

# Characterizing and Supporting Hybrid Learning Scenarios to Foster Students' Development of Mathematical Concepts and Problem-Solving Competencies

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OBSTACLES

CONCEPTUAL  
FRAMEWORKS:  
POLYA,  
SCHOENFELD,  
DIGITAL  
TECHNOLOGIES

PROBLEM-POSING  
AND SOLVING  
MATHEMATICAL  
PROBLEMS: WHAT  
IS IT IMPORTANT?

CONTEXT:  
SOCIAL  
CONFINEMENT  
AND  
EDUCATIONAL  
TASKS

A CHARACTERIZATION  
OF MATHEMATICAL  
REASONING INVOLVED  
IN USING DIGITAL  
TECHNOLOGIES TO  
REPRESENT, EXPLORE  
AND SOLVE THE TASKS.

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# Context: What have we learned from school work during the social confinement?

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# Tools, mathematics and mathematics education



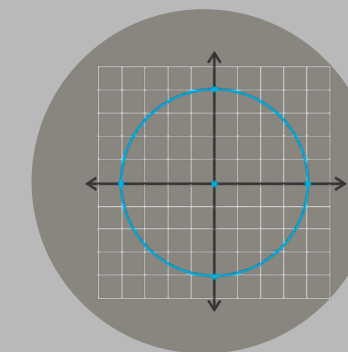
Mathematics developments and results can be traced and explained in terms of what tools individuals or groups used to formulate and solve problems



Greek mathematicians relied on the straightedge and compass to work on geometry problems. Euclid (325 BC) introduced the axiomatic method to support and validate mathematical results



Tools amplify human cognition (memory, computation, representation, etc.)



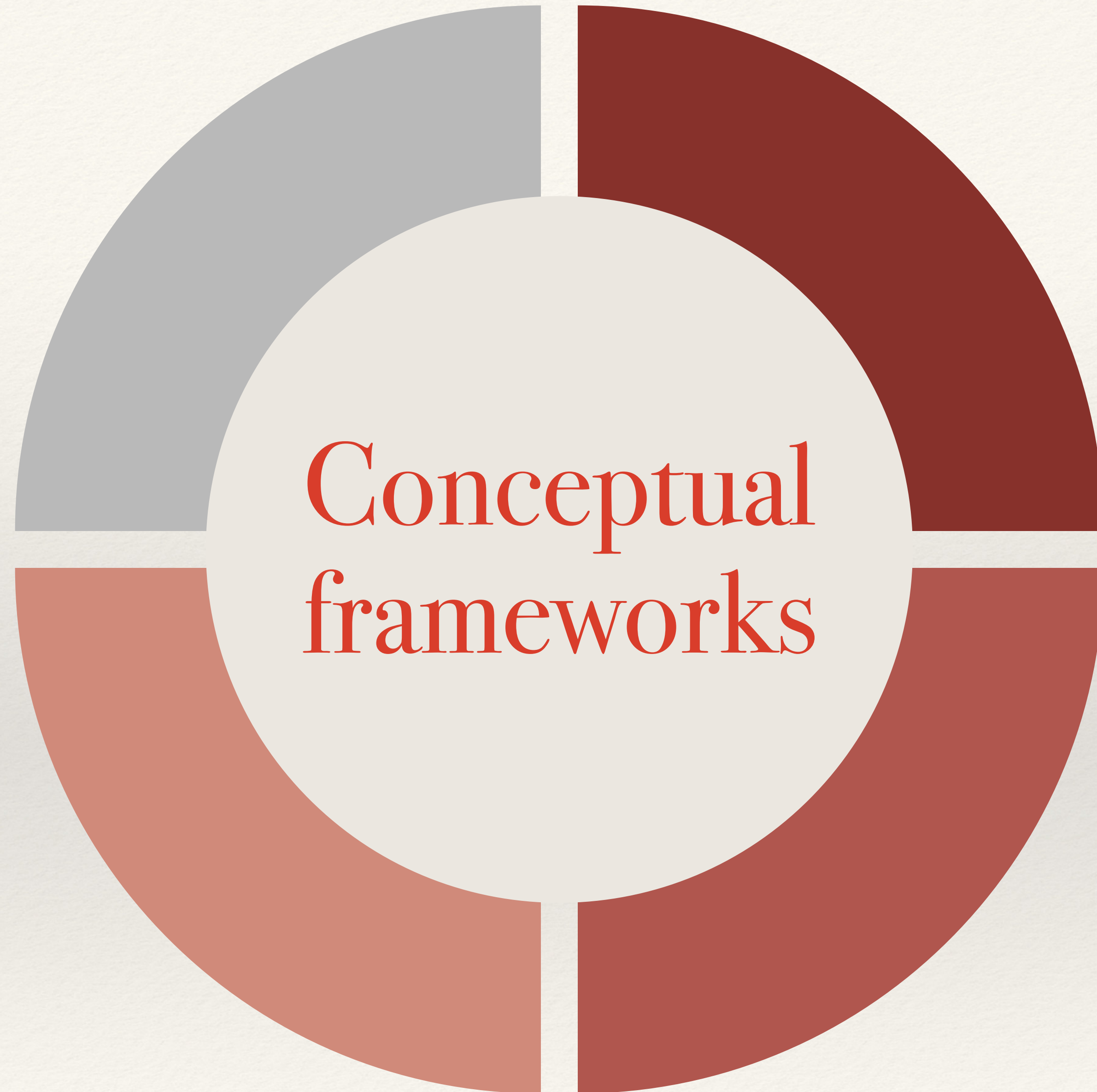
Descartes (1596-1650) introduced the coordinate systems to the study of geometry (analytic geometry)



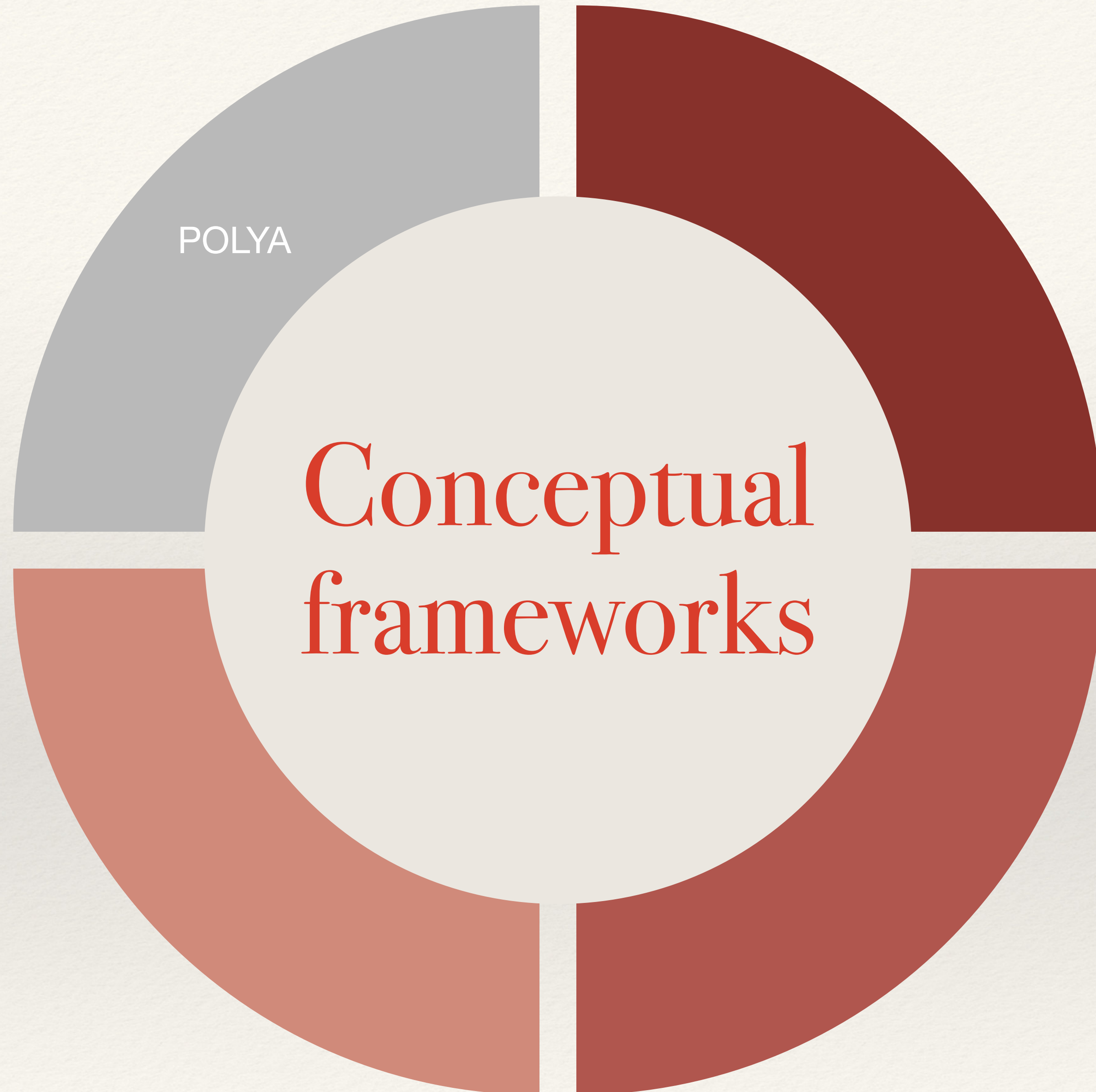
Babylonian mathematicians (1830-1531) used clay tablets to register problems, methods, and results in arithmetic, geometry and equations

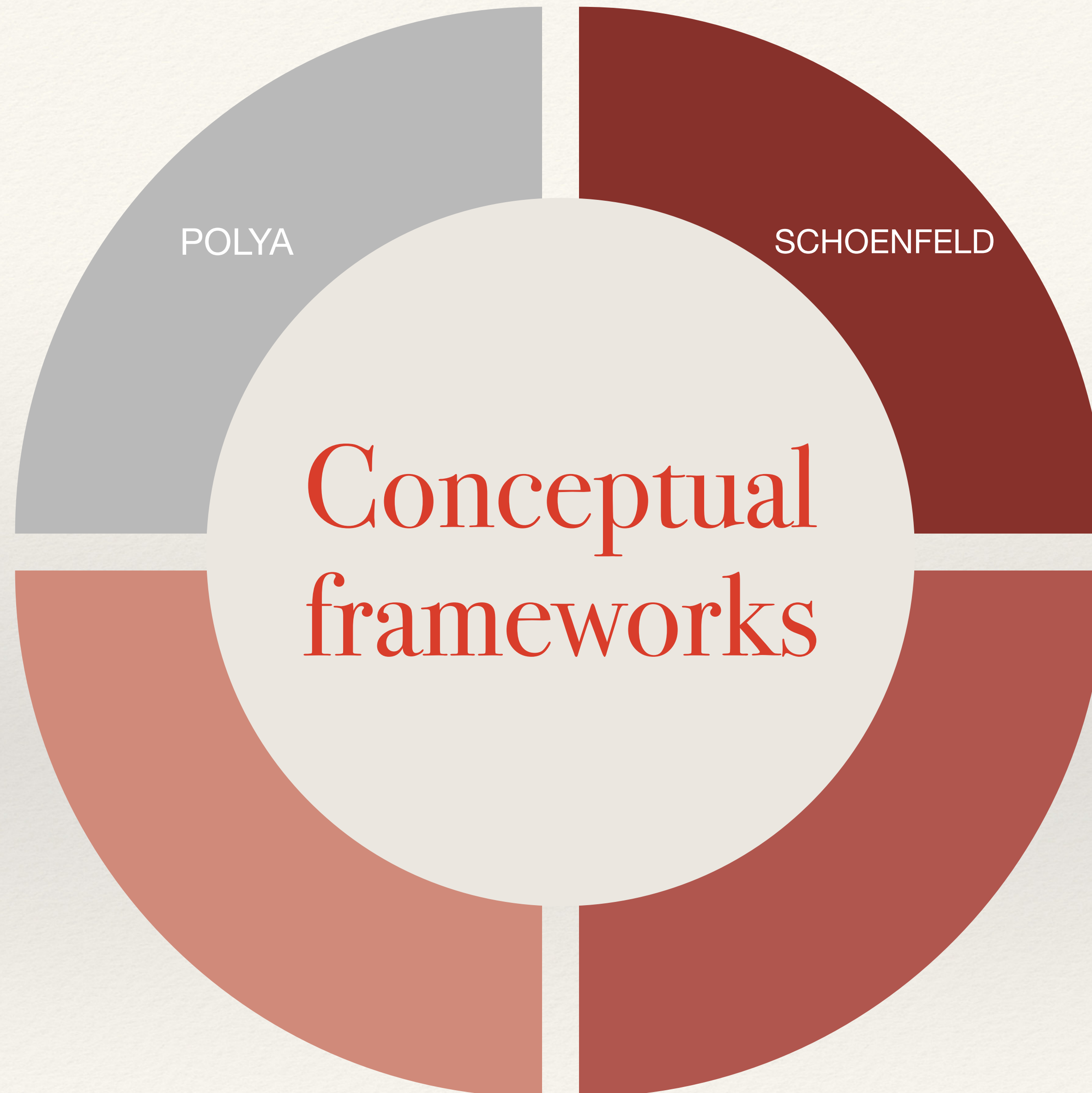


Currently, digital technologies are shaping the way we work on mathematical problems

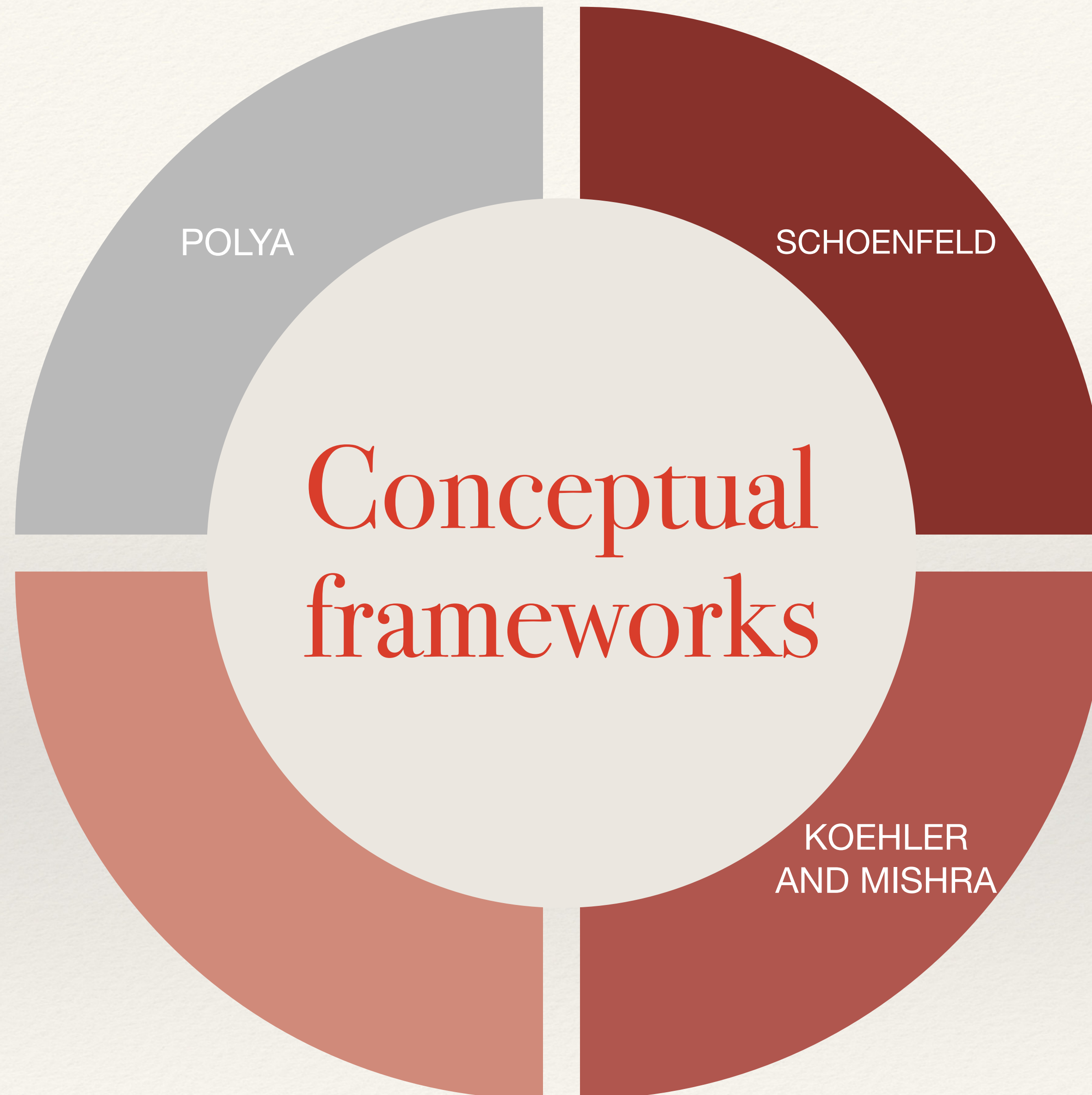


Polya's four intertwined problem-solving phases: Understanding the problem, devising a solution plan, carrying out the plan, and looking back. The importance of heuristics methods (Based on his own experience, introspective approach, 1945)



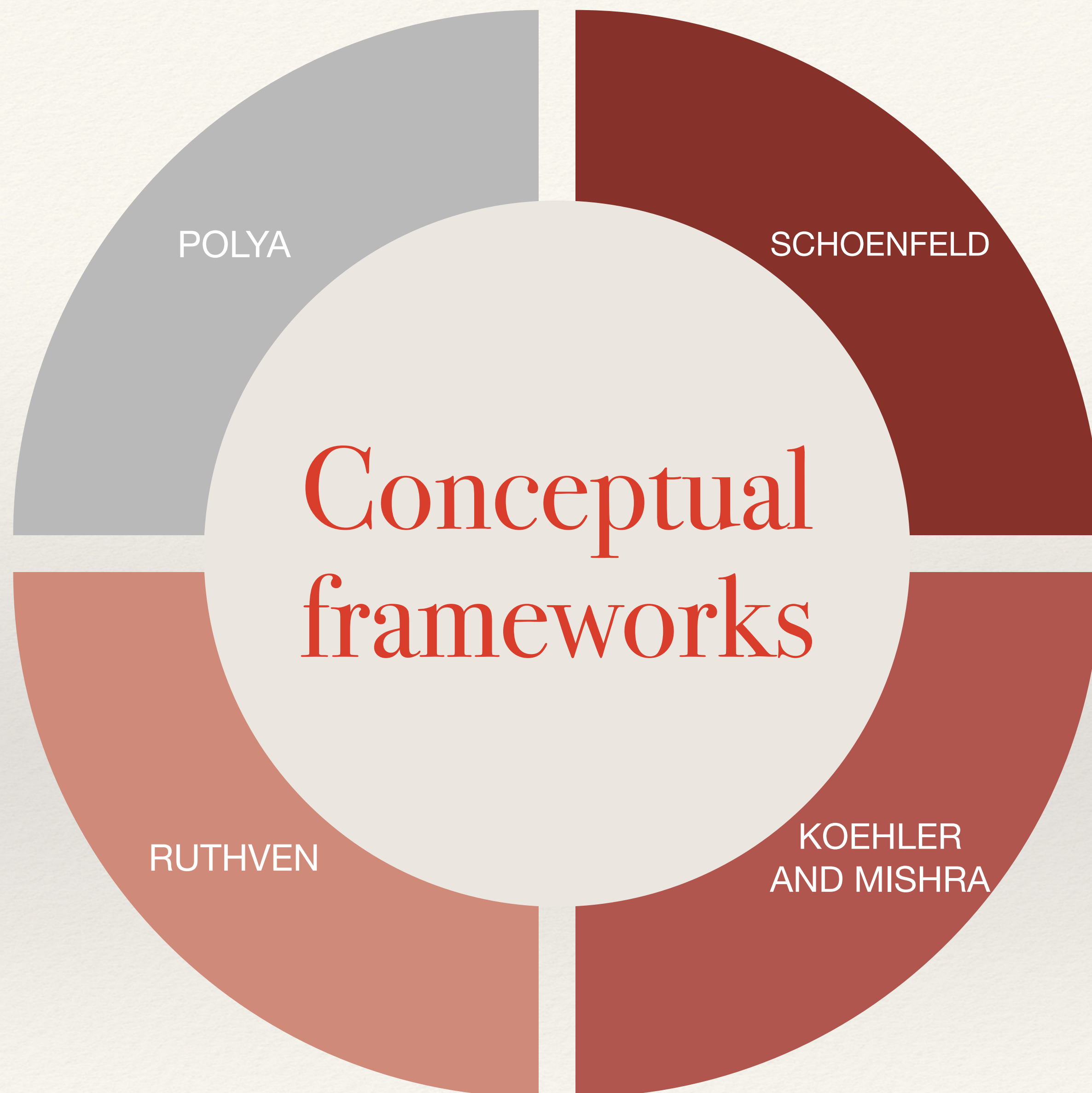


Schoenfeld, 1985: Four dimensions that shape the students' problem solving performances: Resources or knowledge base to face problems, the use of heuristics to understand problem statements; the use of self-monitoring and control strategies to make decisions; and the students' conception and beliefs about mathematics and problem solving

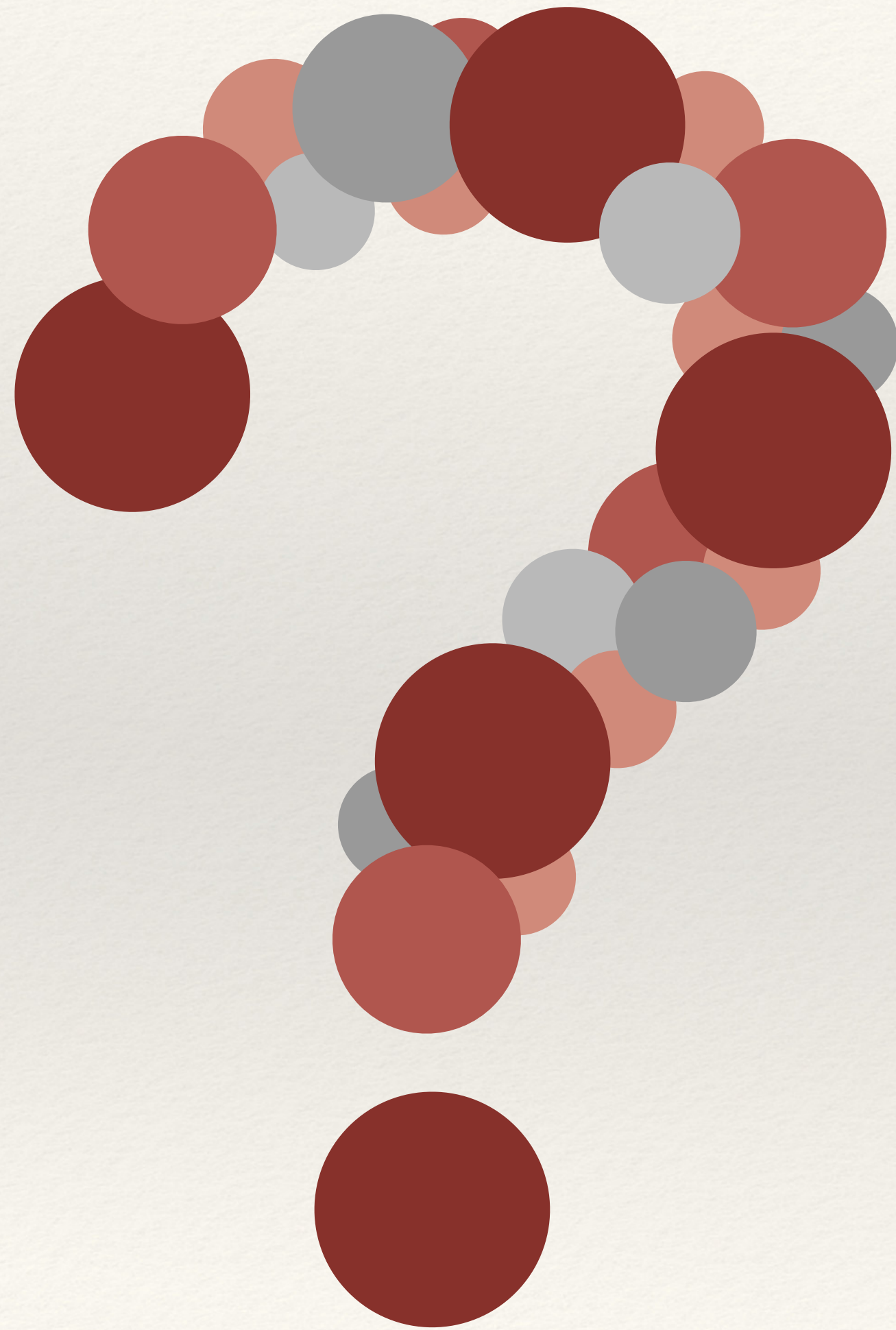


Koehler and Mishra (2011) made explicit the importance of integrating content knowledge with pedagogical and technology affordances to frame the use of technology in teaching/learning environments

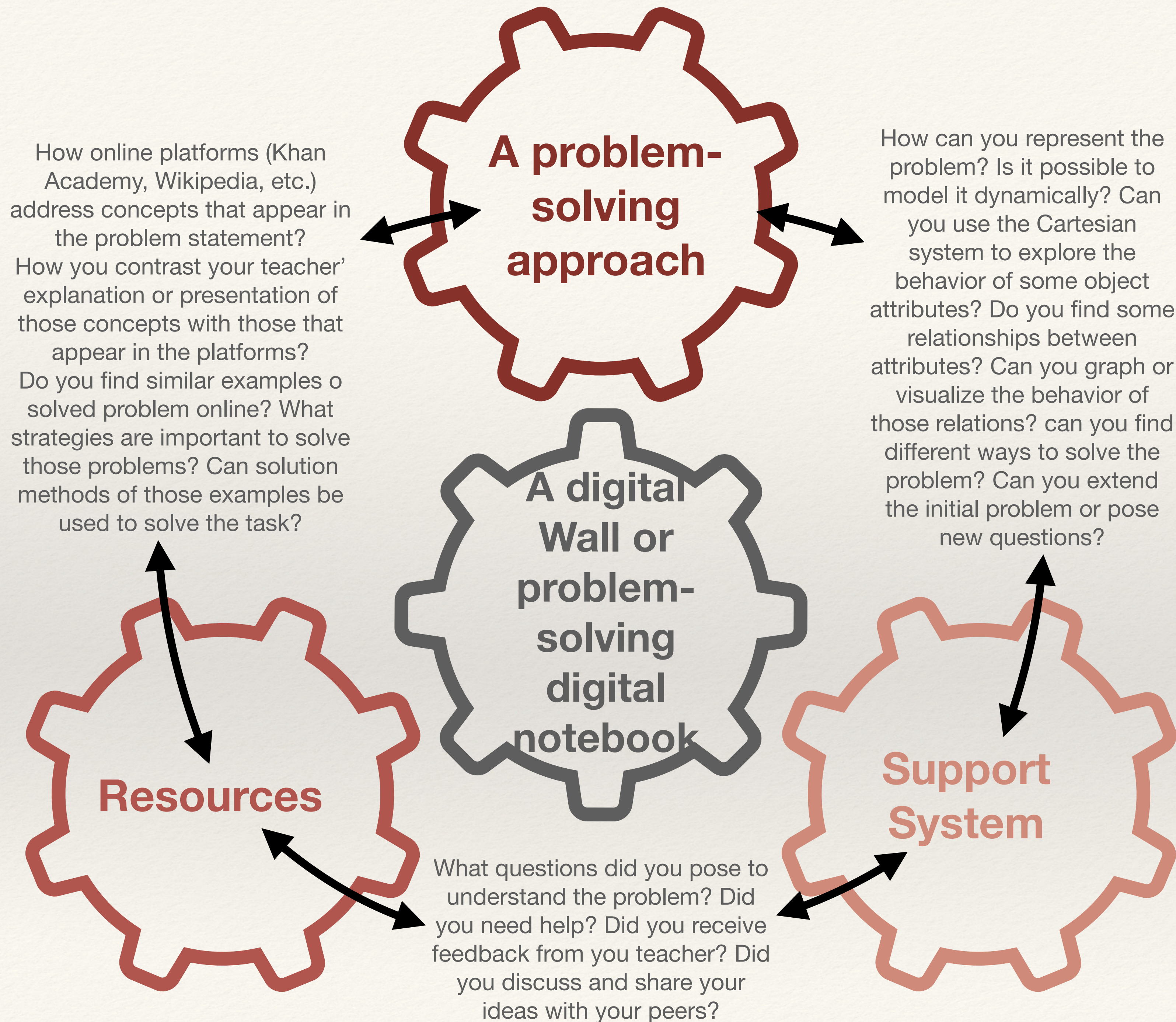
Ruthven (2022) proposed three dimensions to support the integration of digital technologies in school mathematical practices. The ergonomic (interaction between humans and digital tools), epistemological (disciplinary and didactical knowledge to use the tools), and the existential dimensions (conception of self and subject that shape the use of the tools).



# Essential components to frame problem-solving instruction



- An inquisitive or inquiry approach to delve into concepts and to work on mathematical problems. Mathematics as a set of dilemmas to elucidate and solve
- Tasks, problems or mathematical situations, embedded in different contexts, are the vehicle to engage students in mathematical practices and posing and discussion questions are key activities for students to learn concepts and to solve problems
- Looking for multiple or different ways or methods to represent and solve mathematical problems is important for learners to contrast concepts and strategies associated with each solution approach
- Learning mathematics and solving problems involve a continuous process in which students openly discuss and refine their ideas within a community that values and foster individual and collective participation and contributions



### A problem-solving approach

- An inquiry or questioning method
- Different types of tasks and contexts (cognitive demands)
- Sense making activities and habits of mind
- Multiple ways to approach the task
- Learning as a continuous refinement process

### A digital Wall or problem-solving digital notebook

- Short videos
- Students' notes
- Students' questions and concerns
- Problem solutions
- Posed problems
- Students' self-assessment

### Support system

- Teacher and experts' feedback
- Peers' assessment
- Synchronous tools (chats) and discussion forums

### Resources

- Online platforms (Khan Academy, Wikipedia)
- Communication Apps (Zoom, Teams, etc.)
- DGS (GeoGebra)
- Discussion Forums

A task: What mathematical questions could you formulate?



A tank or container of water is filled with one tap in four hrs and another tap fills the same tank in 6 h, how much time is needed to fill the same tank when both taps are open at the same time?

# The use of a Cartesian system, slopes

## A dynamic model

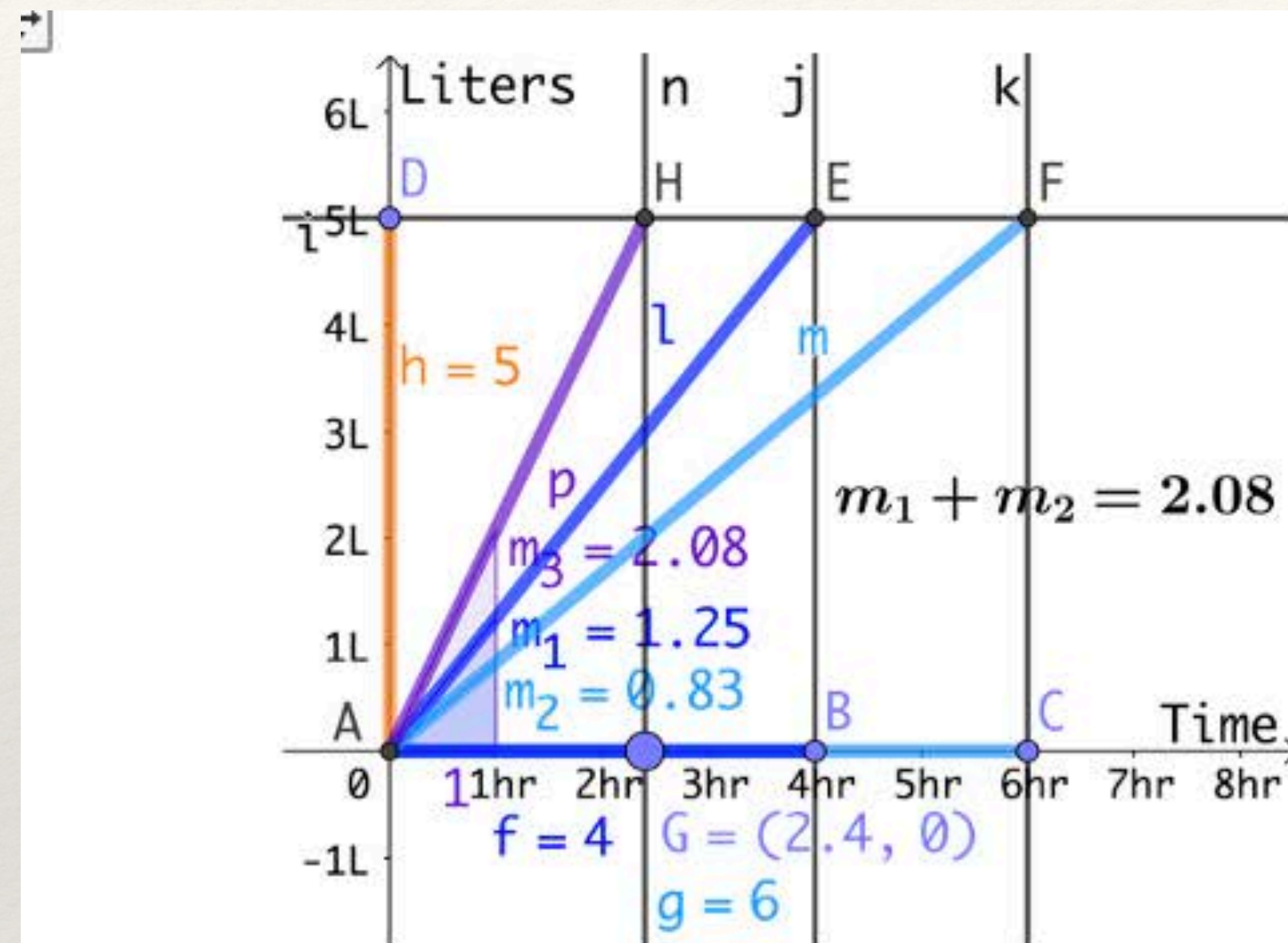


Figure 5a: Using a Cartesian system to represent key information of the problem

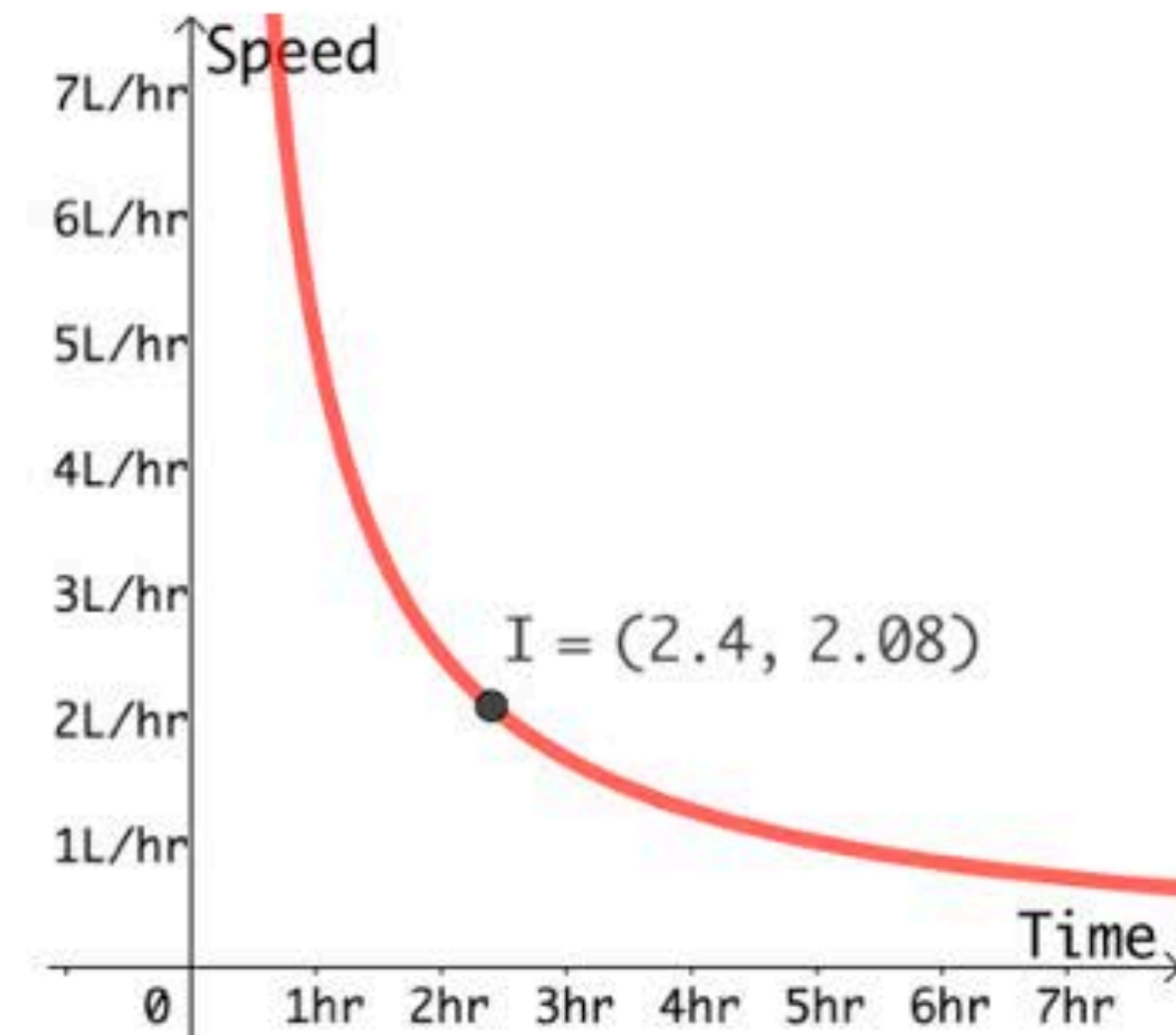
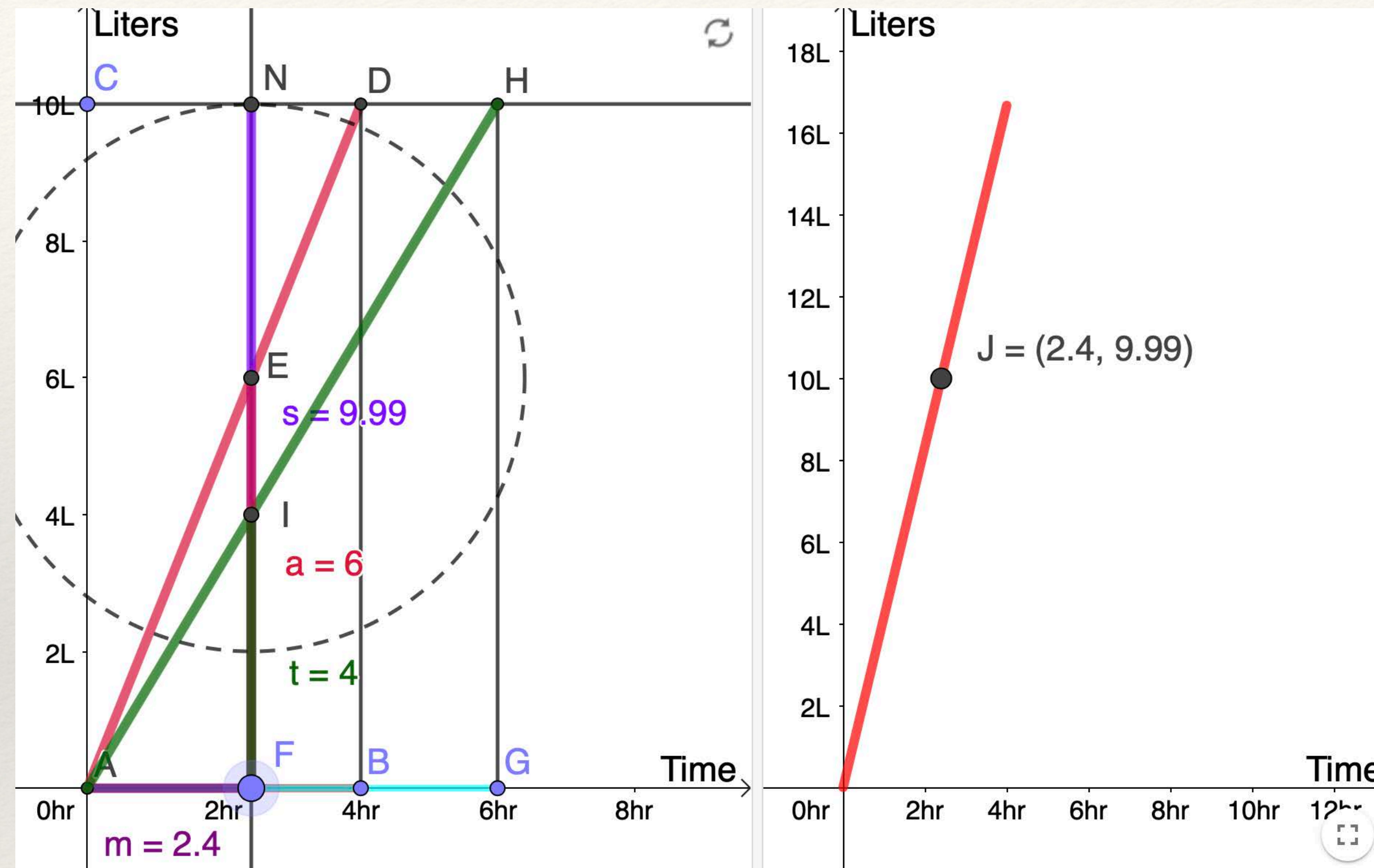


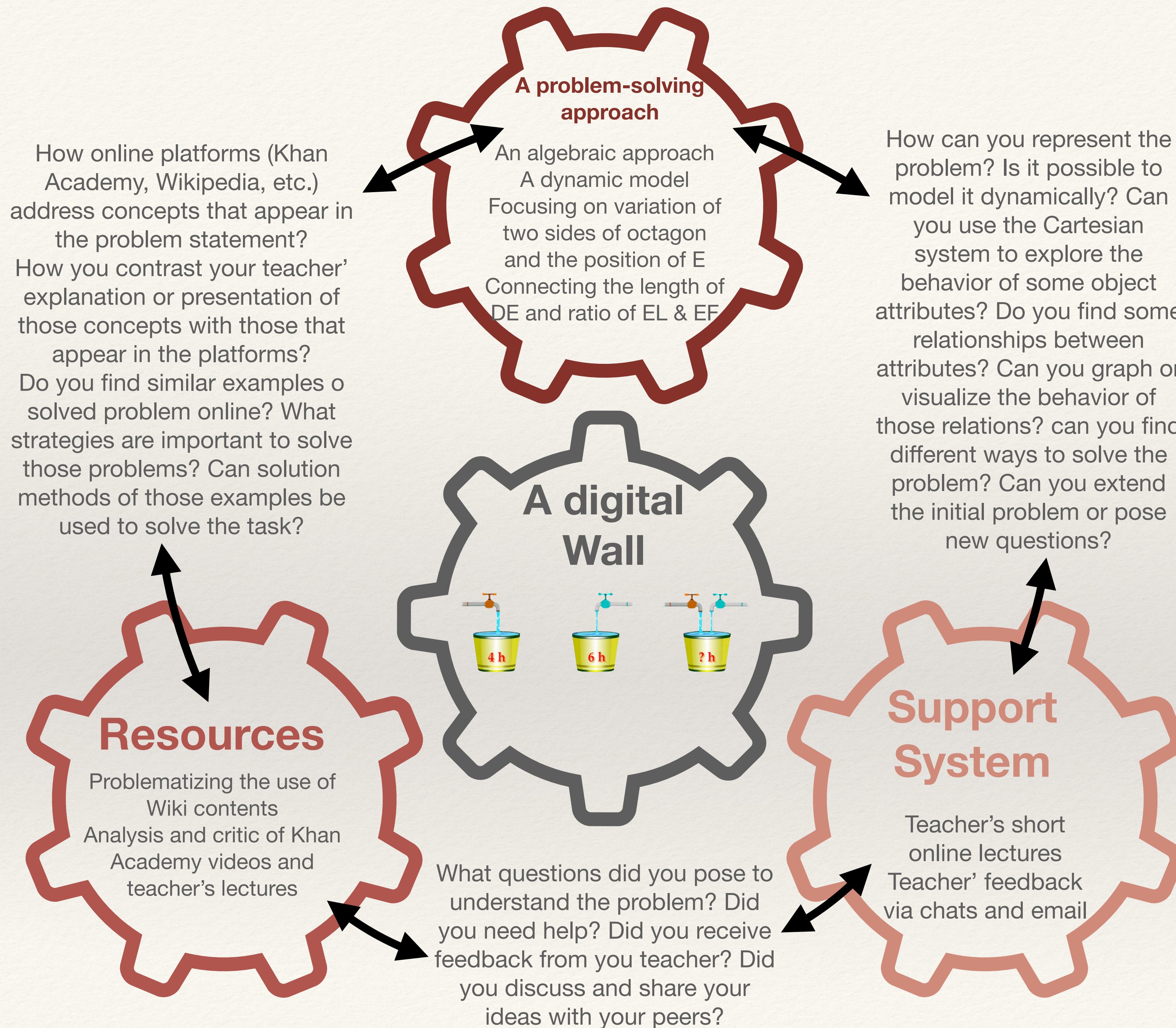
Figure 5b: Exploring the behaviour of the slopes of a family of segments AH that appears when point G is moved along x-axis

## Dynamic model

# The use of a Cartesian system, volume



Dynamic model



### A problem-solving approach

- What elements and data are important in the picture?
- How long does it take to fill the container with tap 1 or 2?
- What about filling the same container with opening the two taps?
- How can you represent the relevant information in a Cartesian system?
- Can you associate the filling rate of each tap with the slope of a line?

### A digital Wall or problem-solving digital notebook

- Short videos: word problems, slope, linear model
- Students' questions and concerns
- Problem solutions
- Posed problems
- Students' self-assessment

### Support

- Technical support
- Teacher and experts' feedback
- Peers' assessment
- Synchronous tools (chats) and discussion forums

### Resources

- Online platforms (Khan Academy, Wikipedia)
- Communication Apps (Zoom, Teams, etc.)
- DGS (GeoGebra)
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The construction of a dynamic model: How to represent the given perimeter and diagonal geometrically?

An ellipse approach

**Representing  
and exploring  
phenomena that  
involve change  
or variation**

Can you draw a rectangle if you know its perimeter and its diagonal?

A dynamic model and a  
variation task

# Remarks

Online resources and platforms they consult to contextualize problems and review and extend their understanding of involved concepts

Identification and analysis of concepts and strategies used to solve the problem



Questions they pose to understand concepts and problem statements



Different ways to solve a mathematical problem. The type of problems for students to work include problems like those discussed during the class, those that can be solved by the same methods but differ from those solved in instruction and new problems that were not addressed in class sessions.



# Remarks

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Concepts and strategies used to solve the problem



Identification of other problems that can be solved with the methods that were used to solve the initial problem



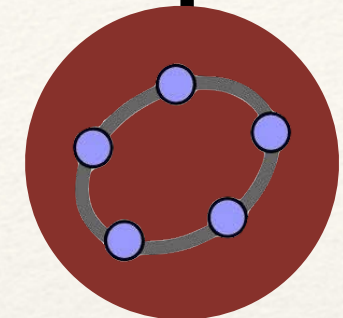
# Remarks

Dynamic models used to solve the problem and strategies used to identify and explore mathematical relations (dragging objects, measuring object attributes, tracing loci, using sliders, etc.)

Discussion of solutions of some new problems



Digital technologies and online resources used to solve the problem



Formulation of new related problems including possible extensions for the initial problem



Short recorded video presentation of their work and problem solutions

# Remarks



Reflection on how their problem solutions relied on other peers' ideas and the extent to which their own work influenced and shaped the group work

Thank you