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

FAIEZ ALI AL SAFWAN
Department of Education in the governorate of Al-Namas
Saudi Arabia

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.