



# *Multimedia "Just in time" Numeracy Toolkit*

# **Crossing borders of personal countries**



- Head of Knowledge Centre of APS, largest Dutch school improvement institute.
- International consultant on (mathematics) implementation projects
- Designer of education(al settings) => always connecting to the primary processes of (mathematics ) education.

# Fascination

- How do people cope with the quantitative aspects of the world around us?

OR

- How do people cope quantitatively with aspects of the world around us?



# School for the Future

<input checked="" type="checkbox"/> About School for the Future	<input type="checkbox"/> Vision/Philosophy	<input type="checkbox"/> Co-operations
<input checked="" type="checkbox"/> Research and Development	<input type="checkbox"/> Center for Teaching and Learning	<input type="checkbox"/> International Business Studies

## Blended Learning

School for the Future stands for creative thinking and blended learning: learning by means of the computer in combination with more traditional ways of learning. The courses are arranged in four categories: e-learning, new media tools, creativity and competences.

<input type="checkbox"/> Seminars / Thematical meetings	<input type="checkbox"/> Masterclasses / Workshops	<input type="checkbox"/> Courses Trainings	<input type="checkbox"/> Virtual Library	<input type="checkbox"/> Blended Learning	<input type="checkbox"/> Creative Thinking
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Nederlandse versie

Zoek

Go!



's-Hertogenbosch, the Netherlands

School for the Future for a solid future

## School situation:

# Regional Education Centres (20,000 students)

## School for the Future

### Koning Willem 1 College

### School for the future

## Target group:

16-19 Vocational Education

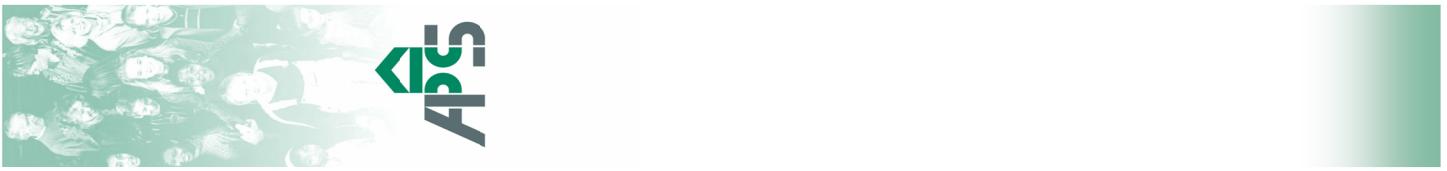
## Basic stream

Competency based curriculum.

They wanted advice:

We have a problem.

Students lack skills in basic arithmetic operations skills: multiplication division, fractions, et cetera and they lack skills in doing arithmetic with basic mathematics concepts: area, volume, ....



The screenshot shows the homepage of the 'School for the Future' website. At the top, there's a navigation bar with links for 'About School for the Future', 'Innovations', 'Co-operations', 'Meetings', 'Contact', and 'Jobs'. Below the navigation is a large image of a person working at a desk with a computer monitor displaying a complex 3D model of a brain or network. To the left of the image is a sidebar with the title 'Banded Learning' and a detailed description. The main content area has several sections with titles like 'Research and Development', 'Creative Learning', 'Collaborative Learning', 'Cancer for Young', 'Educazione', 'Theoretical Learning', 'Virtual Classes', 'Courses', 'Skills', 'Virtual Literacy', 'Banded Learning', and 'Creative Thinking'. At the bottom right of the page is a small note: 'Want to know more? Visit our website.'

## School for the Future®

The educational renaissance of the 21st century will be built on two pillars: creativity and technology. For some time now education has no longer been just a question of knowledge transfer and one-sided attention to logical and analytical thought processes. Today, education is recognised as a process that involves emotions, interaction between the senses, behavioural changes, and creative thought processes. For the development of this 'new education', **Koning Willem I College** has set up a separate organization - School for the Future. Here high-quality technology and purposeful creativity form the basis for trail-blazing learning processes.



**School for the Future**

Blended Learning

Selected for the module for creative thinking and blended learning activities. This module combines the computer and the real world. Students learn through the combination of theoretical knowledge and practical activities. In this module, students are encouraged to develop their own ideas and creativity and to demonstrate them.

Research and Development

Creative Thinking

Virtual Reality

Blended Learning

Theoretical Knowledge

Virtual Classrooms

Courses

Books

Virtual Library

Blended Learning

Creative Thinking

Selected for the module for creative thinking and blended learning activities.

Their solution:

Assess all the students with computer graded test items.

Chart for every individual student the deficiencies.

Remediate the deficiencies with made to measure computer computerized exercises in a maximum of a 40 hours module.

## My analysis:

This kind of solutions are rather useless.  
It could well be quite a waste of time and  
money to design it.

It would be for the 5<sup>th</sup> time in their educational  
career that they undergo the same procedure,  
with hardly any transfer at all.

## My advice:

Take a completely other approach that is more  
consistent with your educational vision and  
more consistent with the students  
characteristics.



# Een gecijferheid benadering

## A numeracy approach

- Always look through a “world around you” lens
- Use research results
- Take in account the characteristics of these students
- Use a consistent metaphor in designing:
  - Iceberg metaphor



# Numeracy and Mathematical literacy

- (...) one thing everyone more or less has come to agree on is that mathematical literacy cannot be defined in terms of mathematical knowledge.

Mathematical literacy is in fact mainly about the functional aspect of mathematical knowledge. It is about individual competencies to use mathematical knowledge in a practical, functional way; mathematical literacy in order to ... or mathematical literacy for ... (...)

(Jablonka, 2003)





# Multiplication

# Realistic

the top of the iceberg!

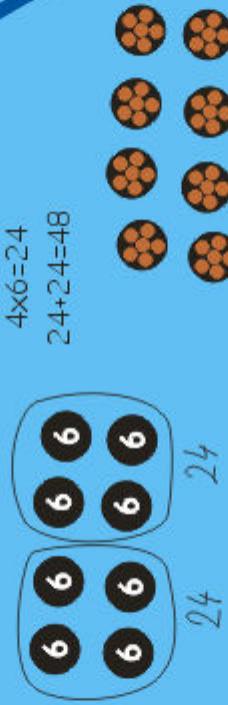
formal  
notation

$$\begin{array}{r} 8 \times 6 = \\ \hline 10 \times 6 = \end{array}$$

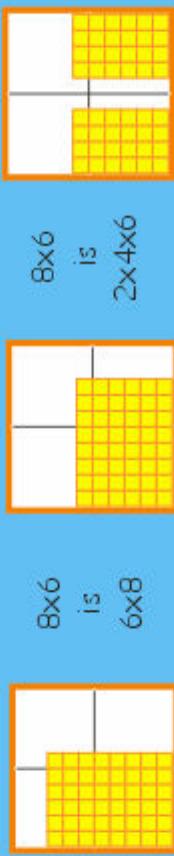


building stones;  
number relations

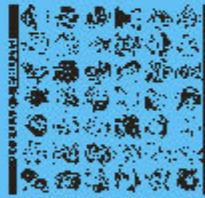
invest in floating capacity



model material



mathematical  
world  
orientation



# School Mathematics versus Numeracy



- Avoid the typical school mathematics in adult mathematics / numeracy education.  
(FitzSimons, 2002)  
(and many others)
  
- Design pre-vocational education, where you treat the students as adults. With real life assignments and real life responsibilities.  
(Koops, 2000)



# Numeracy

- **Work definition:**  
“Numerical competency is the intertwined knowledge, skills and dispositions (attitudes) necessary to adequately and autonomously cope with the quantitative aspects of the world around us.”



## Results from earlier research

- Real life assignments
- Observations, pictures
- Stimulated recall
- Analyzing the video's
  - Window
    - Flowerbed 0: Outside
    - Flower bed 1: Ik ben niet zo'n rekenaar
    - Flower bed 2: Haakse hoek
    - Garbage bin

# **Analyses of the video's**

- Matching numbers with the sizes of the product of parts of the products.
- Interpreting numbers a symbol for a kind of screw, drill or other things.
- Using the numbers as a measure instruction
- Using the numbers to make a list of needed parts, counting
- Hardly any operations with numbers showed up. In cases where addition had to be made, they all use a calculator or even Excel in a very natural way.
- Matching complex plans and schemes with the real product
- Hardly any mathematical language to express their numerical or spatial competences.
- Use of gestures to support the expressions of numerical competences.



# Conclusions

- Students have competences in a large number of areas that we can categorize as numerical or spatial competences and if-then reasoning.
- Students can reason well if they are working in the situation or if they literally have the product in hand.
- **Gestures** and physical visualizations are important components in the students' numeracy repertoire.

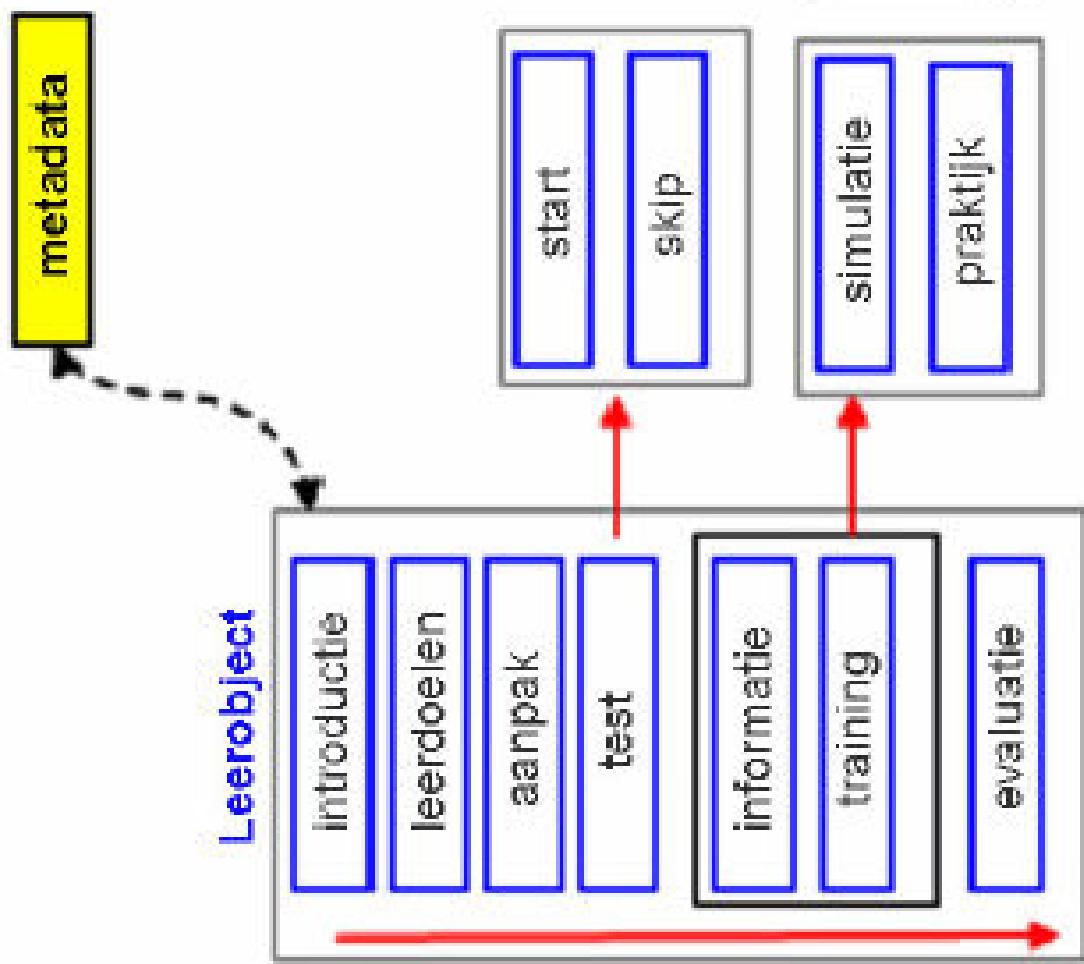


# Under construction

## ■ J4 learning objects

- Video's and pictures
- Feedback in Iceberg models
- Basic conceptual mathematical thinking (as opposite to focused on operations)
- Counting => estimations => operations





Tot volledige beheersing  
van kennis en vaardigheden

De leefasen in een J4-Leerobject

## Informatie

## Hotelschool à la Carte

## Hygiëne

## €



Veelvoorkomende micro-organismen kunnen bij de voorbereiding en bereiding van maaltijden veroorzaiken.



Bereidt en voorbereide producten waar micro-organismen.



Het zoals wij hebben MO's voedsel nodig om te leven. Ook scheiden ze stoffen uit die ze niet meer nodig hebben. Soms maken we daar handig gebruik van bij het maken van kamersleek of schaamseikassen. Bepaalde MO's scheiden rottien, giftige stoffen, uit. Deze rottien, maar ook de MO zelf, kunnen schadelijke vingerzakken die docuur kunnen aanopen.

## Micro-organismen

- Organisme
- Leerdelen
- Aanpass.
- Scan-test
- Sap test
- Informatie
- Training
- Evaluatie

## Help

- Encyclopedie
- Contact

## ☰ Doe!

# An example: Area



## ■ Basic concept:

- Covering with a chosen unit

## ■ Images:

- ..
- ..
- ..



## Integrating numeracy and vocational

- It is almost impossible to integrate the mathematics courses and the vocational courses if they are separated in place and time.  
It is hard to integrate that what is not there.
- Do not work on integration, but work on an integral approach (start with the tasks and not with the curricula).

# Interested?



To obtain the files from the hand outs or the articles, please send an e-mail to

**K.Hoogland@apps.nl**

Or visit the website

**www.gecijferdheid.nl**

or

**www.mathematical-literacy.eu**