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**Examples of using ICT for forming reductive reasoning at school.**

Billich, Martin (ed.), Teaching mathematics. II. Innovation, new trends, research. Ružomberok: Verbum, Catholic University in Ružomberok Press (ISBN 978-80-8084-645-9/pbk). Scientific Issues, 155-162 (2010).

Summary: One fundamental part of maths teaching is teaching reasoning. Reduction is a method “moving from the end to the beginning”. It is very useful in the process of solving mathematical problems, but it is hard to teach reduction in a natural way at school. Maybe, a special kind of maths problem can help. Educational computer games can be such problems. It can discreetly provoke situations, when pupils discover the reductive method to win the game. The author shows results of a research on the use of educational computer games for forming reductive reasoning at school (10–14 years old pupils).

*Classification:* E50 U70 D50

*Keywords:* teaching of reasoning; reductive reasoning; problem solving; computer games

[http://math.ku.sk/data/knihy/Teaching\\_II.copy.pdf](http://math.ku.sk/data/knihy/Teaching_II.copy.pdf)