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Where is the treasure? Ask interactive geometry software!

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Summary: In this paper I describe how I have used the classic buried treasure problem with prospective and practicing mathematics teachers to enhance their problem solving abilities and disposition to integrate interactive geometry software (IGS) into the learning environment. I illustrate how IGS may be used as a strategic tool to gain insight into the solution of a problem. When appropriate, students are guided in the development of arguments and proofs to justify their conjectures.

Classification: D59 U70 G40 G70

Keywords: teacher education; educational media; educational technology; computer as educational medium; interactive geometry software; inquiry-based learning environments; visualization; mathematical model building; problem solving; discovery learning; generating conjectures; justifying; Gamow's buried treasure problem; algebraic proof; geometric proof; proving

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