



# UTS Prize Conditions of Award

## Matific Award for Maths Tech-Confidence (Theory)

### Faculty: Arts and Social Sciences

This document sets out the conditions of award for the below Prize ('Prize') as well as the obligations of recipients ('Recipient') and UTS in regards to this Prize. The administrative processes to support awarding this Prize will be managed, and may be amended, in accordance with UTS Rules, Policy and Procedures.

#### **1. PRIZE NAME: Matific Award for Maths Tech-Confidence (Theory)**

#### **2. PURPOSE**

The aim of the Matific Award for Maths Tech-Confidence is to encourage understanding of how technology and gamification can be used in primary schools to address maths anxiety and build maths confidence for both teachers and pupils.

The Prize offers third year (Maths Education 2) students the opportunity to receive a cash grant to support their studies.

#### **3. VALUE AND BENEFIT**

##### **3.1 Number of Recipients:**

- Usually one (1) new Recipient will be awarded each year.

##### **3.2 Benefit/s to Recipient:**

- The maximum value of the award is \$1,000 to each recipient.

##### **3.3 Payment of benefit/s:**

- The Recipient will receive one payment of \$1,000 by electronic funds transfer to their nominated bank account.

#### **4. ELIGIBILITY CRITERIA**

To be eligible for the Prize, a candidate must meet all of the following criteria:

- Be an Australian or New Zealand citizen, or the holder of an Australian permanent resident visa or permanent humanitarian visa; and
- Be enrolled in one of the following courses with a Primary or K-12 major:
  - Bachelor of Arts Bachelor of Education
  - Bachelor of Arts Bachelor of Education (Honours)
  - Bachelor of Education (Honours) in Primary Education
  - Bachelor of Education Bachelor of Arts in International Studies
  - Bachelor of Education in Primary Education
  - Bachelor of Education Bachelor of Arts in International Studies; and
- Have successfully completed 028239 Mathematics Education 1; and
- Submit a researched opinion piece on how technology and gamification can build maths confidence in primary school classrooms (for both the teachers and students).
- The submission can be in the form of a video-blog, written blog post, social media post or a technology-based form of communication.

- Submissions should reference:
  - a. Published research on maths technology and gamification to build maths confidence and reduce maths anxiety at primary school level.
  - b. An example of how you would use technology and gamification in the classroom to build confidence

#### **5. RECIPIENT SELECTION CRITERIA**

As evidenced by the submission:

- Research and reference of how technology and gamification can reduce maths anxiety and build maths confidence for teachers and primary school students
- Use of technology, presentation of submission and clear communication of ideas

#### **6. SELECTION**

The applications will also be reviewed by a Selection Committee chaired by the Co-ordinator, Primary and Secondary Mathematics Teacher Education Program (or their nominee), and will include a minimum of two other people with at least one UTS staff member, and may include the Donor or Donor's representative.

Determination of the Prize will be made using the above selection criteria. The Recipient(s) will be approved by the Chair of the Selection Committee and the Dean of the Faculty of Arts and Social Sciences.

#### **7. OTHER CONDITIONS**

N/A