



What's what FSKM

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UNBOXING FEELINGS:

MEASURING IPHONE
HAPPINESS THROUGH
SENTIMENT

INNOVATION COMPETITIONS:

GROWING CREATIVE
MINDS FROM PRIMARY
SCHOOL TO UNIVERSITY

LEARNING BY DOING:

ROBOTICS VERSUS
MICRO:BIT FOR STEM
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THE FUN SIDE OF MATH:

MAGIC TRICKS AND
PUZZLES



COLLABORATING FOR
SMARTER MOSQUES

How Chess
Sharpens Your
Mind and Math
Skills

BEYOND THE CLAIM
OF RANDOM
SAMPLING

MATH-ON-THE-GO

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EXECUTIVE SUMMARY

Mathematics is a fundamental subject that plays an important role in the intellectual development and logical thinking of students. However, many students continue to face challenges in mastering basic concepts, particularly in algebra and calculations. Therefore, a more interactive, enjoyable, and easy-to-understand teaching approach needs to be applied so that students become more interested and confident in learning this subject. In line with this, the "Math On-The-Go" program was organized as an initiative to help 166 students of SMK Bahau, particularly Form 4 students, to approach Mathematics more easily through practical and interactive activities. This program includes activities such as Interactive Algebra and the use of Scientific Calculator, which was specifically developed to simplify calculations. In addition, the participation of seven experienced facilitators from FSKM Kuala Pilah ensured direct guidance for students throughout the program. Through this program, students will be able to enhance their understanding of mathematical concepts, build self-confidence, and apply the knowledge learned in real-life situations more effectively.

INTRODUCTION

The Math On-The-Go program was designed to create a more engaging and meaningful learning experience for students. The main objectives are to introduce an interactive and enjoyable approach to Mathematics that sparks student interest in the subject, and to foster a conducive and collaborative learning environment. Through the guidance of experienced facilitators and hands-on activities, this program provides students with opportunities to explore mathematical concepts in a practical way, helping them build confidence, strengthen understanding, and develop a positive attitude towards Mathematics.

RESULTS/ACHIEVEMENTS

The Math On-The-Go program is a high-impact initiative aimed at enhancing students' understanding and interest in Mathematics through interactive approaches and the use of calculators. It also provides facilitators with opportunities to develop soft skills and gain valuable experience. Figure 1 illustrates the activities carried out during the program including hands-on learning sessions, interactive algebra exercises, and the application of the calculator to support students' learning.



Figure 1: Student and facilitator engagement

Moreover, this summarizes the students' satisfaction level with the workshop, measured using a Likert scale of 1-5 (1 = strongly disagree, 5 = strongly agree). Four dimensions were assessed:

- B1: Clear and easy-to-understand delivery
- B2: Activities help in understanding the topic
- B3: Appropriate time allocation
- B4: Comfortable and sufficient facilities

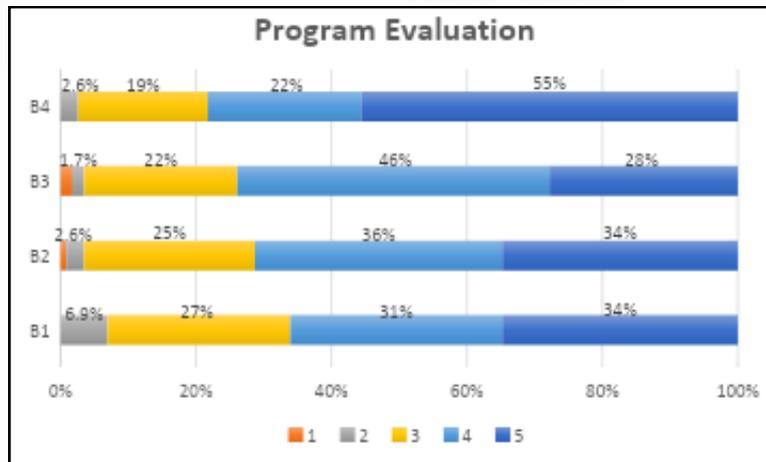


Figure 2: Program evaluation for Math-On-The-Go

As stated in Figure 2, participants' satisfaction was high across all aspects, with around 71-72% agreeing at the 4-5 scale. A total of 77% "strongly agreed" and "agreed" with the program facilities (B4), followed by 74% agreement on the 4-5 scale for time allocation (B3), while B2 showed 70% agreement on the effectiveness of program activities. The delivery of the speaker (B1) was satisfactory (65%) though there was minor room for improvement, as 7% rated it at the 1-2 scale. In conclusion, students agreed that the delivery was clear and easy to understand, the activities helped them grasp the topic, the time allocated was appropriate, and the facilities were comfortable and sufficient.

CONCLUSION

The evaluation shows that students were highly satisfied with the Math-On-The-Go program. Most participants agreed that the program provided clear delivery, useful activities, appropriate time allocation, and comfortable facilities. Although minor improvements are needed in presentation delivery, the results indicate that the program successfully achieved its objectives in creating an engaging and effective learning experience.