

ICME 2008



**Multiple representation tasks
that foster
conceptual development**

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Design-based research

- Design-based research is about **transforming** educational practices in authentic situations
- **Analytic sciences** - explaining phenomena.
Design sciences - determining how designs behave under different conditions.

(Collins, 1992)

Design research

- **A product** or theoretical artifact is created (e.g. a teaching unit, a model for professional development).
- **Multiple theories** are called upon in the design and revision of the product.
- The product and the theories are used, reflected upon and developed together, **iteratively**.
- The researcher acts as an **interventionist** rather than as a participant observer, in a collaborative, reflective relationship with the teacher.

(Adapted from Woods and Berry (2003))

Design starts with questions...

- **What is the context for the design?**
- **What purpose is the design intended to serve?**
- **What learning theories are appropriate?**
- **What empirically tested design principles emerge from these theories?**

Context

- In England, the GCSE is the major end qualification for the compulsory phase of education.
- Each year, 16-19 year-old students that fail to attain the minimum grade required for planned careers or entry into higher education embark on re-sit courses within further education (FE) institutions.
- National inspection reports reveal that the teaching on these courses is teacher-centred and transmission-oriented.

Context

- 55% of students fail to attain GCSE grade C.
- Colleges over-recruit.
- High drop out rates.
- Average level of attendance is only 63%.
- Teaching is 'narrow and unimaginative'.
- Pass rates poor.

Purpose: to move from transmission....

- **Mathematics is seen as**
 - a body of knowledge and procedures to be 'covered'
- **Learning is seen as:**
 - an individual activity based on listening and imitating
- **Teaching is seen as**
 - structuring a linear curriculum for the students
 - giving explanations and checking these have been understood through practice questions
 - 'correcting' misunderstandings when students fail to 'grasp' what is taught

.... to collaboration

- **Mathematics is seen as**
 - a network of ideas which teacher and students construct together
- **Learning is seen as**
 - a social activity in which students are challenged and arrive at understanding through discussion
- **Teaching is seen as**
 - non-linear dialogue in which meanings and connections are explored
 - recognising misunderstandings, making them explicit and learning from them

Principles for effective teaching

- **Build on the knowledge learners already have**
- **Expose and discuss misconceptions and surprising phenomena**
- **Use higher-order questions**
- **Make appropriate use of cooperative small group work**
- **Emphasise reasoning not 'answer getting'**
- **Use rich, collaborative tasks**
- **Create connections between topics**
- **Use technology and other resources in creative, appropriate ways**

Purposes of Mathematics Teaching

- **Fluency**
in recalling facts, performing skills
- **Meaningful interpretations**
for concepts and representations
- **Strategies**
for investigation and problem solving
- **Awareness**
of nature & values of the educational system
- **Appreciation**
of the power of mathematics in society

Principles from theory...

In coming to understand a concept,
a student must:

- single it out and bring it to the forefront of attention (**identify**);
- notice similarities and differences between this concept and other similar ones (**discriminate**);
- identify general properties of the concept in particular cases of it (**generalise**)
- and begins to perceive a unifying principle (**synthesise**)

(Sierpinska, 1994).

Principles from theory...

- Students learn concepts by appropriating, internalising and reorganising language and symbols

Principles from theory

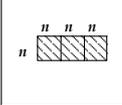
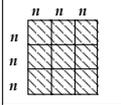
- Focus directly on **significant conceptual obstacles**
- Activate and **build on prior knowledge**.
- Stimulate '**cognitive conflict**' to promote re-interpretation, reformulation and accommodation.
- Use **rich tasks** that are accessible, extendable, encourage decision-making, creativity and higher order questioning
- Use **multiple representations** to create bridges between concepts
- Encourage students to **change roles** and explain and teach one another
- 'Production of answers' must give way to **reflective periods** for examining alternative meanings and methods.

'Genres' of task for developing concepts

1. **Interpreting** multiple representations
2. **Classifying** mathematical objects
3. **Evaluating** mathematical statements
4. **Creating** and solving problems
5. **Generalising** existing situations

Interpreting Multiple Representations



	
Square n then multiply your answer by 3	Multiply n by 3 then square your answer
$9n^2$	$(3n)^2$
$3n^2$	Square n then multiply your answer by 9

Mathematical goals of the design

To help learners to:

- translate between words, algebraic expressions, tables and area representations.
- recognise the order of operations
- recognise equivalent algebra expressions.
- understand the distributive laws of multiplication and division over addition.

Represent the order of operations ...

- Add six then multiply by two
- Multiply by two then add six
- Add six then square
- Square then add six
- Square then multiply by three
- Multiply by three then square
- Divide by two then add six
- Add six then divide by two

Discriminate between commonly confused expressions

$$2(n+3) = 2n+6$$

$$(3n)^2 = 9n^2$$

$$(n+6)^2 = n^2 + 12n + 36$$

$$\frac{n+6}{2} = \frac{n}{2} + 3$$

$$2(n+3) \neq 2n+3$$

$$(3n)^2 \neq 3n^2$$

$$(n+6)^2 \neq n^2 + 6^2$$

$$\frac{n+6}{2} \neq \frac{n}{2} + 6$$

Interpreting Multiple Representations

$\frac{n+6}{2}$	$3n^2$	Square n , then multiply by three	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Ans</td><td>14</td><td>16</td><td>18</td><td>20</td></tr></table>	n	1	2	3	4	Ans	14	16	18	20	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>6</td></tr><tr><td>2</td><td></td></tr></table>	n	6	2						
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$n^2+12n+36$	$\frac{n}{2}+3$	Add six to n , then square the answer	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Ans</td><td></td><td>81</td><td>100</td><td></td></tr></table>	n	1	2	3	4	Ans		81	100		<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>6</td></tr><tr><td>6</td><td></td></tr></table>	n	6	6						
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n^2+6	Add three to n then multiply by two.	Square n , then multiply by nine	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Ans</td><td></td><td>4</td><td></td><td>5</td></tr></table>	n	1	2	3	4	Ans		4		5	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>6</td></tr><tr><td>$\frac{1}{2}$</td><td></td></tr></table>	n	6	$\frac{1}{2}$						
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n^2+6^2	Multiply n by two then add twelve	Multiply n by two, then add six.	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Ans</td><td>6.5</td><td>7</td><td>7.5</td><td>8</td></tr></table>	n	1	2	3	4	Ans	6.5	7	7.5	8	<table border="1" style="font-size: small; text-align: center;"><tr><td>n</td><td>12</td></tr><tr><td>$\frac{1}{2}$</td><td></td></tr></table>	n	12	$\frac{1}{2}$						
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Translations between ...

From	To	Words	Algebra Expressions	Tables	Area diagrams
Words					
Algebra Expressions					
Tables					
Area diagrams					

Ground rules for students

- Give everyone a chance to speak.
- Listen without interrupting.
- Check that everyone else listens.
- Try to understand what is said.
- Build on what others have said.
- Challenge what is said.
- Demand good explanations.
- Treat opinions with respect.
- Share responsibility.
- Try to reach agreement.

The role of the teacher

- Make the purpose of the discussion clear.
- Keep reinforcing the 'ground rules'.
- Listen before intervening.
- Join in, don't interrupt.
- Don't judge or praise - this discourages contributions.
- Ask students to describe, explain and interpret.
- Do not do the thinking for the students.
- Don't feel you need to resolve everything before leaving a group or before the end of the lesson.

Percentage increase and decrease

In a sale, the prices in a shop were all increased by 25%.

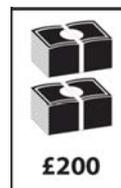
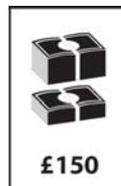
There was then a sale in which they were all reduced by 20%.

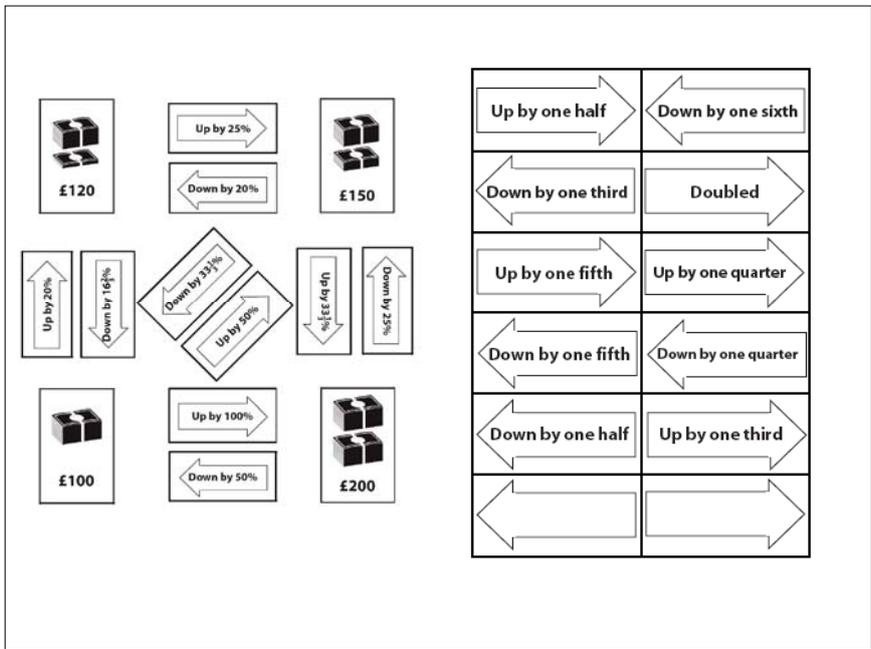
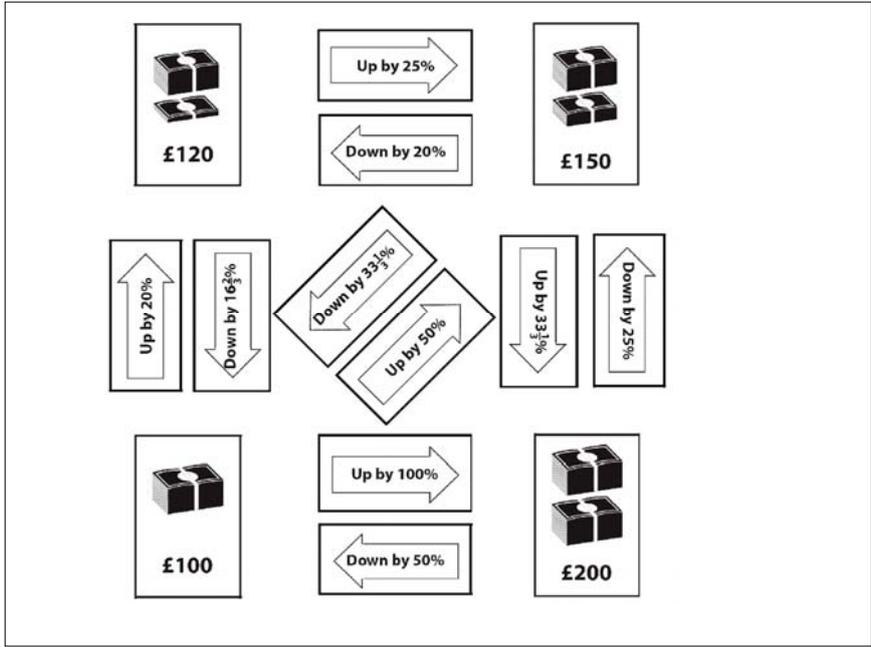
What was the overall effect on the shop prices?
Explain how you know.



Up by 25%

Down by 20%





Connections made with inverses ...

Doubled	Down by one half
Up by one half	Down by one third
Up by one third	Down by one quarter
Up by one quarter	Down by one fifth
Up by one fifth	Down by one sixth
.....	
.....	

Diagram illustrating price changes between two items:

- Item 1: £120
- Item 2: £150
- Item 3: £100
- Item 4: £200

Changes between £120 and £150:

- Up by 25%
- Down by 20%

Changes between £100 and £200:

- Up by 100%
- Down by 50%

Changes between £120 and £100:

- Up by 20%
- Down by 16 2/3%

Changes between £150 and £200:

- Up by 33 1/3%
- Down by 25%

Changes between £120 and £200:

- Down by 33 1/3%
- Up by 66 2/3%

→ x1.2 →	← x0.6 ←
← x0.75 ←	→ x2 →
→ x1.5 →	← x0.83 ←
← x0.8 ←	→ x1.3 →
← x0.5 ←	→ x1.25 →
← ←	→ →

Connections made with inverses ...

x 2	x 0.5
x 1.5	x 0.66...
x 1.33...	x 0.75
x 1.25	x 0.8
x 1.2	x 0.83

£120 Up by 25% £150
Down by 20%

Up by 20% Down by 16 2/3%
Down by 33 1/3% Up by 50%

Up by 25% Down by 25%

£100 Up by 100% £200
Down by 50%

$\times \frac{2}{1}$	$\times \frac{3}{2}$
$\times \frac{4}{5}$	$\times \frac{4}{3}$
$\times \frac{2}{3}$	$\times \frac{5}{6}$
$\times \frac{5}{4}$	$\times \frac{3}{4}$
$\times \frac{6}{5}$	$\times \frac{1}{2}$

Connections made with inverses ...

$$\begin{aligned} &\times \frac{2}{1} \\ &\times \frac{3}{2} \\ &\times \frac{4}{3} \\ &\times \frac{5}{4} \\ &\dots\dots \end{aligned}$$

$$\begin{aligned} &\times \frac{1}{2} \\ &\times \frac{2}{3} \\ &\times \frac{3}{4} \\ &\times \frac{4}{5} \end{aligned}$$

Alternative representations



Up by 25%

Down by 20%

Up by one quarter

Down by one fifth

$\times 1.25$

$\times 0.8$

$\times \frac{5}{4}$

$\times \frac{4}{5}$



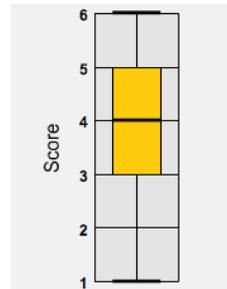
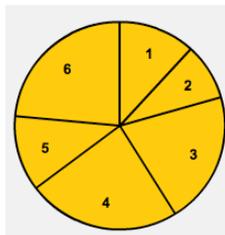
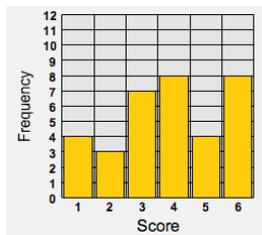
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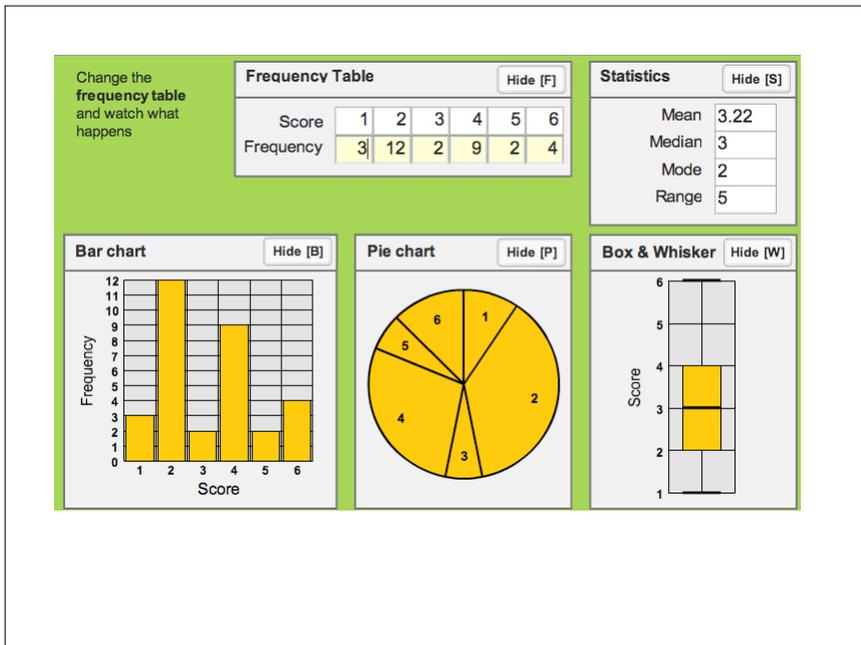
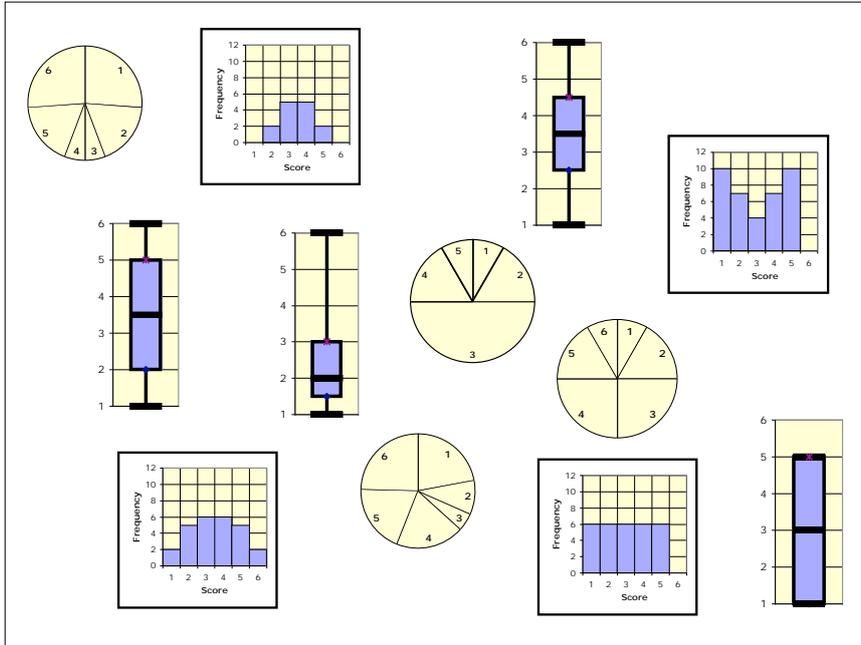
From	To	Words	Percents	Decimals	Fractions
Words					
Percents					
Decimals					
Fractions					

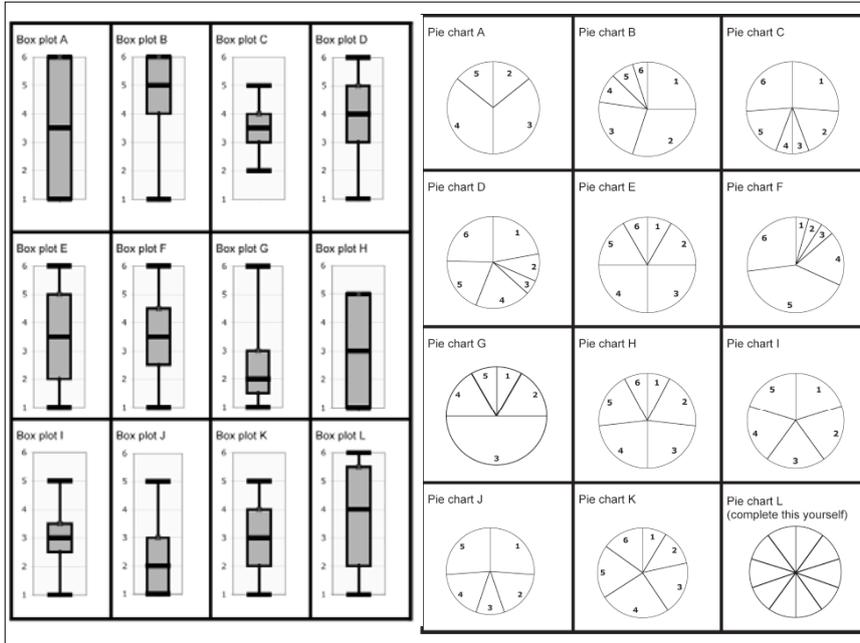


Penalty kicks

These charts represents the scores that were obtained when a number of people entered a penalty-taking competition. Each person was allowed six penalty kicks.







“The good thing about this was, instead of like working out of your textbook, you had to use your brain before you could go anywhere else with it. You had to actually sit down and think about it. And when you did think about it you had someone else to help you along with you if you couldn’t figure it out for yourself, so if they understood it and you didn’t they would help you out with it. If you were doing it out of a textbook you wouldn’t get that help. After I did it I found that I used a lot of brain power, but I felt dead clever. Do you know that when you have actually done something and you actually put all your effort into something.. it makes you feel dead clever. I’ve told all my friends that I have actually done a bit of work in maths. ‘Cause I never thought I was any good at maths, but I was alright with that.”

(Lauren, a 16-year-old low-attaining student).

Sources of such tasks

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