

# **Mathematics and Science Teaching and Learning Through Technology** Marina Milner-Bolotin<sup>1</sup>, Heather Fisher<sup>2</sup>, Alex MacDonald<sup>2</sup>, Jeremy Ko<sup>3</sup> & Kevin Yin<sup>3</sup> <sup>1</sup>Assistant Professor, EDCP, Faculty of Education <sup>2</sup>Graduate Student, EDCP, Faculty of Education <sup>3</sup>Undergraduate Student, Faculty of Science, UBC

## Background

### **Student-Centred Pedagogies**

Interactive Engagement<sup>1</sup> (IE) in Mathematics & Science Classrooms Pedagogies designed to promote conceptual understanding of the subject in heads-on (always) and hands-on (often) activities which yield immediate feedback through discussions with peers and/or instructors **Examples of IE**:Peer Instruction<sup>2</sup> using Electronic Response

Systems (clickers); Interactive inquirydriven lessons using SMART Boards

### **CREATE Program** @ the Faculty of Education

- Focuses on inquiry in Teacher Education<sup>3</sup>
- Supports innovative pedagogies and reflective practice

### **The Need for MSTLTT Resource**

- There is a lack of research-proven mathematics and science resources for K-12 classrooms linked to BC K-12 Curriculum
- Teachers have little input over textbook choices; supplemental resources helps them incorporate student-centered teaching and learning methods into their classrooms

## **Bridging the Gap**

- Modeling inquiry in science and mathematics methods courses
- Discussing how to apply inquiry in real-world contexts Ex.: low technology options

# **Objectives**

### Assist teacher-candidates (TC) via four platforms:

- Within their B. Ed Methods Courses (TC's as learners):
  - a. Modeling inquiry-based teaching
  - Experiencing designing and evaluating resources
  - Fostering deep learning in safe & positive learning environments
- **Developing personal teaching style:** 
  - Hands-on experience with inquiry-based learning
- Next generation of leaders in educational technology
- **Providing teaching resources for (TC's as teachers):** Short and Long Practicum experiences
  - Post-graduation classroom teaching experiences b.
- **Creating a stronger connection to the UBC community:** 
  - Provide a support network for TCs after graduation Extending TCs' sense of community beyond graduation
- UBC 秋秋

# Methods

### **The Resource**

- Available online
- Downloadable PPT slides
- Sequences of questions within a topic: from recall to complex knowledge transfer
- Emphasis on concepts
- Topics based on BC IRPs

### **The Pilot Project**

Piloted in the Physics Methods course for B. Ed students

### **Developing the Resource**



## **The Question Review Process**

	Vector Components I		Vector Components I
A. 3 m/s B. 4 m/s C. 5 m/s D. 7 m/s	A ball is travelling with velocity <b>v</b> . The ball is travelling 4m/s in the x direction and 3m/s in the <u>vdirection</u> . What is the total velocity of the ball?	A. 3 m/s B. 4 m/s C. 5 m/s D. 7 m/s	A ball is travelling with velocity <b>v</b> . The x-component the velocity is 4 m/s, and the y-component is 3 m/s. What is the magnitude of the velocity of the ball?

## **Describing the Answers**

Solution	Solution	
Answer: C, 5 m/s	Answer: C, 5 m/s	
<b>Justification:</b> The magnitude of a vector can be found using Pythagorean theorem.	Justification: Answers A and B are the magnitudes of the individua components of the resultant vector.	
	When adding vectors, to determine the magnitude of the resulting vector, you cannot just add the magnitudes of the two vectors.	
	The magnitude of a vector can be found by applying Pythagoras' theorem to its components.	
	$v^2 = (4 \text{ m/s})^2 + (3 \text{ m/s})^2$	
	$v^2 = 16 \text{ m}^2/\text{s}^2 + 9 \text{ m}^2/\text{s}^2$	
	v = 5 m/s	



Questions developed for K-12 mathematics and

### science

Sample of mathematics and science questions, respectively, to left

- Author develops initial draft of a question
- Collaborators check grammar, sense, and usefulness of question
- Author makes edits to produce final draft
- Both correct and incorrect answers are described
- Collaborators check reasoning for answers (same categories as questions)

# **Using the Resource** Methods course to model inquiry

Sample physics question and iclicker results, to right

### **Feedback from Teacher-Candidates (Fall 2012)**

"I have found the conceptual clicker questions from [the] classroom to be probably the most useful and illuminating part of my classes. This format provides an environment in which the class feels comfortable investigating and exposing their prior knowledge about physics." ~Adam Quiring

"The use of conceptual questions and clickers is very engaging and intellectually stimulating. The clickers create a safe learning environment where students do not have to fear giving an incorrect response to the teacher. I look forward to using this in my future classroom."

- Resources
- Reach of the project 2.

<sup>1</sup>Hake, R. R. (1998). Interactive-engagement versus traditional methods: A six-thousand-student survey of mechanics test data for introductory physics courses. American Journal of Physics, 66(1), 64-74.

<sup>2</sup>Mazur, E. (1997). *Peer Instruction: User's Manual*. Upper Saddle River, NJ: Prentice Hall. <sup>3</sup>About CREATE. (2012). Retrieved 10/23, 2012, from <u>http://teach.educ.ubc.ca/resources/faculty-</u> staff/create/pdfs/About-CREATE.pdf

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## **Preliminary Results**



Created a user-friendly database of questions Database contains 400+ math and science questions Database helps teacher-candidates design effective lesson and unit plans for the Practicum

~Clement Law

# **Future Directions**

SMART Board resource development for K-12 classrooms Continue developing resources for K-7 math and science

a. Increase subset of B. Ed methods courses utilizing the resource b. Increase awareness of the resource within and outside of UBC

## References