World Flags

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Dyfalu pa faner	Guess which flag
Mae'r gweithgaredd hwn yn gweithio fel y gêm 'Guess Who'. Mae gan bob person ddetholiad o wrthrychau (yn yr achos hwn, baneri o wahanol wledydd y byd) a rhaid iddynt eistedd fel nad ydynt yn gallu gweld baneri ei gilydd. Caiff baner ei ddewis gan bob chwaraewr ac maent yn gofyn cwestiynau gan ddefnyddio iaith a syniadau mathemategol i ddileu baneri (mewn gwirionedd, dylai'r cwestiynau fod yn rhai 'Ie/Na') er mwyn ceisio dyfalu baner eu gwrthwynebydd. Gellid rhoi rhestr o eirfa fathemategol addas i ddysgwyr y gellid ei ddefnyddio mewn cwestiynau y byddant yn eu cynhyrchu.	This activity works like the game 'Guess Who'. Each person has a selection of objects (in this case flags from around the World) and must sit so that they cannot see each other's selection. A flag is chosen by each player and they ask questions using mathematical language and ideas to eliminate flags(the questions should really be 'Yes'/'No') in order to try to guess their opponent's flag. Learners could be provided with a list of appropriate mathematical vocabulary that could be used in questions that they generate.
Gallai hyn gynnwys:	**Vocabulary could include:**
cymesur/llinell cymesuredd... llinellau	symmetrical/line of symmetry…
fertigol/llorweddol/croeslinol/paralel /perpendicwlar	vertical/horizontal/diagonal/parallel /perpendicular lines
petryal/sgwâr/cylch/triongl a siapiau rheolaidd/afreolaidd	rectangle/square/circle/triangle and regular/irregular shapes
ongl sgwâr/ongl lem/ongl aflem	right angle/acute angle/obtuse angle
Pedagogeg mathemateg cyffredinol:	**General mathematics pedagogy:**
Mae gwrthrychau cudd y mae angen eu disgrifio drwy ddefnyddio iaith fathemategol yn helpu i ddatblygu geirfa.	Hidden objects that need to be described using mathematical language helps develop vocabulary.
Geirfa Mathemateg: GeirfaMathemategLlawlyfr.pdf GeirfaMat hemategLl	Mathematics Vocabulary: num_mathematics_vocabulary.pdf num_math ematics_vo
Gall defnyddio gwrthrychau sydd yn y 'byd go iawn' gefnogi plant wrth	

iddynt weld sut y gellir defnyddio mathemateg i'n helpu i ddadansoddi'r byd o'n cwmpas. Mae gorfod dyfeisio a gofyn cwestiynau er mwyn adnabod gwrthrych anhysbys yn cefnogi rhesymu rhesymegol.	Using objects that are in the 'real world' can support children in seeing how mathematics can be used to help us analyse the world around us. Having to devise and ask questions in order to identify an unknown object supports logical reasoning.