

Visual Mathematics And Cyberlearning Mathematics Education In The Digital Era

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This meta-conceptual analysis of the variety of perspectives on visual mathematics and cyberlearning presented in different chapters of the volume is conducted through the lenses of the Activity Theory and Affordance Theory thus allowing for comprehensive connections of affordances of computational tools to the new structures of activity system in the digital era that make mathematics learning collaborative and self-directed, and increase opportunities of democratization, emergence of ...

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This first book in the series will describe the Net Generation as visual learners who thrive when surrounded with new technologies and whose needs can be met with the technological innovations. These new learners seek novel ways of studying, such as collaborating with peers, multitasking, as well as use of multimedia, the Internet, and other Information and Communication Technologies. Here we present mathematics as a contemporary subject that is engaging, exciting and enlightening in new ways. For example, in the distributed environment of cyber space, mathematics learners play games, watch presentations on YouTube, create Java applets of mathematics simulations and exchange thoughts over the Instant Messaging tool. How should mathematics education resonate with these learners and technological novelties that excite them?

This book contributes to both mathematical problem solving and the communication of mathematics by students, and the role of personal and home technologies in learning beyond school. It does this by reporting on major results and implications of the Problem@Web project that investigated youngsters' mathematical problem solving and, in particular, their use of digital technologies in tackling, and communicating the results of their problem solving, in environments beyond school. The book has two focuses: Mathematical problem solving skills and strategies, forms of representing and expressing mathematical thinking, technological-based solutions; and students' and teachers' perspectives on mathematics learning, especially school compared to beyond-school mathematics.

This volume traces back the history of interaction between the "computational" or "algorithmic" aspects of elementary mathematics and mathematics education throughout ages. More specifically, the examples of mathematical practices analyzed by the historians of mathematics and mathematics education who authored the chapters in the present collection show that the development (and, in some cases, decline) of counting devices and related computational practices needs to be considered within a particular context to which they arguably belonged, namely, the context of mathematics instruction; in their contributions the authors also explore the role that the instruments played in formation of didactical approaches in various mathematical traditions, stretching from Ancient Mesopotamia to the 20th century Europe and North America.

THIS BOOK IS AVAILABLE AS OPEN ACCESS BOOK ON SPRINGERLINK This open access book is the product of ICMI Study 22 Task Design in Mathematics Education. The study offers a state-of-the-art summary of relevant research and goes beyond that to develop new insights and new areas of knowledge and study about task design. The authors represent a wide range of countries and cultures and are leading researchers, teachers and designers. In particular, the authors develop explicit understandings of the opportunities and difficulties involved in designing and implementing tasks and of the interfaces between the teaching, researching and designing roles - recognising that these might be undertaken by the same person or by completely separate teams. Tasks generate the activity through which learners meet mathematical concepts, ideas, strategies and learn to use and develop mathematical thinking and modes of enquiry. Teaching includes the selection, modification, design, sequencing, installation, observation and evaluation of tasks. The book illustrates how task design is core to effective teaching, whether the task is a complex, extended, investigation or a small part of a lesson; whether it is part of a curriculum system, such as a textbook, or promotes free standing activity; whether the task comes from published source or is devised by the teacher or the student.

This survey addresses the use of technology in upper secondary mathematics education from four points of view: theoretical analysis of epistemological and cognitive aspects of activity in new technology mediated learning environments, the changes brought by technology in the interactions between environment, students and teachers, the interrelations between mathematical activities and technology, skills and competencies that must be developed in teacher education. Research shows that the use of some technologies may deeply change the solving processes and contribute to impact the learning processes. The questions are which technologies to choose for which purposes, and how to integrate them, so as to maximize all students' agency. In particular the role of the teacher in classrooms and the content of teacher education programs are critical for taking full advantage of technology in teaching practice.

Online education has become a major component of higher education worldwide. In mathematics and statistics courses, there exists a number of challenges

that are unique to the teaching and learning of mathematics and statistics in an online environment. These challenges are deeply connected to already existing difficulties related to math anxiety, conceptual understanding of mathematical ideas, communicating mathematically, and the appropriate use of technology. Teaching and Learning Mathematics Online bridges these issues by presenting meaningful and practical solutions for teaching mathematics and statistics online. It focuses on the problems observed by mathematics instructors currently working in the field who strive to hone their craft and share best practices with our professional community. The book provides a set of standard practices, improving the quality of online teaching and the learning of mathematics. Instructors will benefit from learning new techniques and approaches to delivering content. Features Based on the experiences of working educators in the field Assimilates the latest technology developments for interactive distance education Focuses on mathematical education for developing early mathematics courses

This volume provides new insights on creativity while focusing on innovative methodological approaches in research and practice of integrating technological tools and environments in mathematics teaching and learning. This work is being built on the discussions at the mini-symposium on Creativity and Technology at the International Conference on Mathematical Creativity and Giftedness (ICMCG) in Denver, USA (2014), and other contributions to the topic. The book emphasizes a diversity of views, a variety of contexts, angles and cultures of thought, as well as mathematical and educational practices. The authors of each chapter explore the potential of technology to foster creative and divergent mathematical thinking, problem solving and problem posing, creative use of dynamic, multimodal and interactive software by teachers and learners, as well as other digital media and tools while widening and enriching transdisciplinary and interdisciplinary connections in mathematics classroom. Along with ground-breaking innovative approaches, the book aims to provide researchers and practitioners with new paths for diversification of opportunities for all students to become more creative and innovative mathematics learners. A framework for dynamic learning conditions of leveraging mathematical creativity with technology is an outcome of the book as well.

This book presents the important role of mathematics in the teaching of financial education. Through a conceptualization of financial numeracy as a social practice, it focuses on the teaching practices, resources, and needs of secondary mathematics teachers (grades 7-12) to incorporate financial concepts in their classes. The editors and authors bring forth a novel perspective regarding mathematics education in the digital era. By focusing on financial numeracy, a key component of skills required in the digital era, they discuss important issues related to the teaching and learning of mathematics and finance. In contrary to most research in the field of financial education coming from scholars in areas such as business, accounting, management and economics, this book introduces the contribution of researchers from the field of education to the debate. The book appeals to an international audience composed of researchers, stakeholders, policymakers, teachers, and teacher educators.

Digital games offer enormous potential for learning and engagement in mathematics ideas and processes. This volume offers multidisciplinary perspectives—of educators, cognitive scientists, psychologists and sociologists—on how digital games influence the social activities and mathematical ideas of learners/gamers. Contributing authors identify opportunities for broadening current understandings of how mathematical ideas are fostered (and embedded) within digital game environments. In particular, the volume advocates for new and different ways of thinking about mathematics in our digital age—proposing that these mathematical ideas and numeracy practices are distinct from new literacies or multiliteracies. The authors acknowledge that the promise of digital games has not always been realised/fulfilled. There is emerging, and considerable, evidence to suggest that traditional discipline boundaries restrict opportunities for mathematical learning. Throughout the book, what constitutes mathematics learnings and pedagogy is contested. Multidisciplinary viewpoints are used to describe and understand the potential of digital games for learning mathematics and identify current tensions within the field. Mathematics learning is defined as being about problem solving; engagement in mathematical ideas and processes; and social engagement. The artefact, which is the game, shapes the ways in which the gamers engage with the social activity of gaming. In parallel, the book (as a textual artefact) will be supported by Springer's online platform—allowing for video and digital communication (including links to relevant websites) to be used as supplementary material and establish a dynamic communication space.

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