Integrating Computers into Mathematics classes in a Unique way – Classroom Examples

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"In mathematics instruction programs, technology should be used widely and responsibly, with the goal of enriching students' learning of mathematics" (NCTM, 2000). In our efforts to integrate computers into mathematics classes and expose the students to new teaching methods, we developed two technology based courses.

These courses are taught to mathematics B.Ed and M.Ed students in a teacher training college.

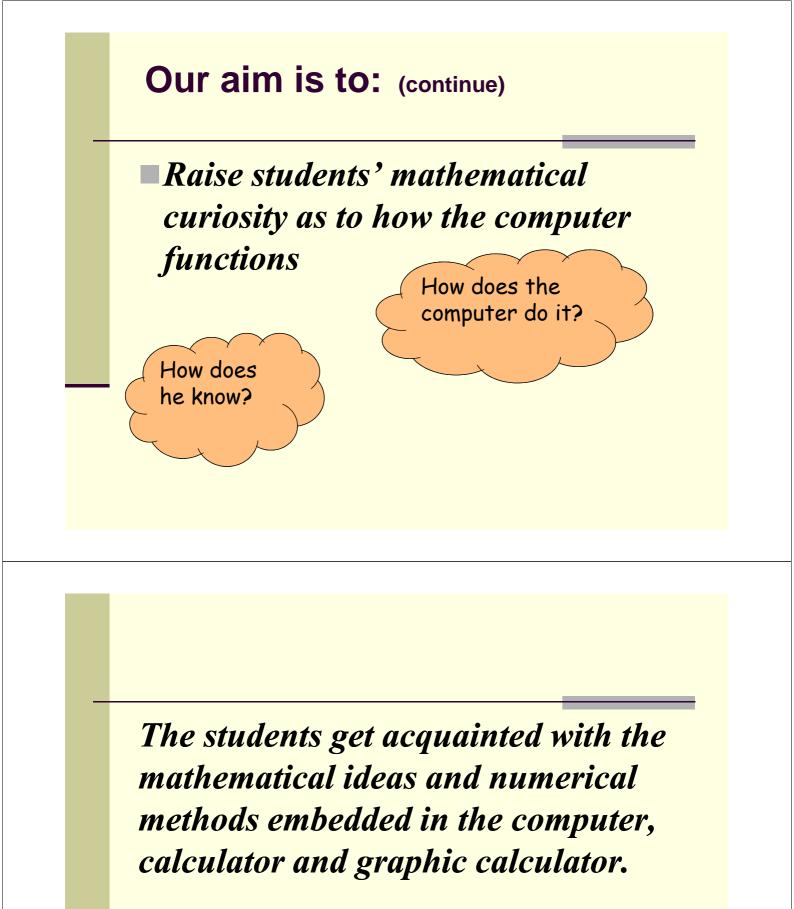
Our aim is to:

Provide tools to solve mathematical problems

Adjust Mathematics Teaching and Learning to Technological Changes

Improve students' math understanding

Motivate students to learn mathematics



In other words, they learn "the story behind the key".

two major subjects of the course are:

Calculating the digits (to a desired accuracy) of irrational numbers (e, π , $\sqrt{2}$)

In this presentation we focus on: finding the square and cubic roots of a given number.

solving equations (one of the oldest subjects in math) Two methods will be presented

We present:

Heron's method

The intuitive 'trial and error' method

For computing the square root and the cubic root (do not require profound math knowledge)

Bisection method

Newton Raphson Method The last 2 methods are very powerful for solving equations in general *Heron's* iterative formula for computing the <u>square root</u> of s (a given positive number)

His method was based on:

Getting a sequence of rectangles, all with area S, so that both sides are getting closer to each other. As a limit of the sequence we get a square. The side of which is the desired square root of S.





Heron of Alexandria 100 a.d.

At first the students use calculators and see that using Heron's method yields the desired root quite quickly.

Then they write an algorithm and translate it to a computer program using excel, realizing the "strength" of computers (generalization for every square, quick and easy way to get the answer).

They construct a permanent software that is both efficient and fully automatic.

The students generalize-

Computing the <u>cubic root</u> of a given number

This method is based on:

Getting a sequence of parallelepipeds all with volume V and a base which is a square with sides m.

The height h is getting closer to the base side m in each iteration.

As a limit of the sequence we get a cube. The sides of which are the desired cubic roots of V.

The intuitive 'trial and error' method

Based on finding 2 sequences of upper and lower bounds which get closer and closer to the root, until the desired accuracy is reached.



Done in a similar way as making a <u>binary search.</u>

שורש שלישי של 72

שיטה של ניסוי וטעיה

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<u>₩</u> 72

L	שיטת הרו	ע
<u>a</u> 1	h	v
1	72	72
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a	h	
1	72	
24.66667	0.118335	
16.48389	0.26498	
11.07759	0.586735	
7.580636	1.252914	
5.471395	2.405118	
4.449303	3.637044	
4.17855	4.123645	
4.160248	4.160006	
4.160168	4.160168	

בדיקה 4.160168

<u>a</u> 4	<u>b</u>	<u>×</u> 4.5	<u>x^3</u> 91.125	
4	4.5	4.25	76.76563	
4	4.25	4.125	70.18945	
4.125	4.25	4.1875	73.42847	
4.125	4.1875	4.15625	71.79678	
4.15625	4.1875	4.171875	72.60957	
4.15625	4.171875	4.164063	72,20241	
4.15625	4.164063	4.160156	71,99941	
4.160156	4.164063	4.162109	72.10086	
4.160156	4.162109	4.161133	72.05012	
4.160156	4.161133	4.160645	72.02476	
4.160156	4.160645	4.1604	72.01209	
4.160156	4.1604	4.160278	72.00575	
4.160156	4.160278	4.160217	72.00258	
4.160156	4.160217	4.160187	72.00099	
4.160156	4.160187	4.160172	72.0002	
4.160156	4.160172	4.160164	71.9998	
4.160164	4.160172	4.160168	72	
4.160164	4.160168	4.160166	71.9999	
4.160166	4.160168	4.160167	71.99995	
4.160167	4.160168	4.160167	71.99998	
4.160167	4.160168	4.160167	71.99999	
4.160167	4.160168	4.160168	72	
4.160168	4.160168	4.160168	72	

comparison

שיטת הרון

a	h	v
1	45	45
.66667	0.183341	
.50556	0.407731	
139616	0.882801	
354011	1.761733	
956585	2.874561	
59591	3.480125	
557315	3.55605	
556893	3.556893	

<u>בדיקה</u> 3.556893

<u>שורש שלישי של 45</u>

שיטה של ניסוי וטעיה

<u>¥</u> 45

a	h	X	<u>x^3</u>	
3	4	3.5	42.875	
3.5	4	3.75	52.73438	
3.5	3.75	3.625	47.63477	
3.5	3.625	3.5625	45.21313	
3.5	3.5625	3.53125	44.03372	
3.53125	3.5625	3.546875	44.62083	
3.546875	3.5625	3.554688	44.91633	
3.554688	3.5625	3.558594	45.06457	
3.554688	3.558594	3.556641	44.99041	
3.556641	3.558594	3.557617	45.02748	
3.556641	3.557617	3.557129	45.00894	
3.556641	3.557129	3.556885	44.99968	
3.556885	3.557129	3.557007	45.00431	
3.556885	3.557007	3.556946	45.00199	
3.556885	3.556946	3.556915	45.00083	
3.556885	3.556915	3.5569	45.00026	
3.556885	3.5569	3.556892	44.99997	
3.556892	3.5569	3.556896	45.00011	
3.556892	3.556896	3.556894	45.00004	
3.556892	3.556894	3.556893	45	
3.556892	3.556893	3.556893	44.99998	
3.556893	3.556893	3.556893	44.99999	

A	В	C	D	E	F	G	Н		J
1 2						יש שלישי של 45	שור		
<u>3</u> <u>4</u> שיטת הרון 5				<u>שיטה של ניסוי וטעיה</u>					
3 a 6 a 7 1 8 =(2*A7+B7)/3 9 =(2*A8+B8)/3 10 =(2*A9+B9)/3 11 =(2*A10+B10)/3 12	<u>h</u> =\$C\$7/(A7^2) =\$C\$7/(A8^2) =\$C\$7/(A10^2) =\$C\$7/(A11^2)			=IF(I =IF(I	a 7<\$J\$7,H7,F7) 8<\$J\$7,H8,F8) 9<\$J\$7,H9,F9) 10<\$J\$7,H10,F1	<u>h</u> 4 =IF(17>\$J\$7,H7,G7) =IF(18>\$J\$7,H8,G8) =IF(19>\$J\$7,H9,G9) 0) =IF(110>\$J\$7,H10,G10	X =(F7+G7)/2 =(F8+G8)/2 =(F9+G9)/2 =(F10+G10)/2 0) =(F11+G11)/2		⊻ 45
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How can we obtain solutions for any desired

Students are not aware that: accuracy.

There does not exist (and will never be found) a closed formula for solving polynomial equations of an order greater than 4 (Abel, Galois, Lie), and for other non algebraic equations.

How do we solve? How do graphic calculators, and computer softwareknow?

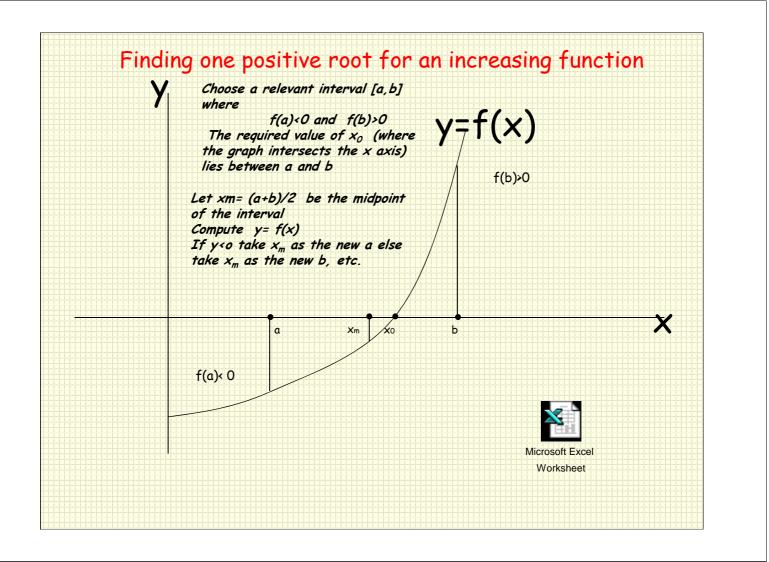
solving equations

To solve f(x)=0 (to find the real <u>roots</u> of the equation) we look for the <u>zeros</u> of the (continuous) function y=f(x)

We focus first on the equation $x^2 - s = 0$ $x^2 - s = 0$ $f(x) = x^2 - s$ f(x) = 0

Bisection method

Choose a relevant interval [a,b] where f(a)=a²-S<0 and f(b)=b²-S>0
 The required value of the positive square root of S lies between a and b (Cauchy's mean value theorem), precisely where the graph of the parabola intersects the x axis.



The equations with which we deal have no simple closed formula for their roots, as the quadratic equation has.

We turn to methods of approximating the real roots to some prescribed degree of accuracy.

Examples for Solving equations using Bisection method

In order to solve each of the following equations, Investigate the appropriate function, decide the number of zeros and plot. check with software:

- x³+2x²+10x-20=0 (Fibbonacci, 1225, x=1.36880810)
- $xe^{-x}-0.25=0$
- $2^{x}+x-2=0$
- *Sinx-x/2=0*
- $X^7 + 2x 200 = 0$

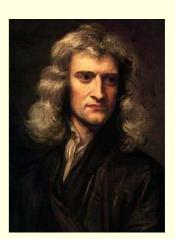


Newton Raphson Method

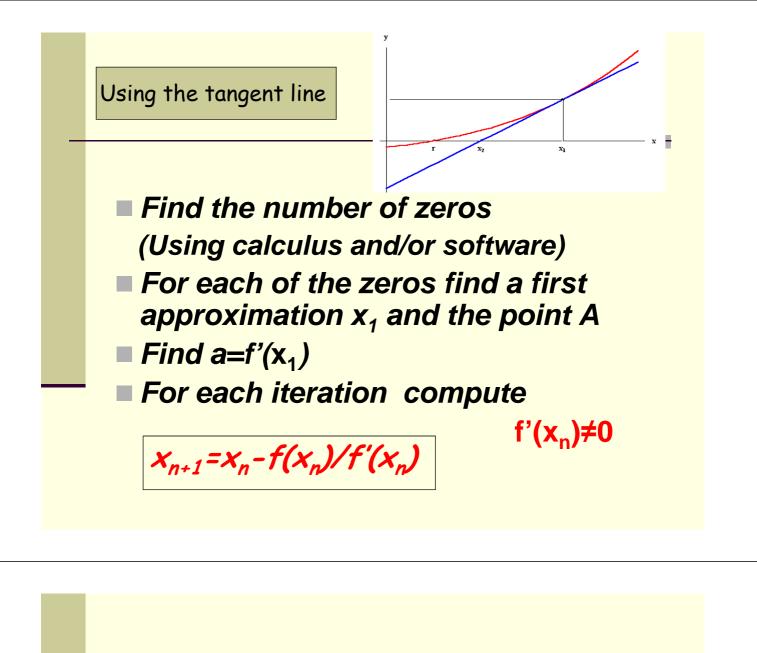
(1690)

■ finding the roots of f(x)=0
(a differentiable function)

• or finding the zeros of y=f(x)

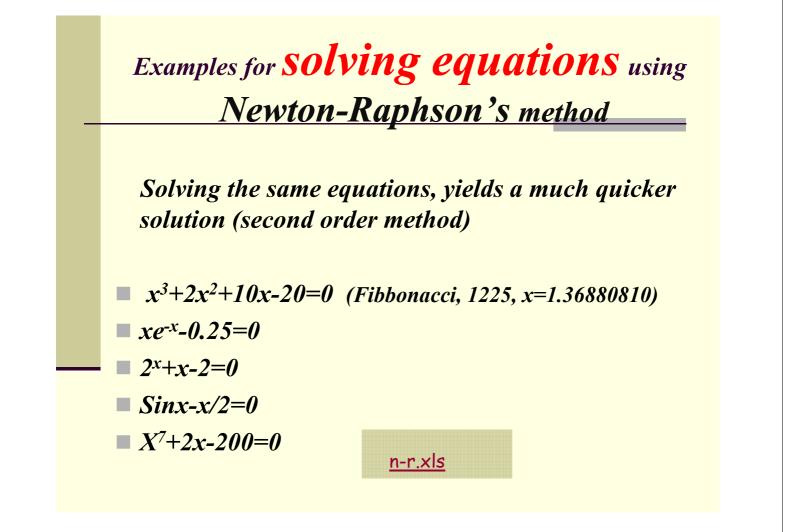


Newton:1643-1727



Solving the equation $x^2-s=0$ using Newton Raphson's method yields the same formula (and result) as

Heron got without using calculus.



During the course

The students have learned many and varied numerical methods taken from different branches of mathematics.

 Emphasis is given to the mathematical knowledge and to accompanying justifications.

- The students deal with new and vital subjects (taken from Discrete algorithmic Mathematics and Numerical Analysis),
- These topics are ordinarily learned in advanced undergraduate mathematics courses or in Computer Science studies
- They are absent from the regular curriculum in schools in Israel.

Technological developments make it possible to incorporate selected chapters of these two courses **earlier**, in high school or even in the upper grades of elementary school curriculum, by adapting the topics to students' knowledge.

It should be pointed out that

In this presentation we showed only a glimpse of what we teach in the courses and how we integrate computers into mathematics classes.

We hope that

These topics will be integrated into the curriculum

Our students will be the agents who incorporate it into schools.

This way of teaching will contribute to raise the next hi- tech generation.

THANK YOU