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**Class : JS 2**

**IF I COULD INVENT SOMETHING NEW**

In the words of Late Steve Jobs “Let’s go invent tomorrow rather than worrying about what happened yesterday.” If I could invent something new, it definitely would be to revolutionize our learning pattern with respect to merging the magic of mathematical numbers and the thrill of an adventure that will transform learning in a captivating approach towards discovery.

I want to invent a game application called **NAME** to aid learning mathematics. This invention promotes critical thinking, a sense of adventure towards learning, imagine a future where learning mathematics is designed to ignite the flames of curiosity, eliminate the shame of mediocrity and empower with confidence to outperform mathematical bully.

Why I am passionate about educative gaming technology, I have done some research and have seen that averagely only 27.31% of Nigerian students (both primary, secondary and tertiary) obtained between C6-A1, while 72.69% had D7-F9 from 1991-2017 (26years) in mathematics.

There is a need to invent a new method of learning as students, as parents, in schools, at home, etc to birth a better experience leveraging technology, Ed-tech precisely gaming application. Imagine solving your assignment, preparing for an examination as well as teaching pupils mathematics, using an adventurous approach. This can curb another aspect of academic bullying where students feels like mediocre to subject like maths that they are not interested in.

**NAME** will boost the interest of the majority that find mathematics scary. The problems that this invention fails to address is, those who don’t have smartphones won’t be able to play, unless it has a USSD code integration which will cost them money, another problem is that many people may keep playing the game and concentrate mainly on maths instead of looking at other subjects. Some of the causes why the remaining 72.69% in Nigeria fail maths is anxiety, fear of mathematics, inadequate qualified teachers, poor teaching methods, and over crowded classes.

The main features of this application will be challenging puzzle, interactive lessons, questions and answers, Student2Student (S2S), Team2Team (T2T) and other multiplayer functionalities that will help mastering of mathematical skills.

Users also earn points, badges, ranks, cash via leader-board while learning and growing. It is a learning and development application for all across different grades and age. This is an application that can aid learning in the nursery, primary, secondary and tertiary schools.

**NAME** is focusing on solving mathematical problems because maths is a globally accepted language. The potential benefits of this invention; it will foster critical thinking, problem solving.

This will make maths more interesting and fun with different levels like easy, normal and hard.

The future is to make life and livelihood seamless leveraging technology, this is why **NAME** is the invention for a new era. I hope to innovate this invention that is new, that is if I could invent **NAME**.

Thank You.