

GeoGebra:

Effective use of GeoGebra in the classroom

Workshop 1 Booklet

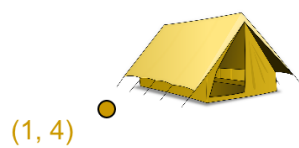
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@ProjectMaths_ie

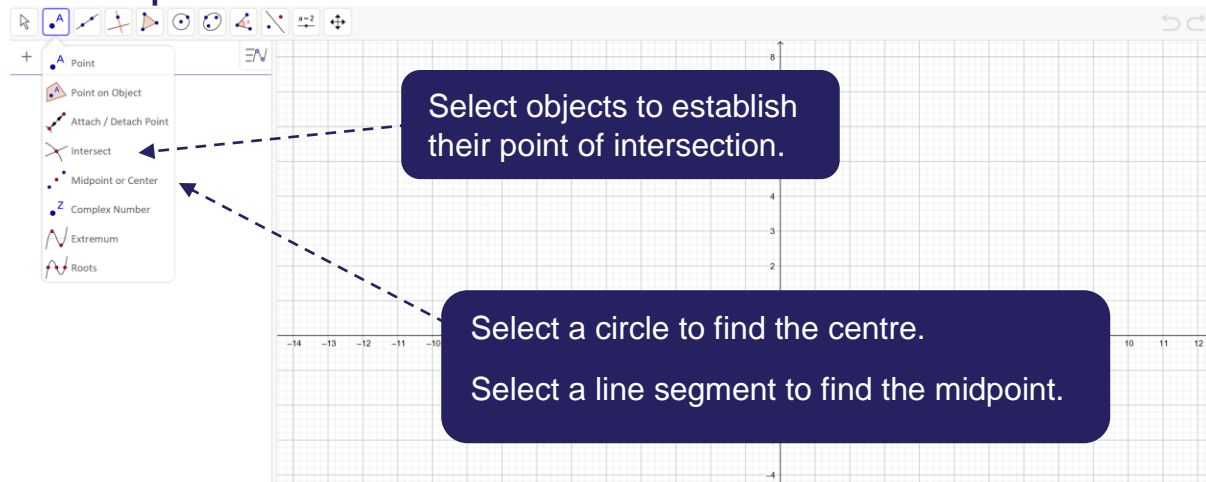
Rich Task 1- Problem

A Scout Troop have pitched 3 tents to sleep in and wish to build one fire to cook with. Where is the fairest location for the fire?

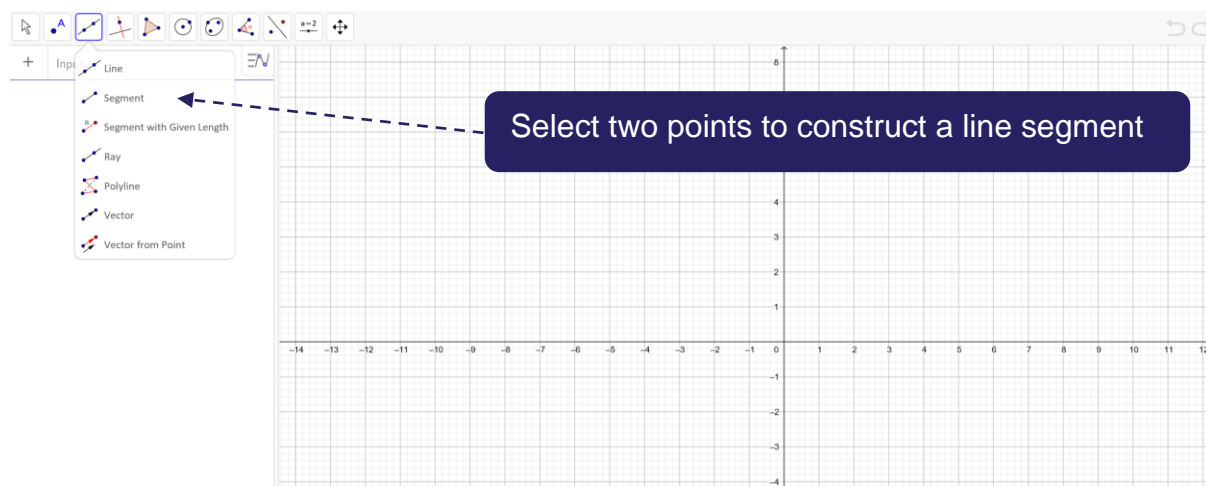


Rich Task 1- Cheat Sheet

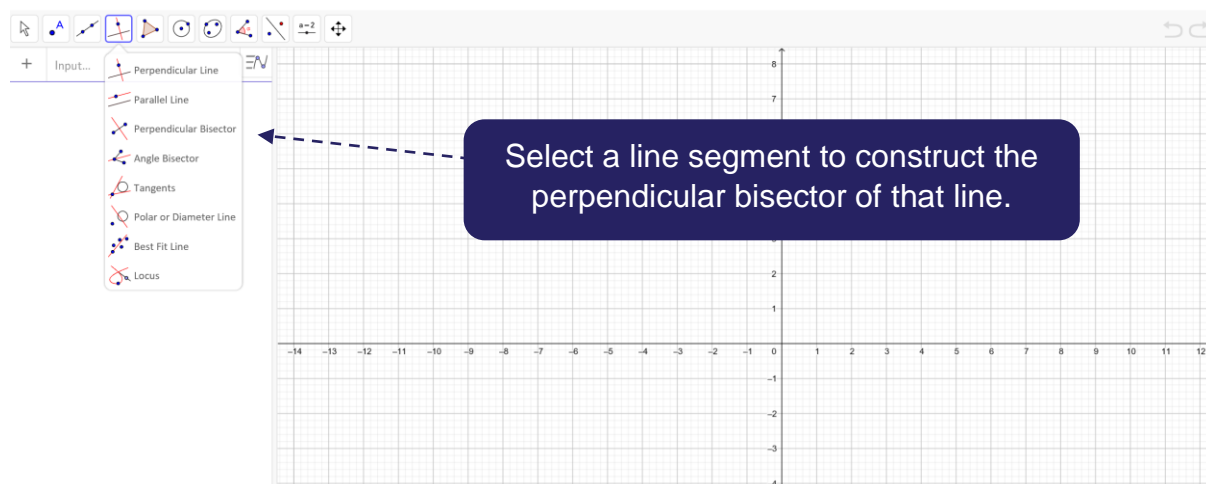
Point drop-down menu



Types of lines drop-down menu



Interacting lines drop-down menu



Rich Task 1- Questioning

Bloom's Taxonomy

L1: How do you plot a point? (Requires students **remember** how to use GeoGebra to plot points)

L2: Can you find the fairest point between 2 of the tents? (**Understanding** of midpoint)

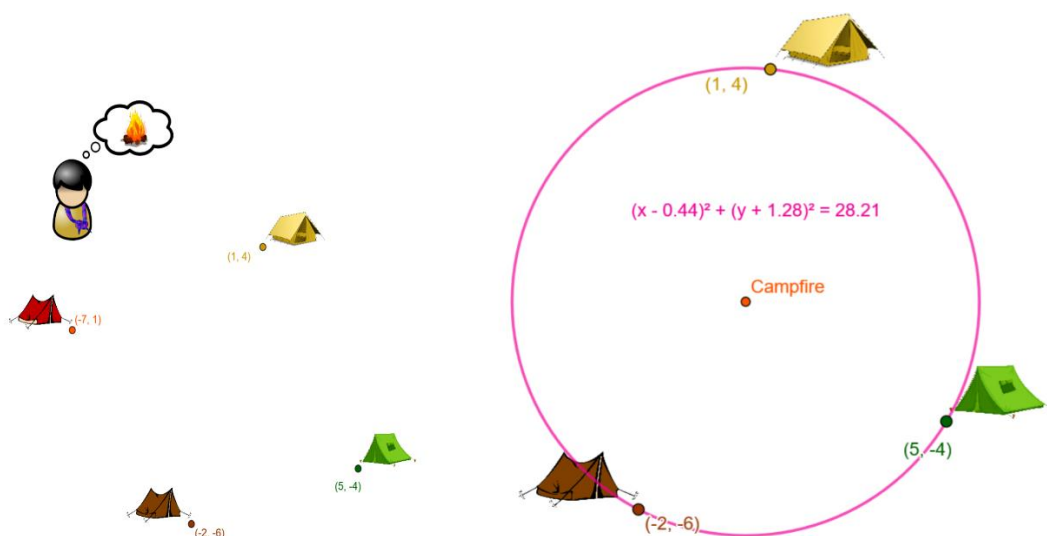
L3: How can I find the fairest point between 3 tents? (Must **apply** understanding of bisecting lines to find the circumcentre)

L4: What is the relationship between the synthetic and coordinate geometry in this task? (**Analyse** the connection between algebra and geometry)

L5: Would this solution work if there were more than 3 tents? (**Evaluate** the solution to the problem and if it applies to multiple contexts)

L6: Could you create a similar problem? (**creating** new problem)

Prompts for Extension Questions



Triangles	Acute	Right Angled	Obtuse
Is the triangle always?			
Is the circumcentre always inside the triangle?			

Rich Task 2 – Option 1

Task to investigate effect of a , b and c in the function of

$$g(x) = a + b * \sin(c * x)$$

1. Use GeoGebra to graph the function $f(x) = \sin(x)$
2. Using sliders to control the values of a , b and c , graph the function of
$$g(x) = a + b * \sin(c * x)$$
3. Write down the equation of as many functions as you can that have a maximum value of 3 and a minimum value of -3.

4. Write down the equation of as many functions as you can that have a maximum value of 3 and a minimum value of 1.

5. Write down the equation of as many functions as you can that intersect with roots of $f(x) = \sin(x)$

- Two points to bear in mind while you're doing this activity
 - How could this activity be used with other types of functions?
 - What do the sliders in this activity represent mathematically?

Rich Task 2 – Option 2

Task to investigate effect of a , b and c in the function of

$$h(x) = a * (x + b)^2 + c$$

1. Use GeoGebra to graph the function

$$h(x) = a * (x + b)^2 + c$$

2. Using sliders to control the value of a , b and c , graph

$$h(x) = a * (x + b)^2 + c$$

3. Write down the equation of as many functions as you can that have a minimum y -value of -1 .

Solutions:

4. Write down the equation of as many functions as you can that have a turning point at the origin.

Solutions:

5. Write down the equation of as many functions as you can that have roots of 2 and 6.

Solutions:

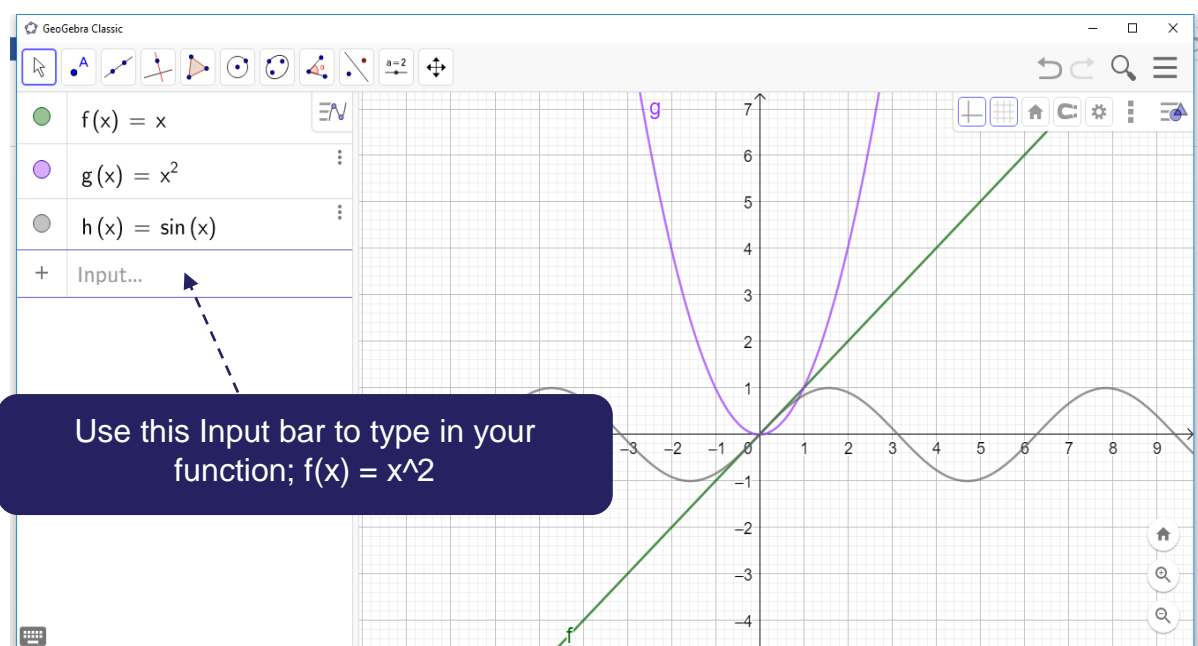
- Two points to bear in mind while you're doing this activity
 - How could this activity be used with other types of functions?
 - What do the sliders in this activity represent mathematically?

Extension Questions:

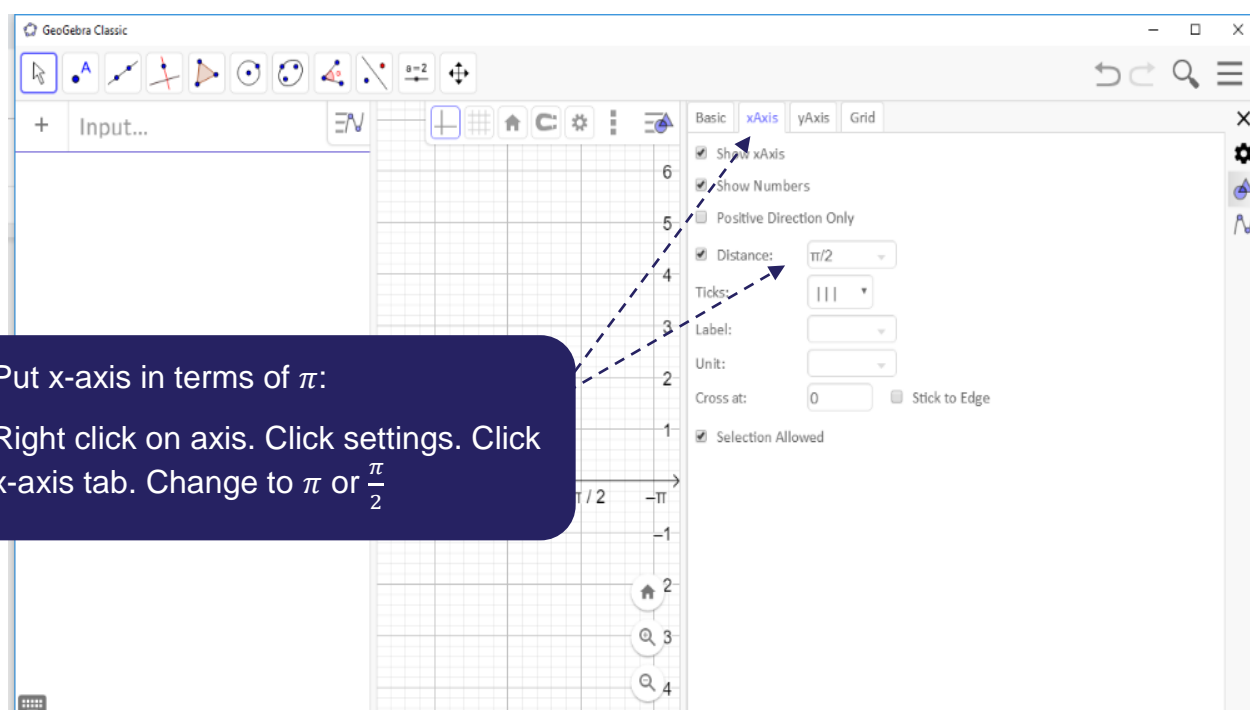
1. Write down the equation of as many functions as you can that have no roots.
2. What changes would you make to the function to make it invertible?

Rich Task 2 – Cheat Sheet

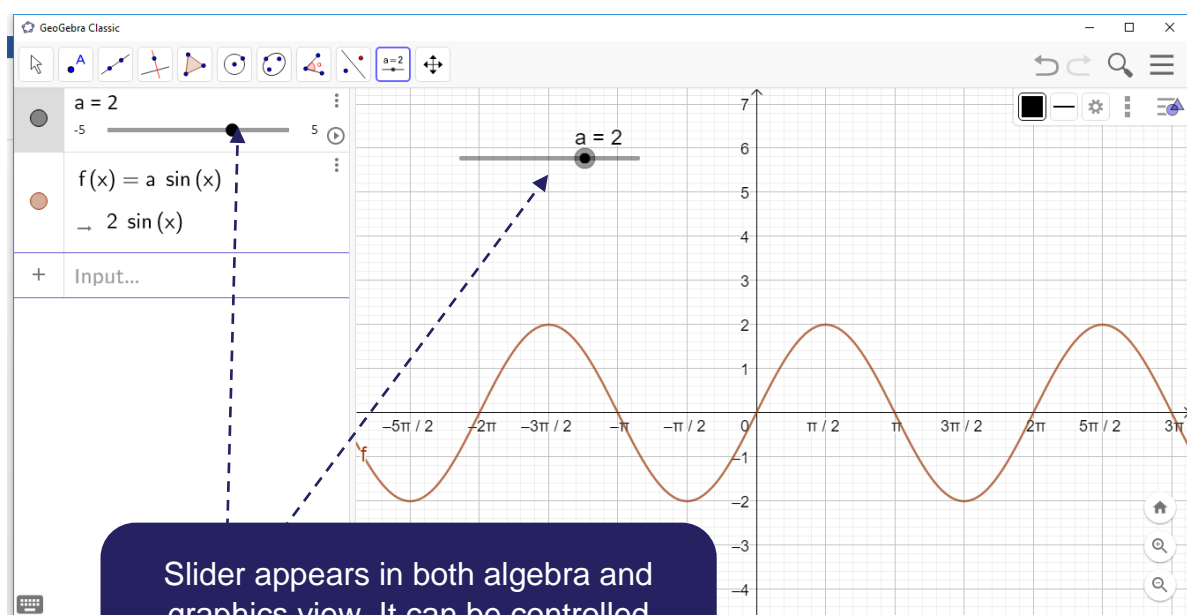
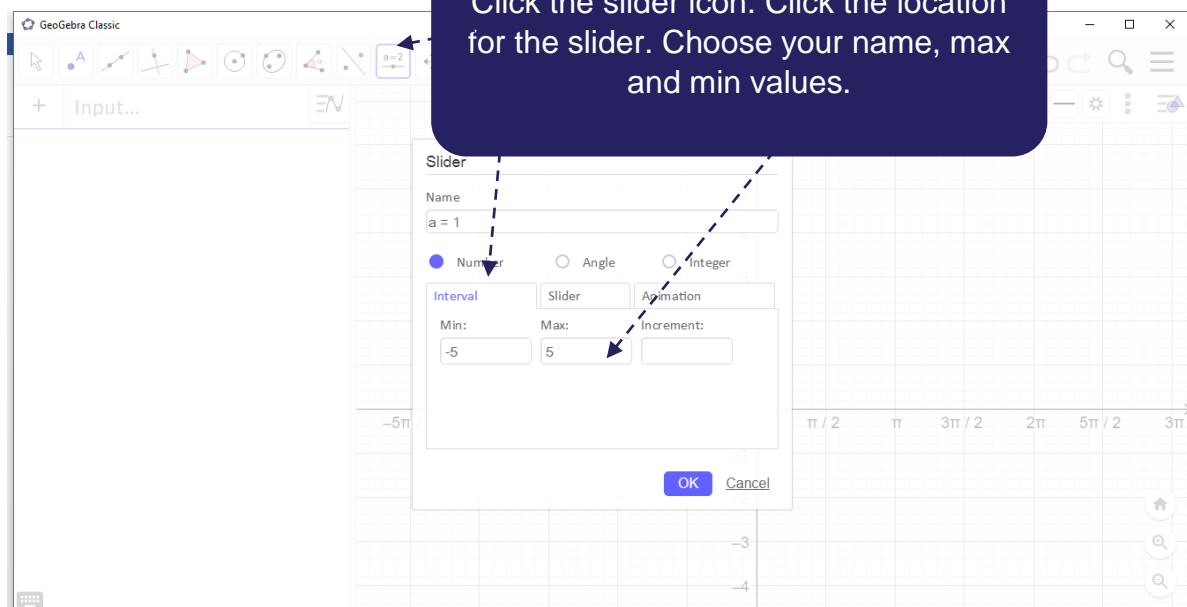
Creating graphs of different functions



Creating graphs of Trigonometric functions in radians



Using Sliders



Effective Questioning

Research conducted by Cotton (2001) and Hattie (2012) showed that:

20% of classroom questions are higher cognitive questions 20% are procedural questions ('have you got your books with you?') 60% are lower cognitive questions.

Elements of Effective Questioning:

- Questions must have a purpose
- Questions must be linked to learning outcomes and success criteria
- It promotes discussions
- Results in students being more likely to develop a deeper understanding of an idea because they have tried to explain it themselves
- Promotes higher order thinking and extends learning.

Bloom's Taxonomy

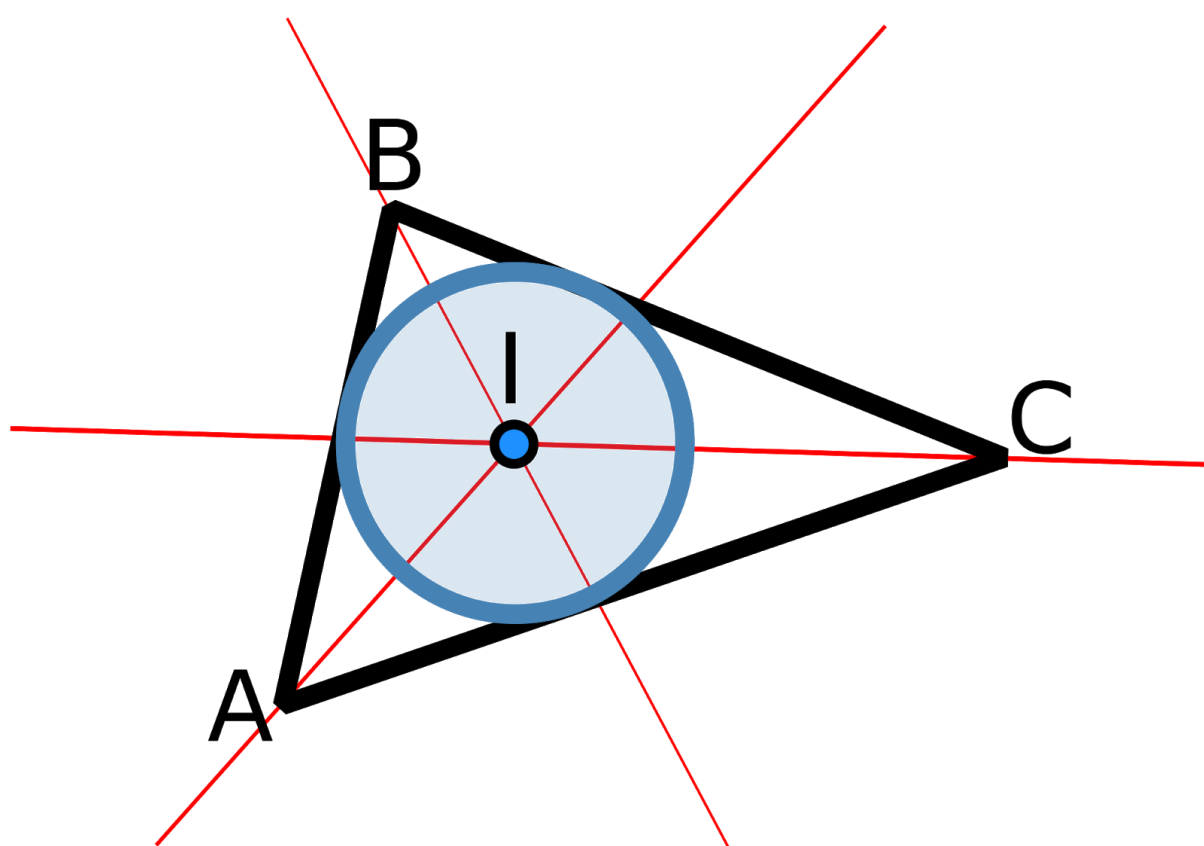


Notes:

Some of your higher order questions:

Task 3 – Take-home Task

Use GeoGebra to investigate why the point of intersection of the angular bisectors of a triangle is equidistant to the sides of the triangle.



Useful links

Online GeoGebra application	http://www.geogebra.org
GeoGebra support manual	https://wiki.geogebra.org/en/Manual
GeoGebra videos from PDST PP Maths	https://tinyurl.com/PMGeoGebra
School support resources	www.scoilnet.ie
Effective use of task 2 without devices	https://tinyurl.com/PostPrimary3 (task2)
Effective use of GeoGebra	https://tinyurl.com/PostPrimary4 (tandl)
Leaving Certificate Maths Syllabus	https://tinyurl.com/LCSyllabus
Junior Certificate Maths Syllabus	https://tinyurl.com/JCSyllabus
Task 3 Discussion pad	https://tinyurl.com/PostPrimary2 (task3)
Workshop evaluation form	https://tinyurl.com/Geoevaluate
Geometry workshop questionnaire	https://tinyurl.com/GeomTrigWS