




# REPRESENTATION AND CREATIVITY

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# Detailed Course Schedules

- Week 1: Classroom rules 
- Week 2 – 5: **Storytelling** & creativity
- Week 6 – 7: Discussion & field experience 
- Week 8 – 9: **Manipulatives** & creativity
- Week 9 – 10: Field experience & discussion 
- Week 11 – 12: **Representation** & creativity
- Week 13: Discussion
- Week 13 – 15: Group presentation
- Week 16: Survey

# Epistemology and Representation

- ▣ Creating formal and informal representations to communicate mathematical ideas
- ▣ Translating activities among representations
- ▣ Using representations to model and interpret STEAM phenomena

(NCTM, 2000)

# Creating Representations

- ▣ Languages, fingers, drawings, diagrams, charts, graphs, symbols
- ▣ Images of mathematical ideas
- ▣ The common mathematical nature of different situations
- ▣ Representations make mathematical ideas more concrete and available for reflection
- ▣ Organizing one's thinking
- ▣ Translating verbal information (mathematical concepts, operations, and relations) into symbolic expressions and equations

(NCTM, 2000)

# Translating between Representations

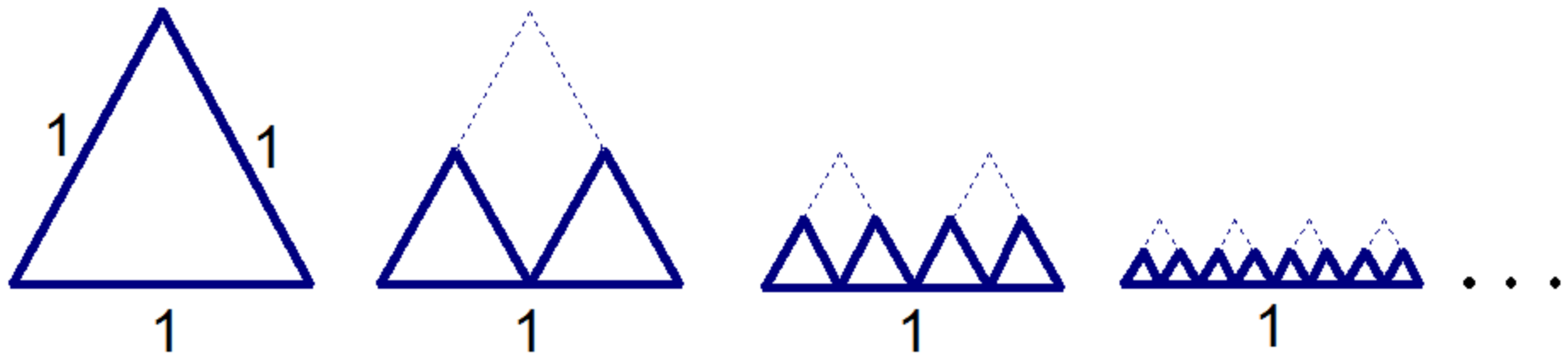
- ▣ Conceptual understanding is enhanced
- ▣ Different ways of explaining mathematical ideas
- ▣ Advantages and disadvantages in one representation
- ▣ Synergic effects on conceptual understanding and creativity through translation

# Using Representations to model and interpret phenomena

- ▣ Doing mathematics rather than knowing mathematics
- ▣ Opportunity to understand the power and beauty of visualization
- ▣ Use of visualization in students' personal lives, in the workplace, and in further study

(NCTM, 2000)

# Limitation of visualization



# Reference

- ▣ National Council of Teachers of Mathematics(2000). *Principles and standards for school mathematics*. Reston, VA: NCTM.



Q&A