1st hour

Arne very quickly became interested and occupied with the games and drawing materials we brought. He seemed to enjoy all the games, first starting with Set under the ‘matching’ category, he played for a short while, was prompted to talk whilst he played but didn’t exactly follow along. It was easy enough for him to play with no explanation but this was because he had played before.

Arne seemed to talk way more than last time, he was kept very busy and chatted in both Dutch and English (as well as morse code…)

Arne was again extremely quick at recognizing patterns, for example with connecting the coloured dots we brought with numbers and using them for calculations- no explanation was needed once an equation was drawn with them, he just solved it.

The second game introduced was the math building blocks. This one took some time for Arne to not necessarily understand, but to become interested in. He seemed to know what to do but chose not to do the exact challenge (“Only use these blocks”). However he did ask politely and in English if he could have another of a certain block, and once he was given more creative freedom to create equations of his own- with prompts and suggestions rather than a ‘question-needs-answer’ style of play, he enjoyed this game and came back to it from time to time during the meeting.

The third game introduced was also under the ‘matching’ category, the Loco examples printed. Arne solved these quickly and seemed to enjoy them also. He asked if there were more when they were finished. Daniel remarked that sometimes when Arne is doing homework or school work and knows that the answer is for example at the bottom of the page or on the other side of the page, he often struggles with the fact that he could just turn it over to look at the answer. He remarked that from Arne’s perspective it’s not cheating- it’s just a more efficient way of solving the puzzle. It was noticed during Loco that Arne was looking at the pattern on the back of the blocks- but not using it as a more efficient way- it was more as if he was double-checking/self-assessing each time. Both Loco sheets were very different, with one being multiplication of decimals, and the other being a top-down view and then a more isometric view, and the matching structures have to be correctly paired with each other. Arne did not need any explanation regarding the actual activity/math/geometry problems, but was prompted in how to use the tiles. He is very good at picking up on games quickly. The fourth game, was not used due to it’s complexity.

2nd hour

Arne stims to soothe himself. Before he used to count really rapidly with his fingers but thanks to the center he goes to and the tools they have provided he does it less. In the interview the father notices that he was blowing his fingers when he was focused. Something he has not done before the meetings with us in the university.

Daniel remarks that everything he plays with he relates it with mathematics. For example when they tried to introduce him to cars he sorted them by colour or made numbers and letters with them.

We asked what types of games are more invested in. Daniel mentioned he loves games with structure like Qwirkle and likes counting points. Other games like exploding kittens that have to do more with luck than strategy he will sometimes just play randomly. Daniel explained that thanks to the daycare Arne learned that losing is not bad and changed his mindset. He also mentioned games like lego where he follows the instructions perfectly but will not build independently. He would use the sandbox to write math equations rather than constructing castles.

Still the most concerning challenge is communication.He does like playing games with his family. The routine is not a problem for the family as Arne takes the schedule really good not questioning the timings.

Regarding food Arne does not have any preference in taste but rather in texture. When he was smaller he really preferred crunchy things like cookies and did not like soft or mushy foods.

Music interests him only when it is math related, he does not try to play songs, but rather m rhythms or watch math videos with music.

When we mentioned the archiving of his artwork Daniel said that Arne´s mother already has a space for archiving but it is getting smaller each year as Arne makes a lot of content all day long. Daniel liked the idea of an archiving method. He also mentioned that Arne really liked to make pixel art on his computer. But he does not like to save it when he is done. He even gets angry when his parents try to save it.