

Content Design

How does the **Numbers Up! *Volcanic Panic*** maths content relate to the New Zealand Mathematics Curriculum?

The Content Design process for the Numbers Up! Game has included an analysis of the national maths curriculum. The objectives outlined in the Number strand - Exploring Number and Exploring Computation and Estimation - have provided the design framework for the maths content within the game. Maths activities have been designed to help students attain specific curriculum objectives.

For easy reference, the Number strand objectives that have been addressed within the Content Structure Framework are presented in table form. These objectives are listed together with the Game Level at which the relevant content is found. This has also been cross-referenced with the “Numbers Up! Age”, which is the game level assigned as a nominal starting point for players when they enter their age.