

Curriculum and Technology: Evolving Together

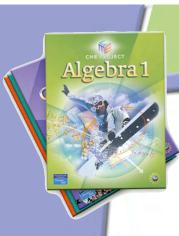
Kevin Waterman

Education Development Center

Gosia Brothers

Texas Instruments

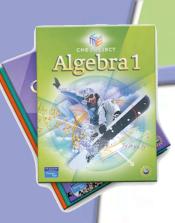




Curriculum and Technology: Evolving Together

- New technology features influence curriculum
- New curriculum ideas drive technology innovation



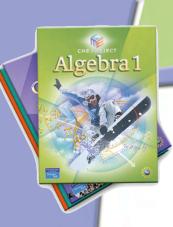


Defining Recursive Functions

$$f(n) = \begin{cases} 3, & n = 0 \\ f(n-1) + 5, & n > 0 \end{cases}$$

On the TI-Nspire™ Handhelds

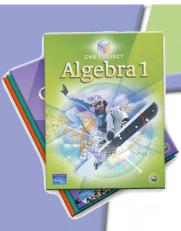




Recursive Functions on the TI-89

```
f(n)
Func
If n=0 Then
  Return 3
Else
  Return f(n-1) + 5
EndIf
EndFunc
```





Recursive Functions on the TI-Nspire

- Entered in a template that looks just like what you write or see in a book
- Ease of creation prompted us to introduce recursive definitions in Algebra 1



Integrated Learning Technology

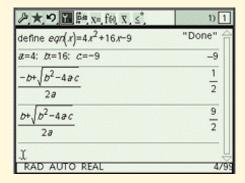
TI-nspire delivers the solution educators have been asking for:

- Multiple representations, dynamically linked, encouraging multiple approaches to solving a problem and expressing solutions.
- Active documents can be saved, recalled, revised, and transferred electronically
- An optimal tool for concept and skill development in secondary Mathematics.
- Integrated with classroom technology using familiar user interface elements
- Grounded in Mathematics research



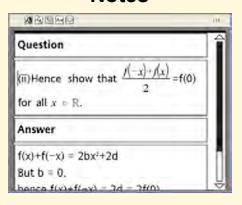


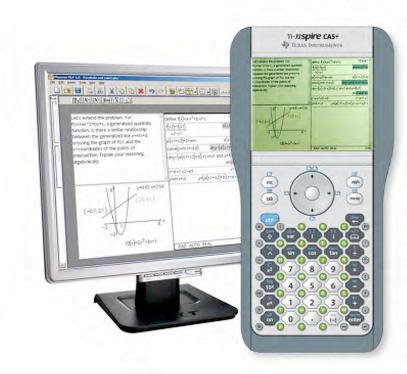
TI-Nspire™ Family Technology – Bringing It All Together



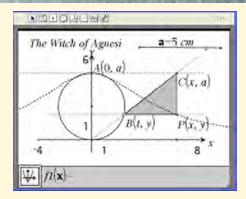
Calculator

Notes





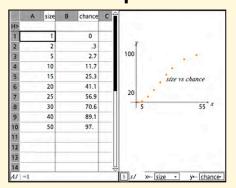
All tools are for both handheld and computer: same functionality, same experience.



Graphs and Geometry

Data Collection

Lists and Spreadsheet



TI-nspire™ Products







TI-*n*spire™

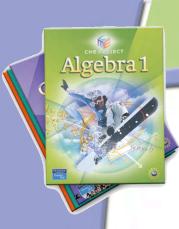


TI-nspire™ Plus w/ TI-84 Keypad

TI Proprietary - Internal Data





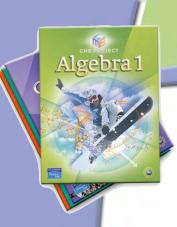


Geometry Experimentation

Estimate slope of a curve at a point:

- On Graphing Calculators
 - Graph equation
 - Zoom in until graph "looks linear"
- On TI-Nspire Handheld
 - Graph equation
 - Construct two points and draw line
 - Move one point toward the other





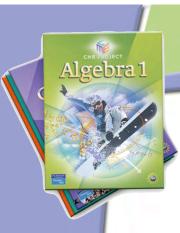
Geometry Experimentation

Estimate the slope of

$$y = x^3 - x + 1$$

at point (1,1).



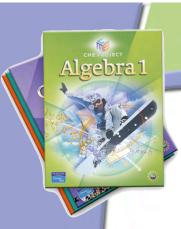


Linking Geometry to Algebra

You can determine the equation of the secant of $y=x^3-x+1$ through points (1,1) and (2,7) by dividing x^3-x+1 by (x-1)(x-2).

The remainder defines the line.





Linking Geometry to Algebra

You can determine the equation of the line tangent to $y=x^3-x+1$ at point (1,1) by dividing by $(x-1)^2$. The remainder defines the line.

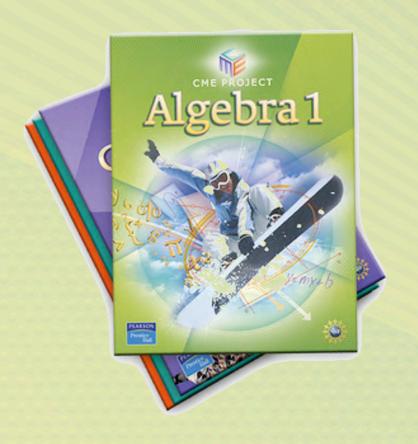
There are two ways to find the remainder:

- Divide the polynomials and use propFrac
- Rewrite the original polynomial from base x to base (x-1)

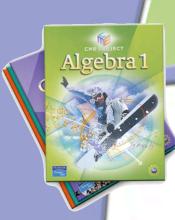


What is the CME Project?

- A Brand New, Comprehensive, 4-year Curriculum
- NSF-funded
- Problem-Based,
 Student-Centered
 Approach
- "Traditional"
 Course Structure



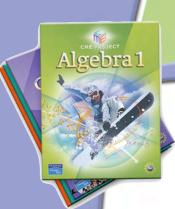




Contributors

- EDC's Center for Mathematics Education
- National Advisory Board
- Core Mathematical Consultants
- Teacher Advisory Board
- Field-Test Teachers

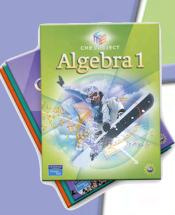




Fundamental Organizing Principle

The widespread utility and effectiveness of mathematics come not just from mastering specific skills, topics, and techniques, but more importantly, from developing the ways of thinking—the *habits of mind*—used to create the results.

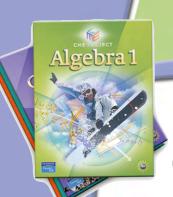




"Traditional" course structure: it's familiar but different

- Structured around the sequence of Algebra 1, Geometry, Algebra 2, Precalculus
- Uses a variety of instructional approaches
- Focuses on particular mathematical habits
- Uses examples and contexts from many fields
- Organized around mathematical themes



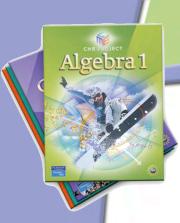


CME Project audience:

the (large number of) teachers who...

- Want the familiar course structure
- Want a problem- and exploration-based program
- Want to bring activities to "closure"
- Want rigor and accessibility for all





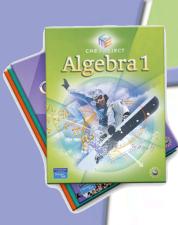
CME Project Overview Relationship with Texas Instruments



CME Project makes essential use of technology:

- A "function-modeling" language (FML)
- A computer algebra system (CAS)
- An interactive geometry environment





Why CAS-Based Technology?

- To make tractable and to enhance many beautiful classical topics, historically considered too technical for high school students, by *reducing computational overhead*.
- To provide students a platform for **experimenting** with algebraic expressions and other mathematical objects in the same way that calculators can be used to experiment with numbers.
- To allow students to build computational models of algebraic objects that have no faithful physical counterparts, *highlighting similarities in algebraic structures*.





Lagrange Interpolation

Find a polynomial function that fits this table of data.

1	-5
2	1
5	-29





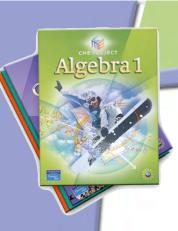
Lagrange Interpolation

Write the polynomial in this form.

$$f(x) = A(x-2)(x-5) + B(x-1)(x-5) + C(x-1)(x-2)$$

1	– 5
2	1
5	-29





Lagrange Interpolation

$$f(x) = A(x-2)(x-5) + B(x-1)(x-5) + C(x-1)(x-2)$$

For f(1), the second two terms drop out, so

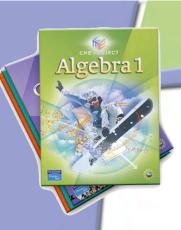
$$f(1) = A(1-2)(1-5)$$

$$-5 = 4A$$

$$A = -\frac{5}{4}$$

1	– 5
2	1
5	-29





Lagrange Interpolation

$$f(x) = A(x-2)(x-5) + B(x-1)(x-5) + C(x-1)(x-2)$$

For f(2), the first and last terms drop out, so

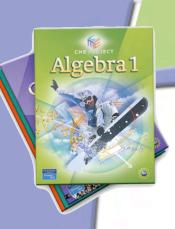
$$f(2) = B(2-1)(2-5)$$

$$1 = -3B$$

$$B = -\frac{1}{3}$$

1	– 5
2	1
5	-29





Lagrange Interpolation

$$f(x) = A(x-2)(x-5) + B(x-1)(x-5) + C(x-1)(x-2)$$

For f(5), the last two terms drop out, so

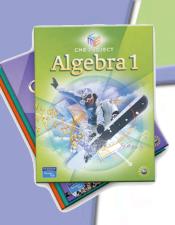
$$f(5) = C(5-1)(5-2)$$

$$-29 = 12C$$

$$C = -\frac{29}{12}$$

1	– 5
2	1
5	-29





Lagrange Interpolation

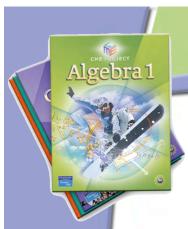
So the following function fits the table.

$$f(x) = (-\frac{5}{4})(x-2)(x-5) + (-\frac{1}{3})(x-1)(x-5) + (-\frac{29}{12})(x-1)(x-2)$$

Now, write the function in normal form.

1	– 5
2	1
5	-29





Experimenting

A New Factor Game for Precalculus





Experimenting



Playing the Factor Game

Playing the Factor Game is a fun way to practice finding factors of whole numbers. If you pay close attention, you may learn some interesting things about numbers that you didn't know before! To play the game, you need a Factor Game Board and colored pens, pencils, or markers.

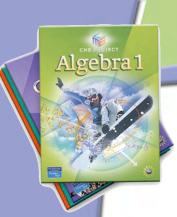
active math

For: Factor Game Activity Visit: PH5chool.com Web Code: amd-1101

The Factor Game

-		0.0000000000000000000000000000000000000		Section Conference	
	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15
	16	17	18	19	20
	21	22	23	24	25
	26	27	28	29	30
ı	26	27	28	29	30





Experimenting

The Polynomial Factor Game

x-1	$x^2 - 1$	$x^3 - 1$	$x^4 - 1$	$x^5 - 1$
$x^6 - 1$	$x^7 - 1$	$x^8 - 1$	$x^9 - 1$	$x^{10} - 1$
$x^{11} - 1$	$x^{12} - 1$	$x^{13} - 1$	$x^{14} - 1$	$x^{15}-1$
$x^{16} - 1$	$x^{17} - 1$	$x^{18} - 1$	$x^{19} - 1$	$x^{20} - 1$
$x^{21} - 1$	$x^{22}-1$	$x^{23}-1$	$x^{24} - 1$	$x^{25}-1$
$x^{26} - 1$	$x^{27}-1$	$x^{28}-1$	$x^{29}-1$	$x^{30}-1$

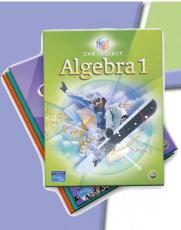




Find an integer whose remainder is

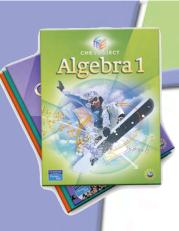
- 2 when divided by 3,





$$A(5 \cdot 7) + B(3 \cdot 7) + C(3 \cdot 5)$$

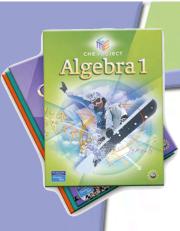




$$A(35) + B(21) + C(15)$$

- when divided by 3, the last two terms drop out.
- So 35A / 3 has a remainder of 2.

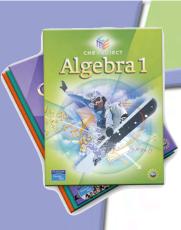




$$A(35) + B(21) + C(15)$$

- when divided by 5, the first and last terms drop out.
- So 21B / 5 has a remainder of 4.
- № 21 / 5 has a remainder of 1, so B=4 works, since 84 / 5 has remainder 4.

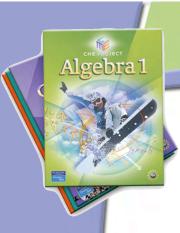




$$A(35) + B(21) + C(15)$$

- when divided by 7, the first two terms drop out.
- So 15C / 7 has a remainder of 3.
- № 15 / 7 has a remainder of 1, so B=3 works, since 45 / 7 has remainder 3.



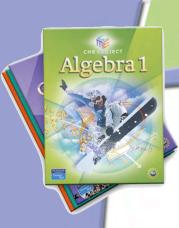


So the number

$$1(35) + 4(21) + 3(15) = 164$$

fits the pattern.



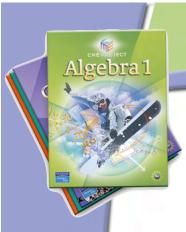


164 is an integer whose remainder is

2 when divided by 3,

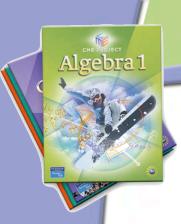
But it's not the only one. In fact, for any integer k, 164 + 105k fits the pattern.





The process underneath the "Chinese Remainder Theorem" is similar to the concept underneath Lagrange Interpolation





 $f(x)=-4x^2+18x-19$ is a polynomial function such that

$$\Re f(2) = 1$$
, and

But it's not the only one. In fact, for any real number *a*,

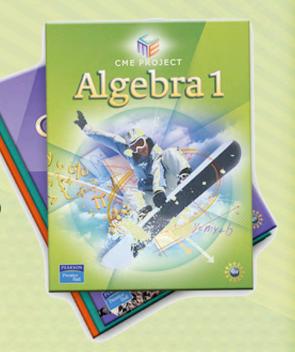
$$f(x) = -4x^2 + 18x - 19 + a(x-1)(x-2)(x-5)$$

fits the pattern.



CME Project Availability Dates

- Available right now!
 - CME Project Algebra 1 Sampler
 - CME Project Geometry Sampler
- Available in Summer 2007
 - CME Project Technology Sampler
- Available in Fall 2007
 - CME Algebra 1 text (November 2007)
 - CME Geometry text (November 2007)
- Available in Spring 2008
 - CME Algebra 2 text
- Available in Summer 2008
 - CME Precalculus text





CME Project

For more information

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- www.phschool.org/cme
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