



# UTS Prize Conditions of Award

## Matific Award for Maths Technology (Practical)

### Faculty: Arts and Social Sciences

This document sets out the conditions of award for the below Prize ('Prize') as well as the obligations of recipients ('Recipient') and UTS in regards to this Prize. The administrative processes to support awarding this Prize will be managed, and may be amended, in accordance with UTS Rules, Policy and Procedures.

#### **1. PRIZE NAME: Matific Award for Maths Technology (Practical)**

#### **2. PURPOSE**

The aim of the Matific Award for Maths Technology (Practical) is to recognise engaging use of technology in the classroom whilst teaching Maths K-6 (during their Professional Experience).

The Prize offers senior Maths Primary Educator students the opportunity to receive a cash grant to support their final year of studies.

#### **3. VALUE AND BENEFIT**

##### **3.1 Number of Recipients:**

- Usually one (1) new Recipient will be awarded the Prize each year.

##### **3.2 Benefit/s to Recipient:**

- The maximum value of the prize is \$1,000 to each recipient.

##### **3.3 Payment of benefit/s:**

- The Recipient will receive one payment of \$1,000 by electronic funds transfer to their nominated bank account.

#### **4. ELIGIBILITY CRITERIA**

To be eligible for the Prize, a candidate must meet all of the following criteria:

- Be an Australian or New Zealand citizen, or the holder of an Australian permanent resident visa or permanent humanitarian visa; and
- Be enrolled in one of the following courses with a Primary or K-12 major:
  - Bachelor of Arts Bachelor of Education
  - Bachelor of Arts Bachelor of Education (Honours)
  - Bachelor of Education (Honours) in Primary Education
  - Bachelor of Education Bachelor of Arts in International Studies
  - Bachelor of Education in Primary Education
  - Bachelor of Education Bachelor of Arts in International Studies; and
- Must have completed their third or fourth year professional (primary school teaching) experience; and
- Include a submission highlighting how they have seen or used technology in the classroom to teach maths to primary school children
- The submission can be in the form of a video-blog, written blog post, social media post or a technology-based form of communication.
- Submissions should reference:
  - a. A real example of how they have used technology and gamification
  - b. How this has helped build confidence for students and/or teachers

- c. Recommendations and advice for integrating technology and gamification into primary school classrooms

## **5. RECIPIENT SELECTION CRITERIA**

As evidenced by the submission:

- Experience of using technology in the classroom to teach maths
- Understanding or insights into using technology for maths education
- Ideas on how to engage and inspire children with maths through the use of technology
- Use of technology, presentation of submission and clear communication of ideas

## **6. SELECTION**

The applicants will be interviewed by a Selection Committee chaired by the Co-ordinator, Primary and Secondary Mathematics Teacher Education Program (or their nominee), and will include a minimum of two other people with at least one UTS staff member, and may include the Donor or Donor's representative.

Determination of the Prize will be made using the above selection criteria. The Recipient(s) will be approved by the Chair of the Selection Committee and the Dean of the Faculty of Arts and Social Sciences.

## **7. OTHER CONDITIONS**

N/A