

# Diversity in STEM Teaching

Paula Los | De Albatros - Nestas primary school & Jan Scheele | Johan de Witt-gymnasium Dordrecht | The Netherlands

## Going LOCO

### Inspiration:

LOCO is the Dutch name for Tutor Systems i.e. a game originally helpful learning language and math. This game originates from Germany (Lük) and is known in a lot of countries. Mostly the title of the game is an acronym related to words like Learn, Order, Combine, Practise, Remember and Check.



### Advantages:

The LOCO box can be used for decades. A lot of material is already available via publishers and on the internet. LOCO has all the advantages a matching activity has like self-paced, independent, fun, self-correcting, clear feedback, increases confidence and quick.

### Disadvantages:

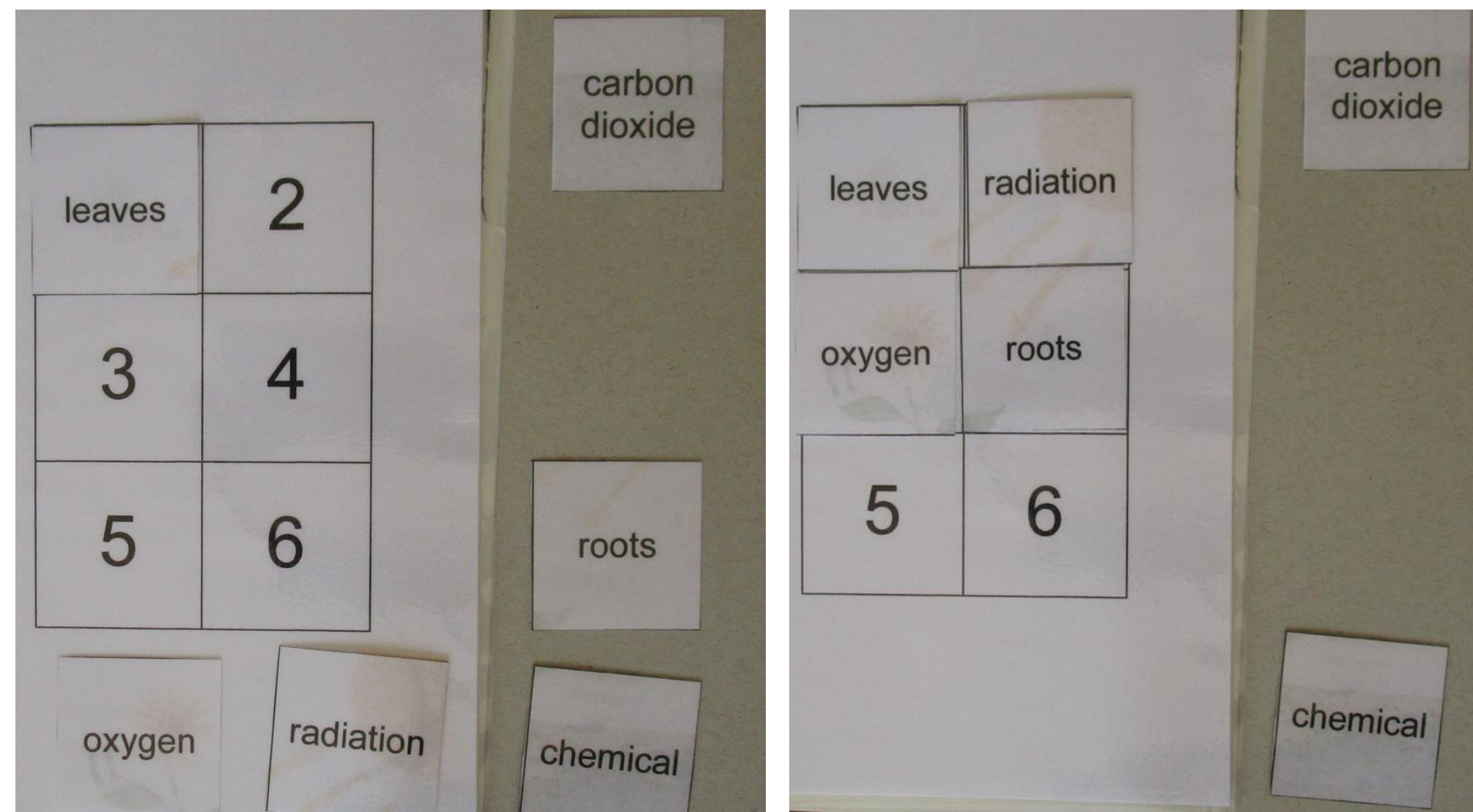
Each LOCO box costs 15 euro. Use is limited to sets of 12 and 24 questions. Questions and answers are both numbers.

Matching activities normally stimulate learning. Using a sheet/tray pupils and teachers can inspect results faster. If a picture is displayed on the back students can easily check their answers and become engaged to the exercise even more.

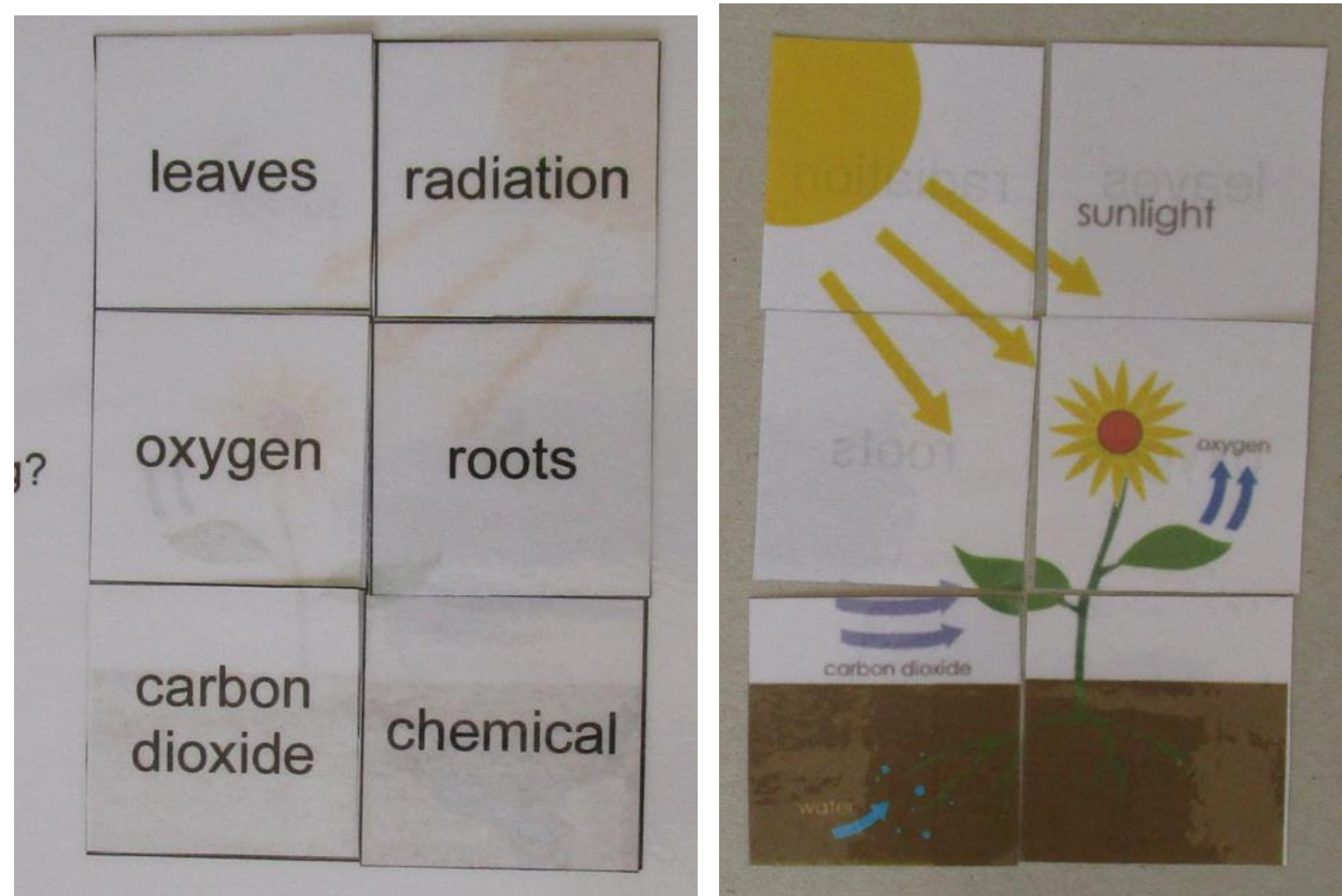
### An example:

1. Where in the plants are chloroplasts found?
2. What type of energy is needed for photosynthesis?
3. What substance is produced by plants during photosynthesis?
4. Where in the plant does it absorb water?
5. What substance is produced when burning plants?
6. What type of energy is produced by photosynthesis?

### Place the selected answers on the sheet:



### Turn over when finished to check answers:



**For all levels and subjects!**  
**Applicable in all languages.**