

“Tell me and I'll forget; show me and I may remember; involve me and I'll understand.”

~ Chinese Proverbs quote

An effective mathematics classroom consists of students actively learning, doing mathematics, and not exclusively being the receiver of information being taught. It is a place where students should be engaged into the learning process, provided the opportunity to explore, discover and invent mathematical ideas and not just be conformed to pencil and paper routine procedures. The following scenarios may encourage this type of positive setting:

Technology-rich classroom – The effective use of technology in the mathematics classroom such as graphing calculators and computer algebra systems (i.e. Maple and Mathematica) can free student from making errors, proving quick results, thus allowing them to reflect on the answer and to discuss its implications.

Collaborative learning activities – Groups of students can work together, arrive at an understanding by listening and learning from one another, exchanging ideas. They can share what they have learned with the whole class.

Concept mapping – Discuss with students how one mathematical concept connects with a previous one learned. Students can create their own concept map in a group, and compare their final map with a different group.

Real world scenarios – Often students can grasp a mathematical concept when they can see where it is related to the real world.

Games – Games such as jeopardy, puzzles, interactive computer simulations and internet websites can be used as a reinforcement tool in practicing mathematical concepts. It can also be used in reviewing for exams and quizzes.

Teaching mathematics is an ongoing learning experience. I will continue to study effective ways of implementing the lesson. I will work with faculty members, influential professional mathematical organizations, as well as review research studies on an ongoing basis in order to enhance my teaching skills.