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Exploring techno-pedagogic task design in the mathematics classroom.

Leung, Allen (ed.) et al., Digital technologies in designing mathematics education tasks. Potential and pitfalls. Cham: Springer (ISBN 978-3-319-43421-6/hbk; 978-3-319-43423-0/ebook). Mathematics Education in the Digital Era 8, 3-16 (2017).

Summary: This chapter explores task design in Dynamic and Interactive Mathematics Learning Environments. Teacher knowledge and pedagogical digital tool are discussed under the ideas of Mathematics Digital Task Design Knowledge and Mathematical Digital Boundary Object. *A. Leung*'s [ZDM, Int. J. Math. Educ. 43, No. 3, 325–336 (2011; ME 2011e.00351)] techno-pedagogic task design is revisited and refined with respect to these two ideas. A GeoGebra applet on exploring the meaning of convergent sequence is used to illustrated features of techno-pedagogic task design.

Classification: U70 D50 D40
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