

EPILOGUE:

**28 OTHER EXAMPLES
OF SOFTWARE THAT COULD BE USED
IN YOUR LESSONS**

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Teachers Prep an Assignment

Students Work on Their Devices

Everyone Gives Feedback

Teachers See it All

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TEACHER SIGN UP

I'M A STUDENT

Geogebra: <http://geogebra.org/>

Dynamic mathematics for learning and teaching

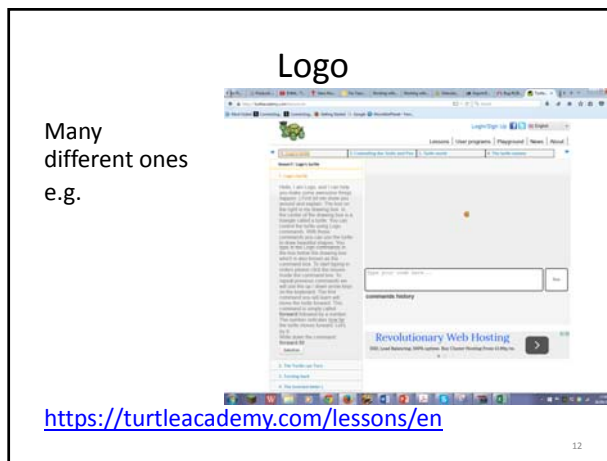
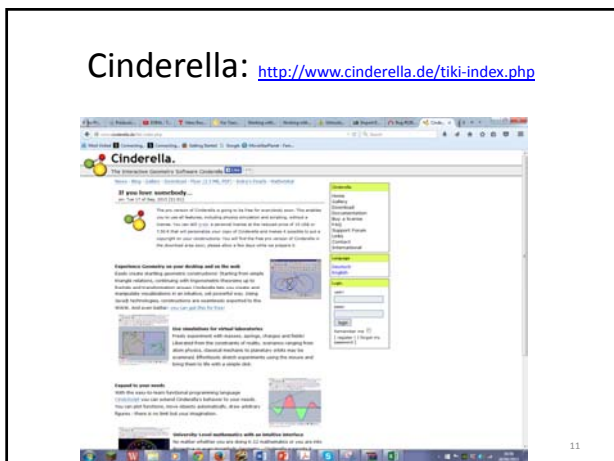
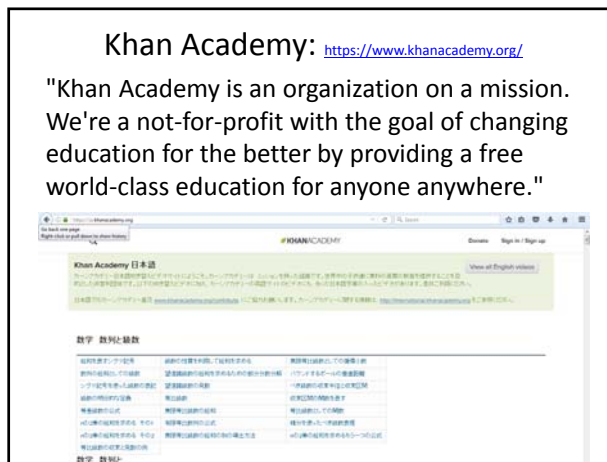
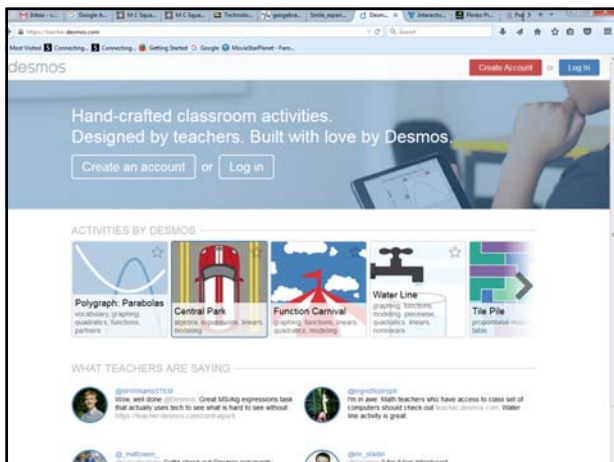
Browse materials

Start creating

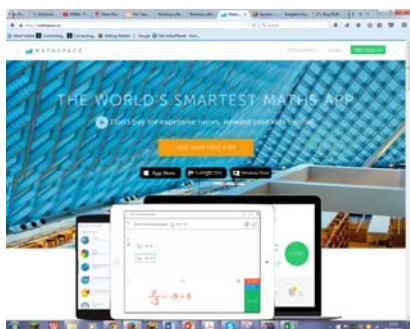
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GEOGEBRA

IS A MULTI-PLATFORM MATHEMATICS SOFTWARE THAT GIVES EVERYONE THE CHANCE TO EXPERIENCE THE EXTRAORDINARY INSIGHTS THAT MATH MAKES POSSIBLE

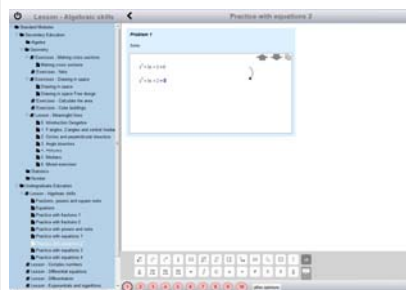


Mathspace: <https://mathspace.co/>



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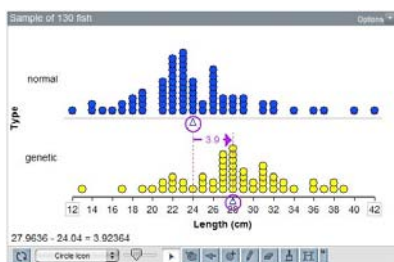
Numworx: www.numworx.com



- Working with this a bit more later
- Sequences of task
- Combine programs in one book

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Tinkerplots: <http://www.tinkerplots.com/>



- Nice visuals
- Stand-alone
- Stats for teaching
- Some other tools have elements of Tinkerplots

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Census at school: <http://www.censusatschool.org.uk/>

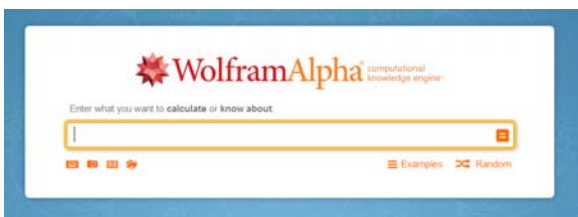


- Data collection and analysis
- Random Data Selector

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Wolfram Alpha: <http://www.wolframalpha.com/>

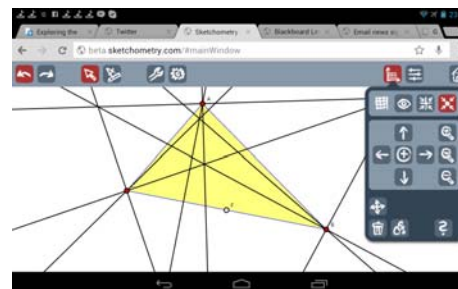
- Online 'search tool'
- Also see TED talk by Wolfram



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Sketchometry: <http://en.sketchometry.org/index.html>

Geometry with gestures



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Online movies

- Joy of Stats: <https://www.youtube.com/watch?v=g9nvLqLM9Y0>
- TED talk by Rosling: http://www.ted.com/talks/hans_rosling_reveals_new_insights_on_poverty



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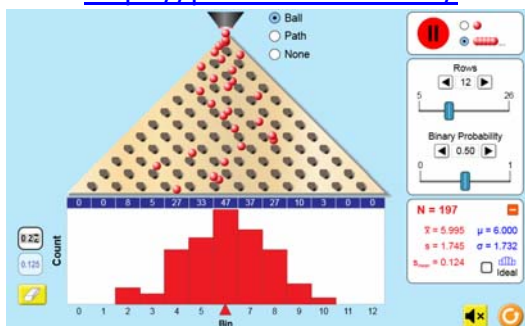
Gapminder: <http://www.gapminder.org/>



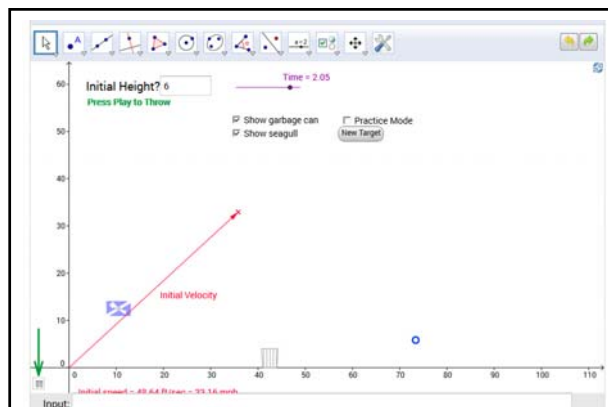
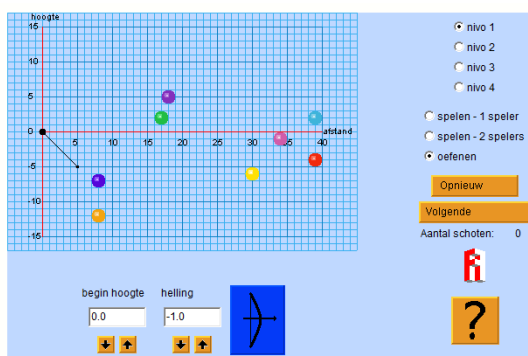
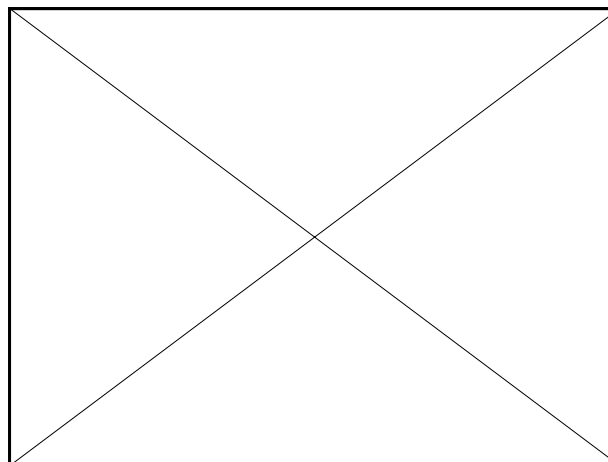
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Interactive simulations

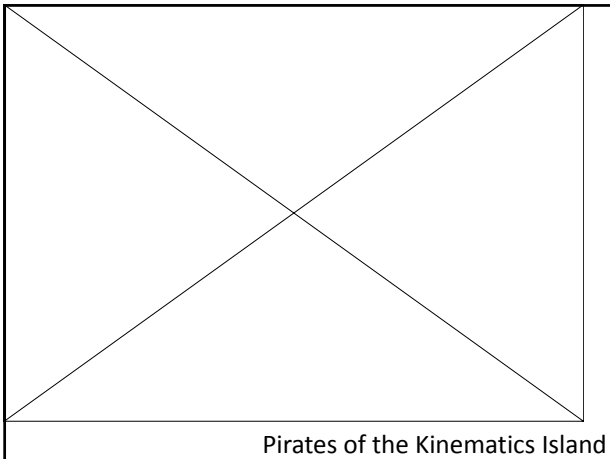
<https://phet.colorado.edu/>



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<http://www.geogebra.org/student/m8273>



Pirates of the Kinematics Island

Mathematics Education for a New Era
Video Games as a Medium for Learning
Keith Devlin

Maths iOS app: Wuzzit Trouble

Maths Guy Keith Devlin, from Stanford, recently followed up the promise from his 2011 book "Mathematics Education for a New Era" and released a free math game titled "Wuzzit Trouble" with his company Innertubegames. Of course, let me start by applying the fact that someone follows up the theoretical idea by actually what he practices, and making something as practical as a game, naturally, I would have hoped it was released multiplatform, or even better, as a web application, but that could easily be considered as missing. Apparently, there will be an Android version as well. I have no, because I could be very easily promoting a game that only works on one brand. After having read some reviews I gave the game a shot on the iPad.

The game follows the structure we know from many apps, the Angry birds you have been (7% in total) that require you to solve a puzzle. The better you solve the puzzle, the more you can the maximum number of moves, the more stars you earn. The story is about Wuzzits, cute characters that have to be saved. The story is not really a story, of course, unless you're the someone who has been from Innertubegames like think of Minecraft or Beakubak Bricks. Really the set's only a far comparison as these games are on a different level altogether, but that's what you get as this medium (kind of) is difficult as a good practice (in the 2011 book). In the respect I don't think one of the statements from the 2011 book has been right: it shouldn't make fun as if you're doing maths. It is pretty clear that it's about maths. No problem, I think, because maths and puzzle could be fun, anyway. The main character is a kind of paper numbers that need to be

Devlin, Keith. (2011). Mathematics Education for a New Era: Video Games as a Medium for Learning.

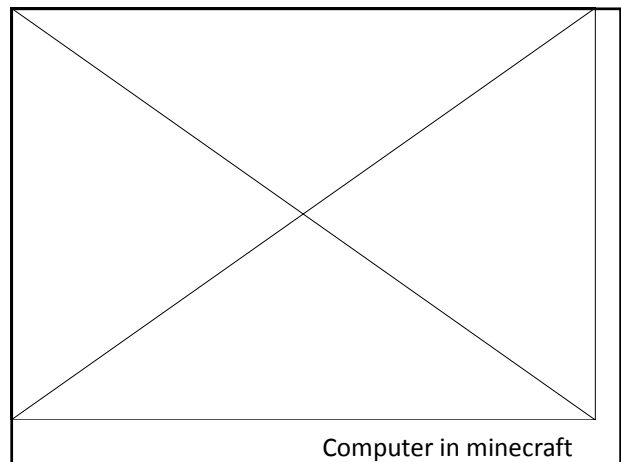
Innertubegames: app for iPad uit called Wuzzit Trouble (<http://innertubegames.net/>). Game addresses, without you knowing it, Diophantine equations.

Blocks

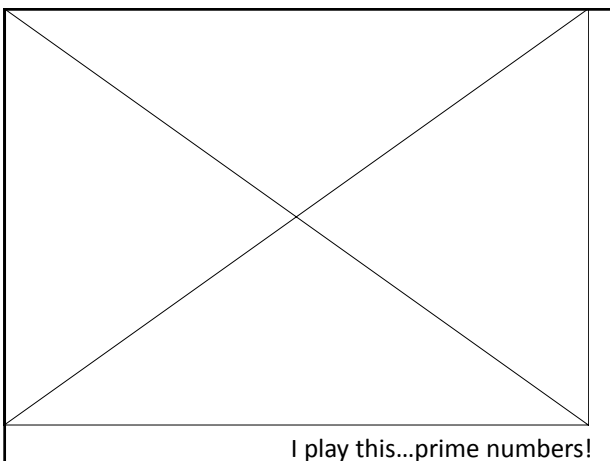
Opdracht f
Maak het blokkenbouwsel waarvan je hieronder de drie aanzichten ziet. Als het lukt, dan krijg je 5 punten. Gebruik zo weinig mogelijk blokken om de hoogste score van 10 punten te krijgen.

boven
voor rechts

Maak vol Kijk na 9 blokke(s)



Computer in minecraft



I play this...prime numbers!