



Curriculum Maths

Agenda

- Setting the Stage
- Exploring mathstools
- Creating mathematical models and simulations
- Identifying resources and apps

In the Classroom

- Collecting and analysing real-world data
- Creating and presenting learning snapshots
- Developing lessons and sharing ideas

Audience

This workshop is for educators who want to enhance learning and teaching in mathematics with Apple devices.

Description

Participants build advanced skills with Apple creativity apps to create engaging mathematical lessons.

Learning objectives for this workshop include:

- Learn how to use iOS or OS X devices for learning and teaching math
- Develop ideas for engaging students in the exploration of real-world issues
- Discover learning resources that support math content and standards

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resource/technical requirements:
 - Wireless Internet access
 - Speakers
 - Projector and screen
 - iOS devices with default settings; or Mac computers with default System Preferences
 - For optimal learning, provide participants with:
 - the same model of the same device
 - devices assigned for the year
- Individual participant requirements:
 - An activated iOS device (second-generation iPad or newer, or fourth-generation iPod touch or newer), with the latest version of iOS; or a Mac with the latest version of OS X
 - The iPad must have open access to the Camera app
 - A personal Apple ID
 - Headphones with mic (optional)
 - Basic iPad or Mac navigation skills and basic skills with the specified apps
 - The latest version of the following apps:
 - Keynote, Numbers, iBooks and iTunes U (iOS)
 - Keynote, Numbers and iTunes (OS X)

Failure to provide required elements will reduce the accomplishment of the stated objectives.

