

I have chose the geometry jeopardy game that I created as a piece of evidence to demonstrate my knowledge for standard six of the TRB. This game I created as part of a geometry unit that I taught for a grade three math class. This game was used as a form of closure and assessment for the unit. It was a fun way to engage the students and see what they have learnt from the lessons. From doing this lesson and creating the game I was able to gain the skills of integrating technology within the classroom. I also had the opportunity to explore another form of assessment that can be done in a fun way with students. This game also demonstrated my knowledge of the math curriculum for grade three. I feel that this is an important aspect as I continue to gain experience within my teaching career due to the fact that in order to successfully teach we as teachers have to have knowledge in the topic areas that we are teaching in order to effectively teach.