



Creativity and Character Education

# Number Expansion

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# Group Presentation

- Random selection

<http://www.random.org/sequences/>

# Student Teaching

- Official document about your student teaching (**교육실습확인서**)
- Observe video clips of your missed classes and submit your signed document showing an indication of your observation

# Storytelling and creativity

- **History of math**: how mathematical concepts have been developed? How current mathematical structures have been appeared? What is an issue in the history of math?
- Combinations of **historical and psychological** perspectives (e.g., Gagne's inductive leap vs. qualitatively special)
- Stories about **applications** of math to real-life contexts (e.g., modeling process)
- **Structural stories** by using several unit plans through a simultaneous use of both history of math and its applications to real-life contexts

# Highly engaged class

- **Student engagement** is an important aspect of effective teaching.
- How to create a classroom environment for student engagement?
- How to plan and conduct specific strategies for student engagement?
- **Information visualization** in sensory memory

When, where, and how did the square root of 2 start?

Story about Hippasus  
(EBS, Civilization and Mathematics: 2. [Elements](#))

How to find the value of  $\pi$ ?  
How can  $\pi$  be applied to real-life contexts?

Story about  $\pi$   
(EBS, MATHEMATICA 1: Endless mystery  $\pi$  [2](#))

How can binary notation  
be used for computers?

Story about binary notation  
(EBS, MATHEMATICA 2: 0 and 1, the world of binary [notation](#))

How can integer factorization and prime numbers be used for real-life contexts?

Story about prime numbers

(EBS, MATHEMATICA 3: Only, one, prime [number](#))



# Information Visualization

- **Real-life story** related to a mathematical concept
- Historical **developments** of a mathematical concept and its applications to real-life contexts (e.g.,  $\pi$ )
- **Usefulness** of a mathematical concept in real-life contexts
- The need for the **meaning** of a mathematical process in real-life contexts (e.g., integer factorization and prime number)

Q&A

The image features the text "Q&A" in a bold, 3D, green font. The letters are rendered with a slight shadow and depth, giving them a three-dimensional appearance. The background is a light blue gradient with several wavy, translucent blue lines that create a sense of motion and depth. The overall aesthetic is clean and modern.