit the worksheet together <br> with the students. Afterwards the students have to play alone. |  |
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| Free practice | Each participant will get his own work sheet and fill his Sudoku field. <br> When it is finished, the teacher will check the solution. In case of <br> difficulties, the teacher may help the pupil(s). It is important that all <br> students find the right combination of numbers from 1 to 9. |  |
| Self-evaluation or <br> Assignment | The teacher will assign a homework - to complete a full scale Sudoku <br> sheet. The teacher will check all the sheets during the next lesson. |  |
| Conclusion | The only way the game can be considered solved correctly is when all <br> of the 81 boxes contain numbers and the other rules have have been <br> followed. |  |

