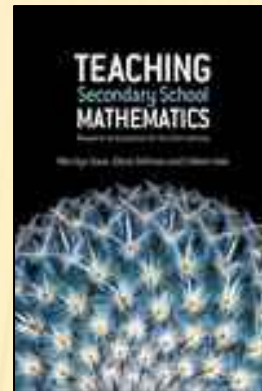


TEXT: TEACHING SECONDARY SCHOOL MATHEMATICS

Authors:

Merrilyn Goos



Gloria Stillman

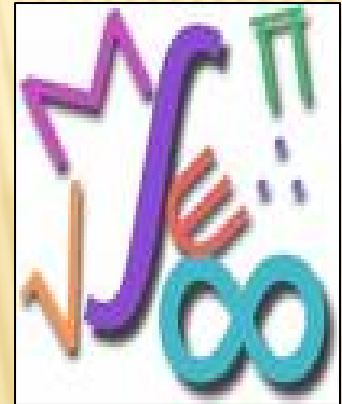


Colleen Vale



TEXT OUTLINE

- ✖ PART 1 Introduction
- ✖ PART 2 Math Pedagogy, Curriculum, Assessment
- ✖ PART 3 Teaching and Learning Math Content
- ✖ PART 4 Equity and Diversity in Math Education
- ✖ PART 5 Professional and Community Engagement



CHAPTER 2 OUTLINE

- ✖ (1) Understanding in mathematics
- ✖ (2) Learning theories
- ✖ (3) Mathematical thinking
- ✖ (4) Role of the teacher in creating a culture of mathematical inquiry

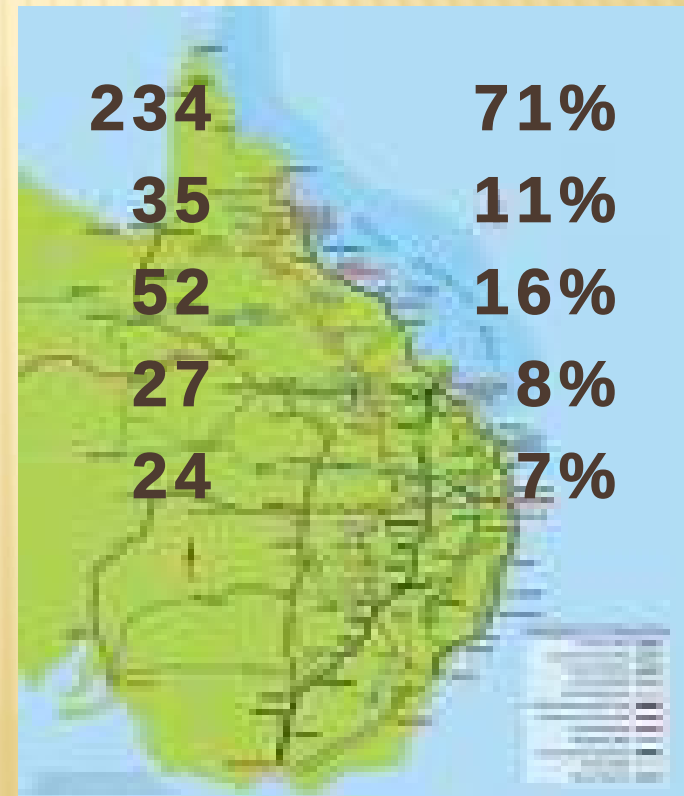


(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

✖ Students associated understanding with...

- ✓ **GETTING CORRECT ANSWER**
- ✓ **Feel confident or interested**
- ✓ **Knowing why, making sense**
- ✓ **Being able to apply elsewhere**
- ✓ **EXPLAIN TO SOMEONE ELSE**

Table 2.1 page 23



(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

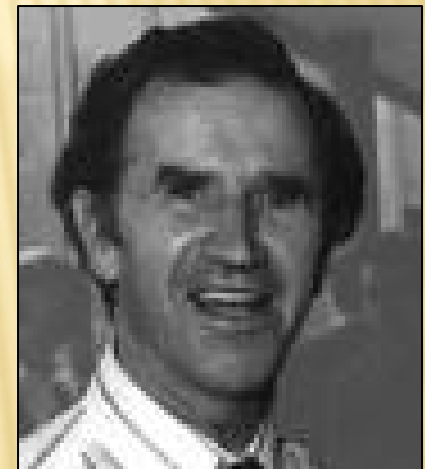
✗ 2 different kinds of MATHEMATICAL UNDERSTANDING :

✗ Instrumental Understanding

-knowing WHAT to do to solve a problem

✗ Relational Understanding

-knowing WHAT to do and WHY you're doing it



Richard R. Skemp



(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

✗ 4 different kinds of MATHEMATICAL UNDERSTANDING

(1) knowing that (stating something);

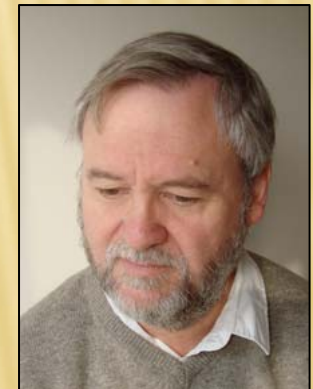
EX1: the sum of interior angles of triangle is

(2) knowing how (doing something); *EX2: measure angles*

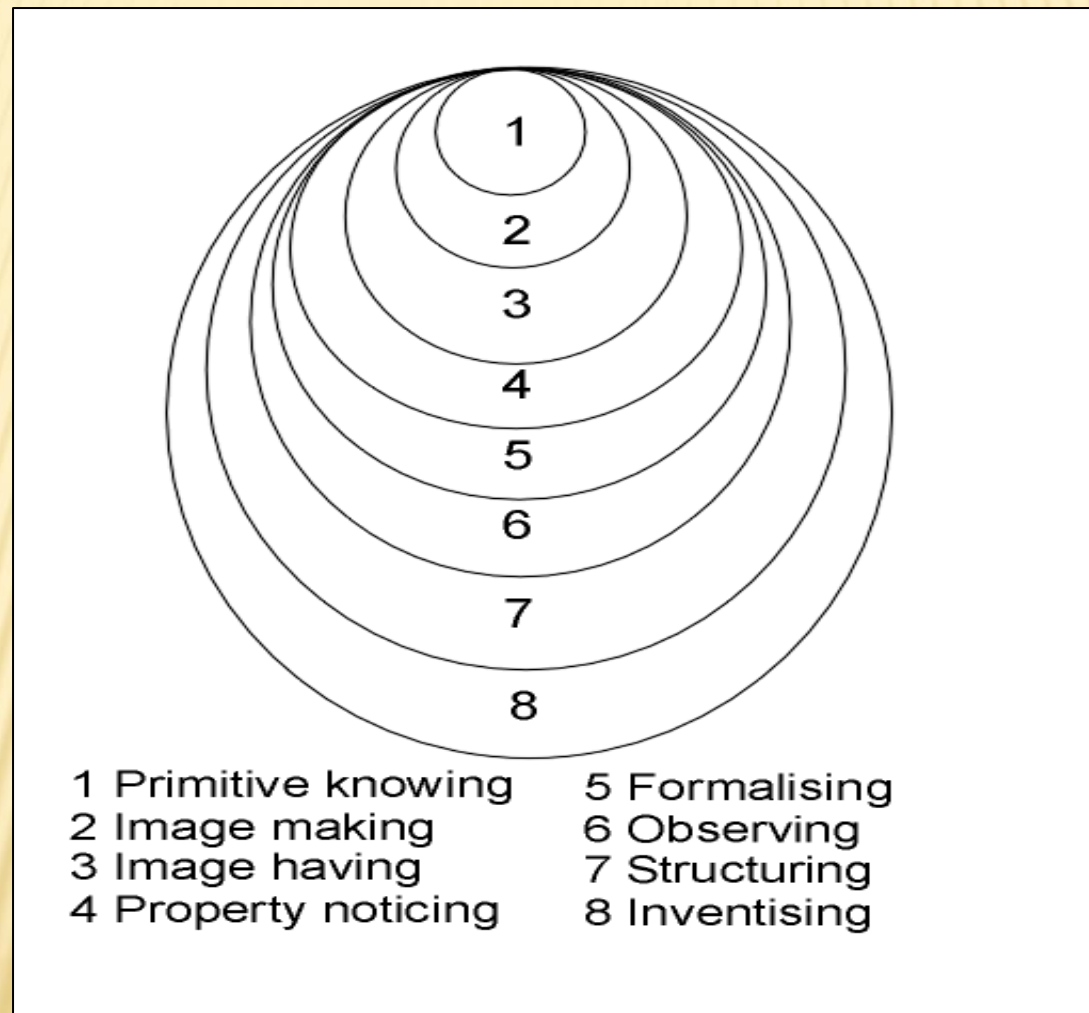
(3) knowing why (explaining or proving something); *EX1*

(4) knowing to (as in recognizing the opportunity when to use a mathematical idea in working on a problem)

EX3: the sum of interior angles of a n -polygon is



(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?



Pirie-Kieren theory of mathematical understanding

(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

- (1) PRIMITIVE KNOWING (where I am): starting point
- (2) IMAGE MAKING: learners use previous knowledge
- (3) IMAGE HAVING: mental construction of problem without moving physical objects
- (4) PROPERTY NOTICING: combine aspects of several properties
- (5) FORMALIZING: learner abstracts a quality from the previous image
- (6) OBSERVING: reflecting on and coordinating theorems
- (7) STRUCTURING: develop a theory about the problem
- (8) INVENTISING: breaking away from existing understanding and creating new ideas

(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

- ✗ School mathematics vs. Inquiry mathematics
(Procedure) vs. (Understanding)
- ✗ Students often make mistakes when they follow procedure without basic understanding
- ✗ “errors are based on systematic *rules* which are usually distortions of sound procedures”
(T. Perso, 1992)

(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?

School mathematics
(Procedure)

vs.
vs.

Inquiry mathematics
(Understanding)

$$\begin{array}{rclcl}
 2X & + & Y & = & 10 \\
 X & - & Y & = & 2 \\
 \hline
 X & & & = & 8
 \end{array}
 \quad \text{(incorrect)}$$

Student subtracted the equations, should have added them

$$\begin{array}{rclcl}
 2X & + & Y & = & 10 \\
 X & - & Y & = & 2 \\
 \hline
 3X & & & = & 12
 \end{array}
 \quad (X=4, Y=2)$$



Conclusion: students shouldn't aim to reproduce procedures without understanding why they work. It leads to flawed logic.

(1) HOW DO YOU KNOW WHEN YOU UNDERSTAND SOMETHING IN MATH?



Amber Hill

Phoenix Park

Jo Boaler

- | | | |
|---|------------------------------|--------------------------------|
| × | School mathematics culture | Inquiry mathematics culture |
| × | Instrumental Understanding | Relational Understanding |
| × | Traditional teaching methods | Progressive, open-ended |
| × | Not helped by formal tests | Flexible and adaptive thinkers |
| × | Knowing what to, how to | Knowing when to, why to |

(2) TWO THEORIES OF LEARNING (CONSTRUCTIVISM AND SOCIO-CULTURAL PERSPECTIVES)

CONSTRUCTIVISM

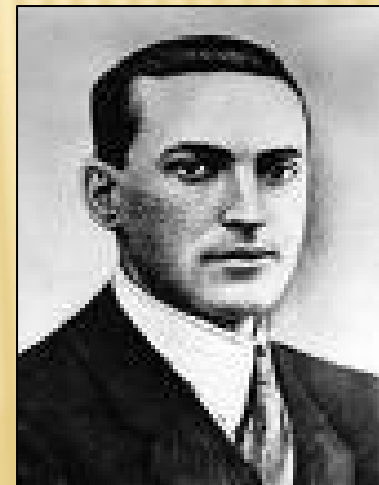
- ✗ Gives priority to individual construction of mathematical understanding
- ✗ Sees social interaction as a source of cognitive conflict that brings about learning through reorganization of mental structures
- ✗ Students actively construct knowledge by connecting prior information with new information gained through interactions with the world



Jean Piaget

(2) TWO THEORIES OF LEARNING (CONSTRUCTIVISM AND SOCIO-CULTURAL PERSPECTIVES)

- ✗ Vygotsky's socio-cultural perspective of learning says that individual cognition has its origins in social interaction (importance of language, culture, traditions)
- ✗ Memory and reasoning appear first between people as social processes, then within an individual as internal mental processes
- ✗ ZPD: “zone of proximal development”
- ✗ Scaffolding
- ✗ Collaborative group work



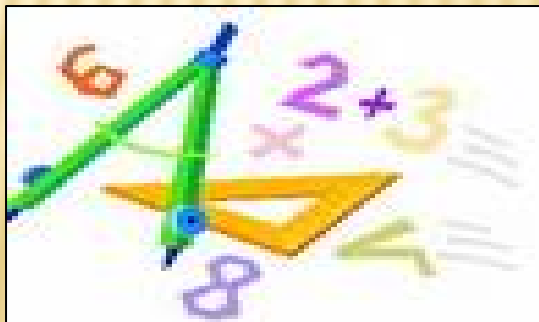
Lev Vygotsky

(2) TWO THEORIES OF LEARNING (CONSTRUCTIVISM AND SOCIO-CULTURAL PERSPECTIVES)

SOCIO-CULTURAL PERSPECTIVES

✖ Table 2.4 (page 39 of text) Teacher **scaffolding questions** during a problem-solving exercise

<u>Getting started</u>	<u>While students working</u>	<u>After students finished</u>
What are important ideas?	Tell me what you are doing	Have you answered question?
Can you rephrase problem?	Why did you think of that?	Have you considered all cases?
What are you asked to find?	Why are you doing this?	Have you checked your answer?
What information is given?	What will you do with the result?	Can you explain your answer?
Seen problem like this before?	Why is that idea better than this?	Another way to solve problem?



(2) TWO THEORIES OF LEARNING (CONSTRUCTIVISM AND SOCIO-CULTURAL PERSPECTIVES)

A classroom scenario:

- ✗ First attempt was to offer simple examples to students (unsuccessful)
- ✗ Second attempt was to try a **practical activity** where students worked out for themselves the properties of equilateral and isosceles triangles using ruler and compass
- ✗ Successful approach because students:
 - learned by doing
 - developed increased expectations
 - wanted to understand
 - explained to each other
 - asked questions
 - co-operated



(2) Brunner's stages of representation in learning

- ✗ enactive
- ✗ iconic
- ✗ symbolic

Use of manipulatives, hands-on approach in teaching math prior to formalization and theoretical presentation.



(2) Van Hiele model in learning geometry

- ✗ Visualization (shape recognition, identification)
- ✗ Analysis (attributes and properties of shape)
- ✗ Informal deduction (compare and classify shapes, simple proofs)
- ✗ Deduction (proofs of theorems from postulates)
- ✗ Rigor (abstract, proof-oriented reasoning)

Two persons who reason at different levels cannot understand each other.



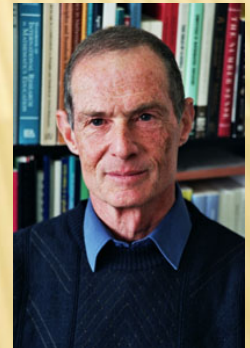
(3) MATHEMATICAL THINKING

3 categories of student thinking

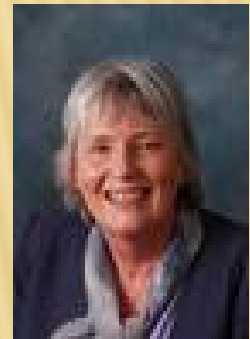
(a) recognizing realizing that a known mathematical procedure applies in a new situation

(b) building with using several previously known mathematical procedures to solve unfamiliar problems

(c) constructing selecting previously known strategies and ideas to integrate when solving a challenging problem



Tom Dreyfus



Gaye Williams

(3) MATHEMATICAL THINKING

Complexity of thinking

Examples of thinking

✗ Recognizing

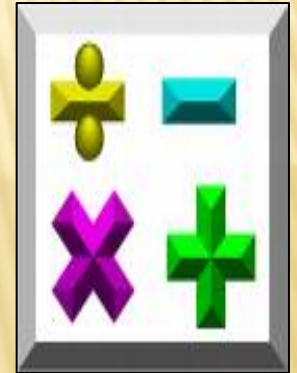
Recognizing that a problem involving circles could involve certain formulas

✗ Building with

Searching for patterns, alternative solutions

✗ Constructing

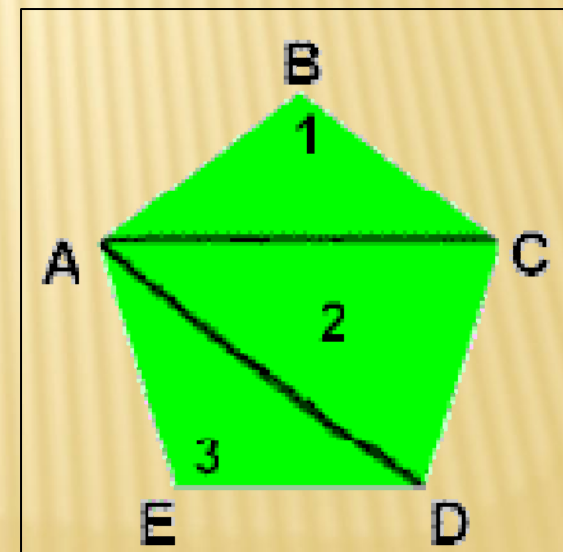
Continually checking for inconsistencies



(3) MATHEMATICAL THINKING

Example involving angles in polygons

- ✗ Students were given a page containing several polygons having 3 to 10 sides
- ✗ Objective: join pieces together to find the sum of all angles for each polygon
- ✗ This involves the 3 levels of thinking :
 - recognizing the sum of angles for a triangle is 180
 - building a figure out of the pieces
 - constructing a table and a theory



pentagon

(3) MATHEMATICAL THINKING

“reasoning” and “problem solving”

Table 2.3 (Representation of process aspects of mathematics in curriculum materials)

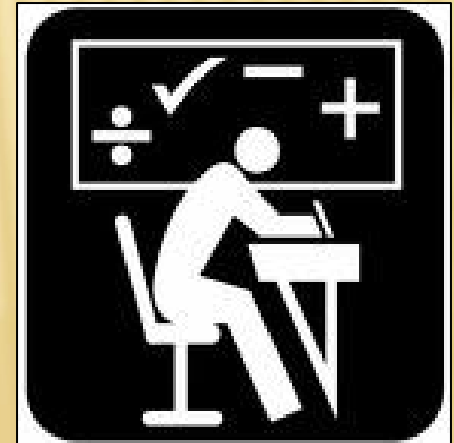
✗ National Profile (Australia)	Investigating, conjecturing, applying, verifying (/reasoning) Using problem solving strategies Using mathematical language Working in context
✗ NCTM Principles and Standards (USA)	Problem solving Reasoning and proof Communication Connections Representation
✗ National Curriculum (UK)	Problem solving Reasoning Communicating



(3) MATHEMATICAL THINKING

Mathematical reasoning

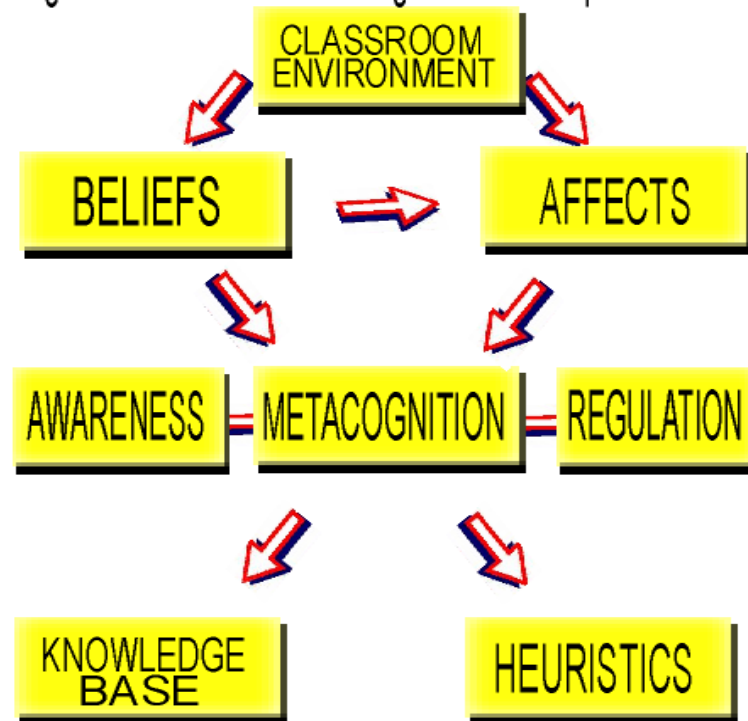
- ✖ Involves making, evaluating and investigating conjectures and guesses
- ✖ Also involves explanation and justification for steps that a student takes



(3) MATHEMATICAL THINKING

- ✗ Mathematical problem solving
- ✗ Figure 2.3 (Factors contributing to successful problem solving)

Figure 2.3: Factors contributing to successful problem solving



(3) G. Polya “How to solve it ?”

Steps in problem solving:

- × understand the problem.
- × make a plan.
- × *carry out the plan.*
- × look back on your work.



Check for consistency. Is there a better/another solution?

(4) ROLE OF THE TEACHER IN CREATING A CULTURE OF MATHEMATICAL INQUIRY

- ✗ Teachers should try to “create a classroom community of inquiry”.

- ✗ **KEY ELEMENTS OF THE TEACHER’S ROLE ARE:**

- (1) modeling mathematical thinking

- (2) asking questions that “scaffold” students’ thinking

- (3) structuring students’ social interactions

- (4) connecting students’ developing ideas to mathematical language and symbolism

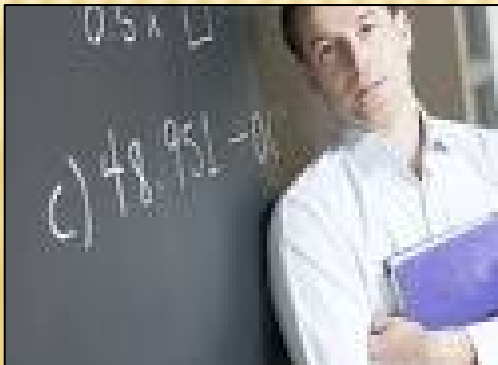


(4) ROLE OF THE TEACHER IN CREATING A CULTURE OF MATHEMATICAL INQUIRY

Characteristics of a classroom community of mathematical inquiry:

(Table 2.6 page 44)

Dimension	Change
Questioning	Shift from teacher to student as questioner
Explaining mathematical thinking	Teacher asks more probing questions
Source of mathematical Ideas	Shift from teacher as source of all ideas; use students' errors as a learning tool
Responsibility for learning	Students increasingly take this responsibility; self-regulation and self-evaluation



REVIEW OF CHAPTER 2

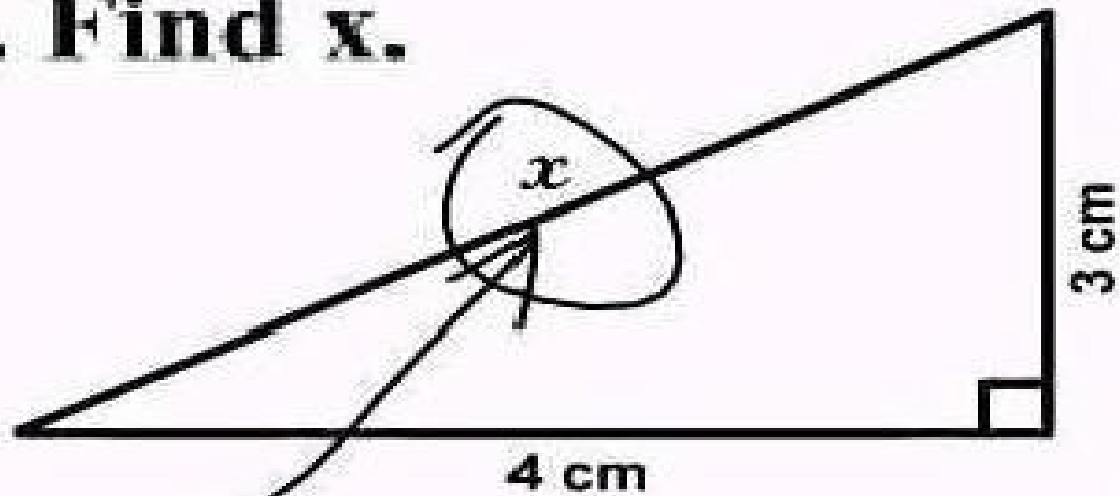
- (1) How do you know when you understand something in math?**
- (2) What do we know from learning theories?**
- (3) What is mathematical thinking?**
- (4) What is the role of the teacher in creating a culture of mathematical inquiry.**



THANK
YOU

ON THE LIGHTER SIDE

3. Find x .



Here it is