

IMPACT OF THE USE OF EDUCATIONAL TOY INNOVATIVE IN RAISING THE COLLECTION OF FACTS MULTIPLICATION TABLE OF STUDENTS AT THE PRIMARY LEVEL

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Abstract_ The research aims to identify the impact of the use of educational toy innovative in raising the collection of facts multiplication table of students at the primary level ; has been using the curriculum quasi-experimental , the sample was selected in a manner unintended strength (86) students from the elementary school , and the results showed no difference statistically significant between the mean scores of students in the two applications pre and post , and for the benefit of students in the post-test , and this shows the superiority of the research sample , suggesting that the difference reached a fundamental difference is caused by the use of the game 's innovative teaching multiplication facts to students. The researcher presented a number of recommendations , including: that the primary education in general by playing , and the use of educational games in the teaching of mathematics.

Keywords: innovative educational toy, multiplication facts, primary level.