

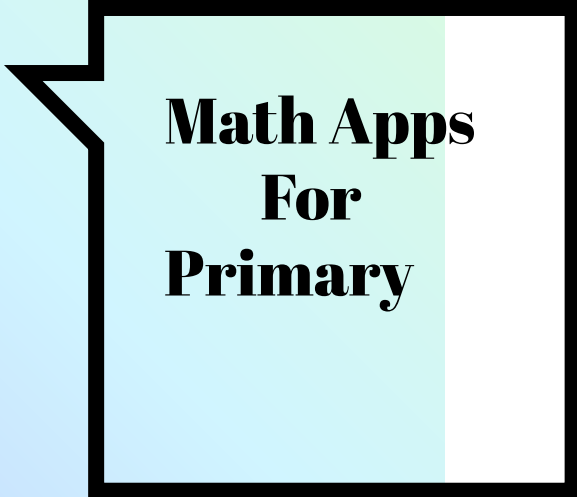


**Improving Math
literacy
through
technology**

By Sam Fry and
Gracen Monet

1.

**Traditional Math
vs. New Math?**



Math Apps For Primary

Moose Math

- Teaches Counting
- Encourages problem solving
- Work at your own pace

Park Math

- Variety of Concepts
- Gradual Increase in Intensity
- Visual learners

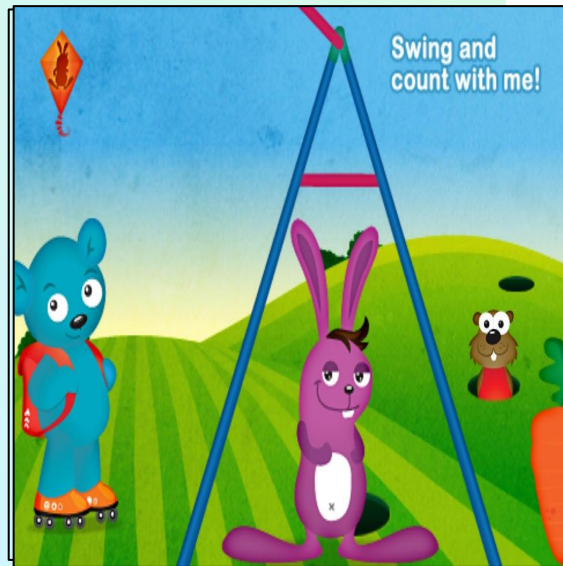


Moose Math

Help the mice balance their seesaw



Swing and count with me!



If 1 duck climbs up, how many will be at the top?

2
3
4

$1+1=?$

If 2 apples fall, how many remain?

3
4
5

$5-2=?$

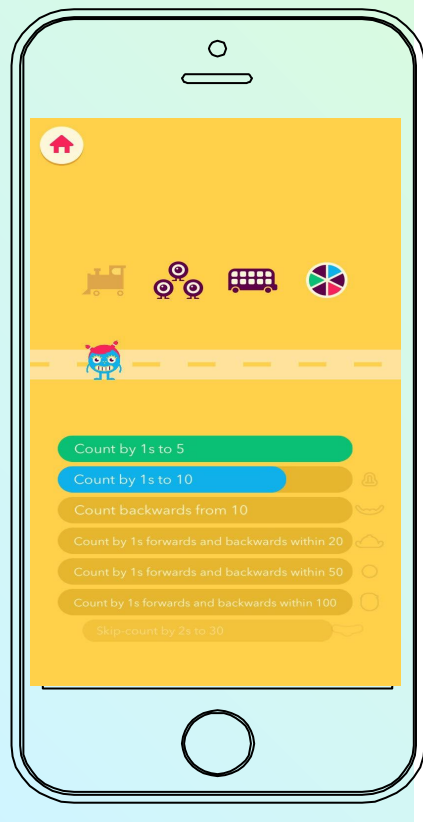
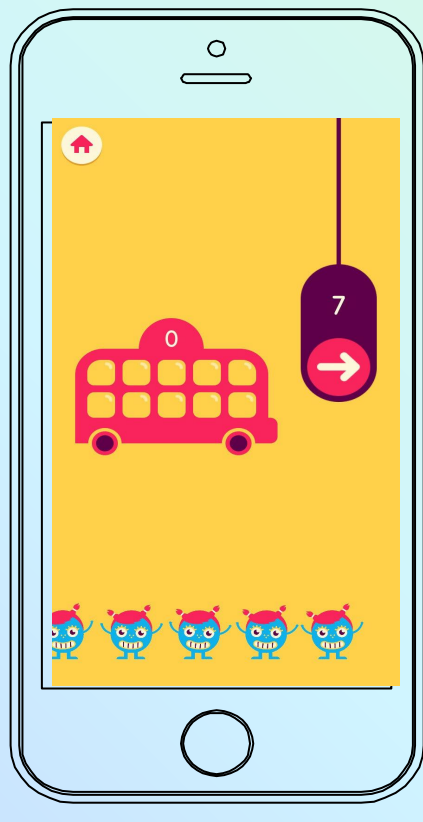
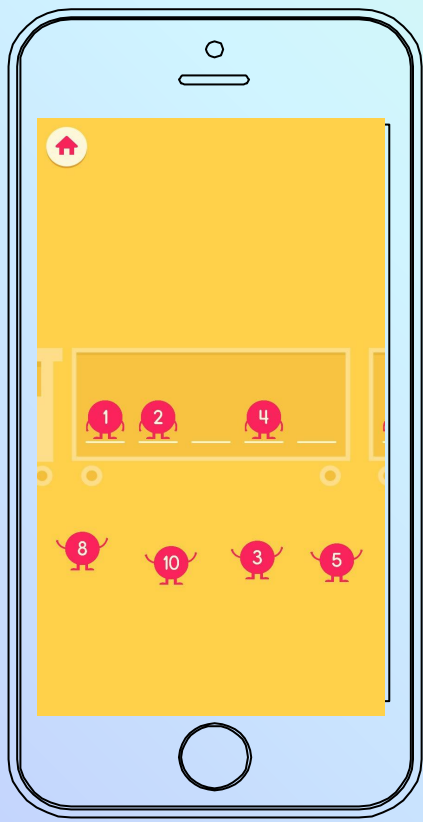
Intermediate Math Apps

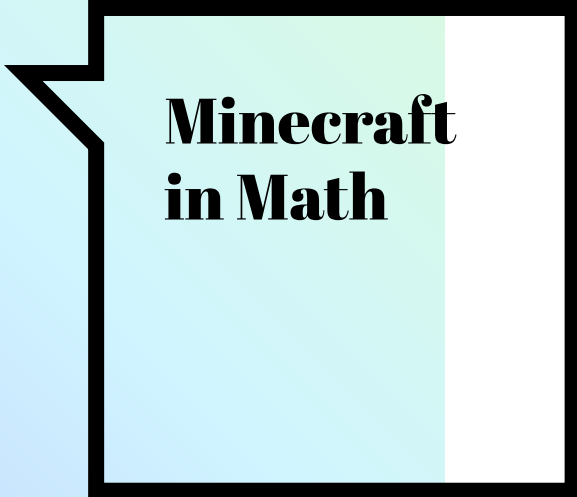
Quick Math / Jr.

- Quick Math = Intermediate
- Quick Math Jr. = Primary
- Interactive math games

Dragon Box

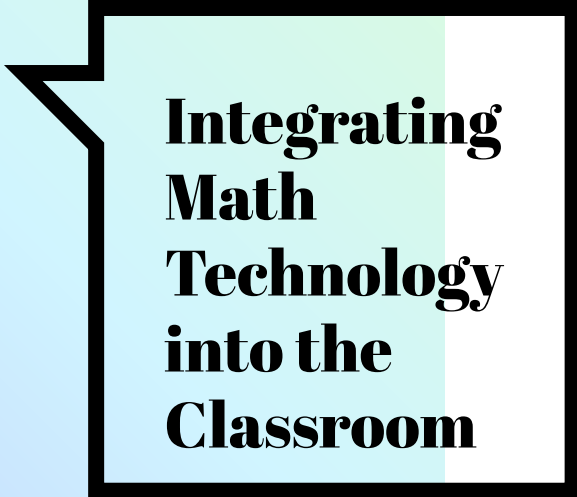
- Good Reviews
- Costs Money
- Variety of apps for each level up to grade 12





Minecraft in Math

- Student Engagement
- New platforms
- Visual Representation



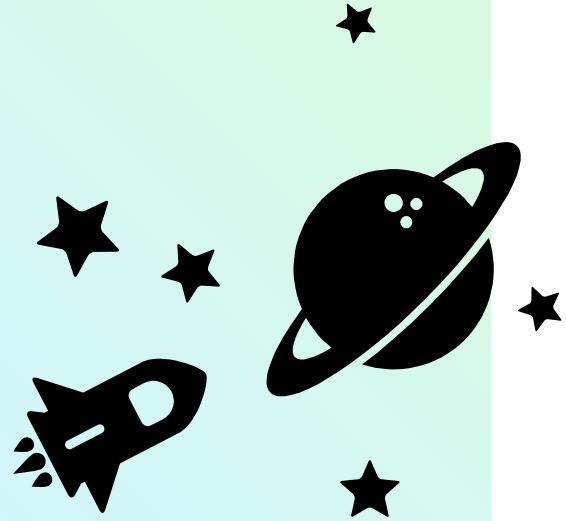
**Integrating
Math
Technology
into the
Classroom**

The Keys to Integration

- Active engagement
- Content-specific pedagogy
- Appropriate tech choices

Inclusivity

No learners left Behind!



Online Math

Pros

- Inclusive
- Interactive
- Engaging
- Learning through play
- Can download at home to practice

Cons

- Some apps cost money
- Limited amount of ipads
-