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According to Dr Moloi, *Diketo* helps to concretise concepts such as linear equations and conceptualisations of independent and dependent variables. Circles visualised in *Diketo* can be arranged in such a way that they illustrate the area of the circle: $\text{gradient} = \frac{\text{change in } y}{\text{change in } x}$.

On the other hand, the game of *Morabaraba* (a board game similar to checkers), which is played by two players at a time with each having 12 tokens known as ‘cows’, allows for a simplified lesson on the area and perimeter of squares.

“The teacher can integrate geometry and algebra through the structural nature of *Morabaraba*, which may also help in simplifying concepts like probability and chance in data handling,” Dr Moloi said.

For further information visit: <http://www.ipedr.com/vol60/026-ICEMI2013-K10022.pdf>