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‘I get it now!’ Stimulating insights about probability through talk and technology.

Math. Teach. (Derby) 235, 30-33 (2013).

Summary: The authors explore the use of a computer simulation tool in an after-school programme of lessons. Simulation is a ‘gift’ to technological approaches. Vast numbers of ‘events’ can be simulated and data recorded ‘at the push of a button’. Data sets can be real, can relate to the parameters set by the user, and can be used to ‘make sense’ of a situation and enable understanding of a mathematical concept or process. Here, is an explanation of how TinkerPlots can support the learning and teaching of probability annotated with comments from the learners ‘as it happened’.

Classification: U73 K43

Keywords: computer simulation; educational software; dynamic data exploration; data visualisation; modelling; data analysis; lower secondary; stochastics; probability; approach; concept formation; testing conjectures; student activities; coin flipping; games of chance