The Learning Benefits:
When students create their own math problems, they connect new concepts to prior background knowledge and lived experiences. Student-generated problems apply both conceptual and procedural knowledge. Moreover, the creative process inherently promotes metacognition.

Implementation Use Case:

*Math Puzzle Maker* is a student-generated problem-making activity that is part of the Speak Agent Math platform. It enables students to create interactive word or number problems with teacher guidance. After a one-click approval, each math "puzzle" is randomly assigned to a classmate. She or he solves the puzzle and compares solutions with its creator.

**Favorite Teacher Feature**

*Math Puzzle Maker* stores the student-generated problems and solutions in a digital portfolio to provide evidence of learning.

**Distance Learning Tips**

- Use activities like *Math Puzzle Maker* to create an authentic purpose that will keep students motivated and engaged.
- Provide safe, positive Math Communication opportunities.
- Problem creation and solution do not require real-time chat, so you can avoid such distractions.
- Random problem assignments can mitigate social pressure and bias, fostering deeper learning.

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