

# Making School Mathematics Functional

a stool needs three legs

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# Structure

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- Mathematics that is functional
- Performance goals in Mathematics
- The three legs of systemic change
- **Task design**: issues, strategies, tactics
- Teaching and teaching materials
- Supporting professional development



# The Shell Centre Team

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- Malcolm Swan, Daniel Pead, Rita Crust, Alan Bell, HB, with many associates
  - **Tool design engineers** doing **engineering research** in education, ie design and development of:
    - **teaching materials and processes**
    - **assessment tasks**
    - **professional development materials and processes**
    - **tools and strategies for system change**
- with some associated 'insight research'
- Based in the University of Nottingham School of Education
  - Works with many others, notably Berkeley, Michigan State, and school systems in UK and US
  - Contact: [Hugh.Burkhardt@nottingham.ac.uk](mailto:Hugh.Burkhardt@nottingham.ac.uk)  
[www.mathshell.com](http://www.mathshell.com)



# Functional Mathematics

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Non-specialist adults,  
if they are taught how,  
benefit from using mathematics in their  
everyday lives to better understand the  
world they live in, and to make better  
decisions.

“The sophisticated use of, often elementary, mathematics”  
*also called*  
*mathematical literacy (ML), quantitative literacy, numeracy*

...

Post-age-11 mathematics is non-functional for most people



# "PONZI" PYRAMID SCHEMES

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Max has just received this email

From: A. Crook

To: B. Careful

Do you want to get rich quick?  
Just follow the instructions carefully below  
and you may never need to work again:

1. Below there are 8 names and addresses.  
Send \$5 to the name at the top of this list.
2. Delete that name and add your own name and address at the bottom of the list.
3. Send this email to 5 new friends.



## “PONZI ” PYRAMID SCHEMES

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- If that process goes as planned,  
how much money would be sent to Max?
- What could possibly go wrong?
- Why do they make Ponzi schemes like this illegal?

*builds understanding of standard scam – sees the power of exponential growth, and why it can't go on for ever*



## Making a case

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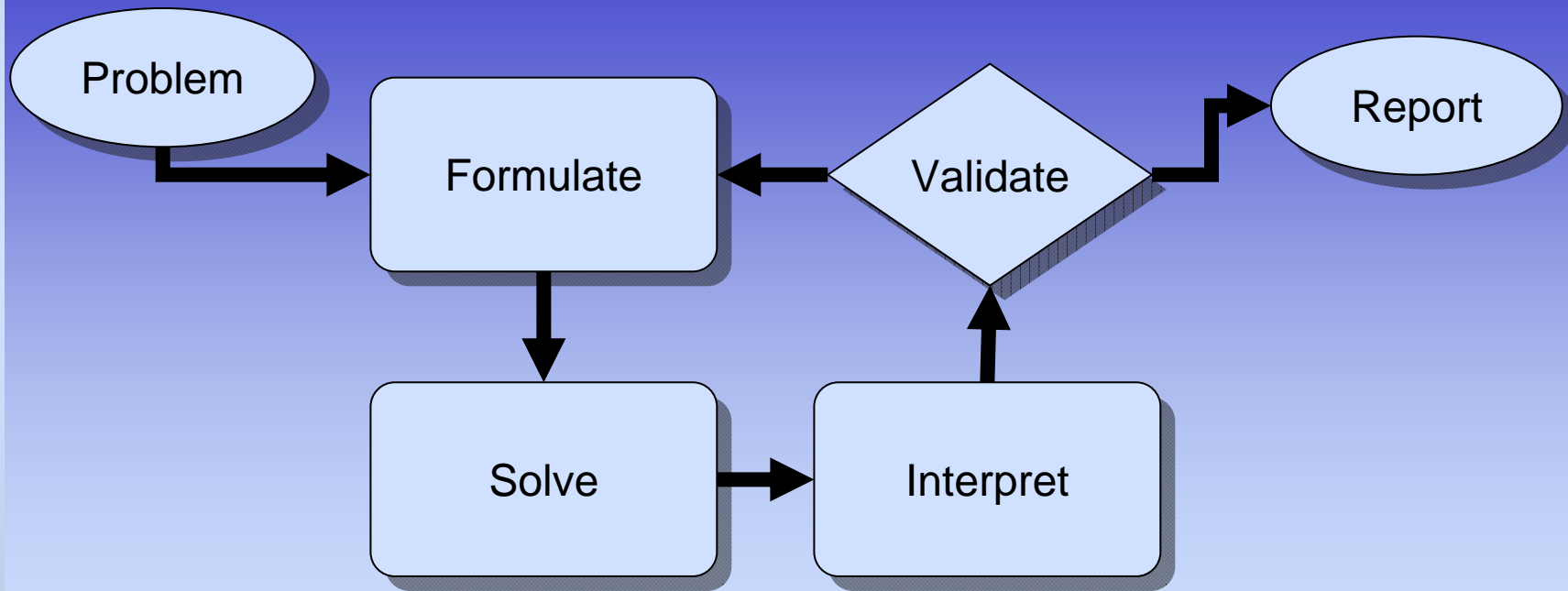
The spreadsheet contains 2 sets of reaction times, 100 each for Joe and Maria.

- Using this data, construct two arguments:
  - A: that Joe is quicker than Maria
  - and***
  - B: that Maria is quicker than Joe

*builds understanding, and intelligent scepticism, of how political and marketing data is used – uses different summative measures on the same data*

# The modelling process

## The real world

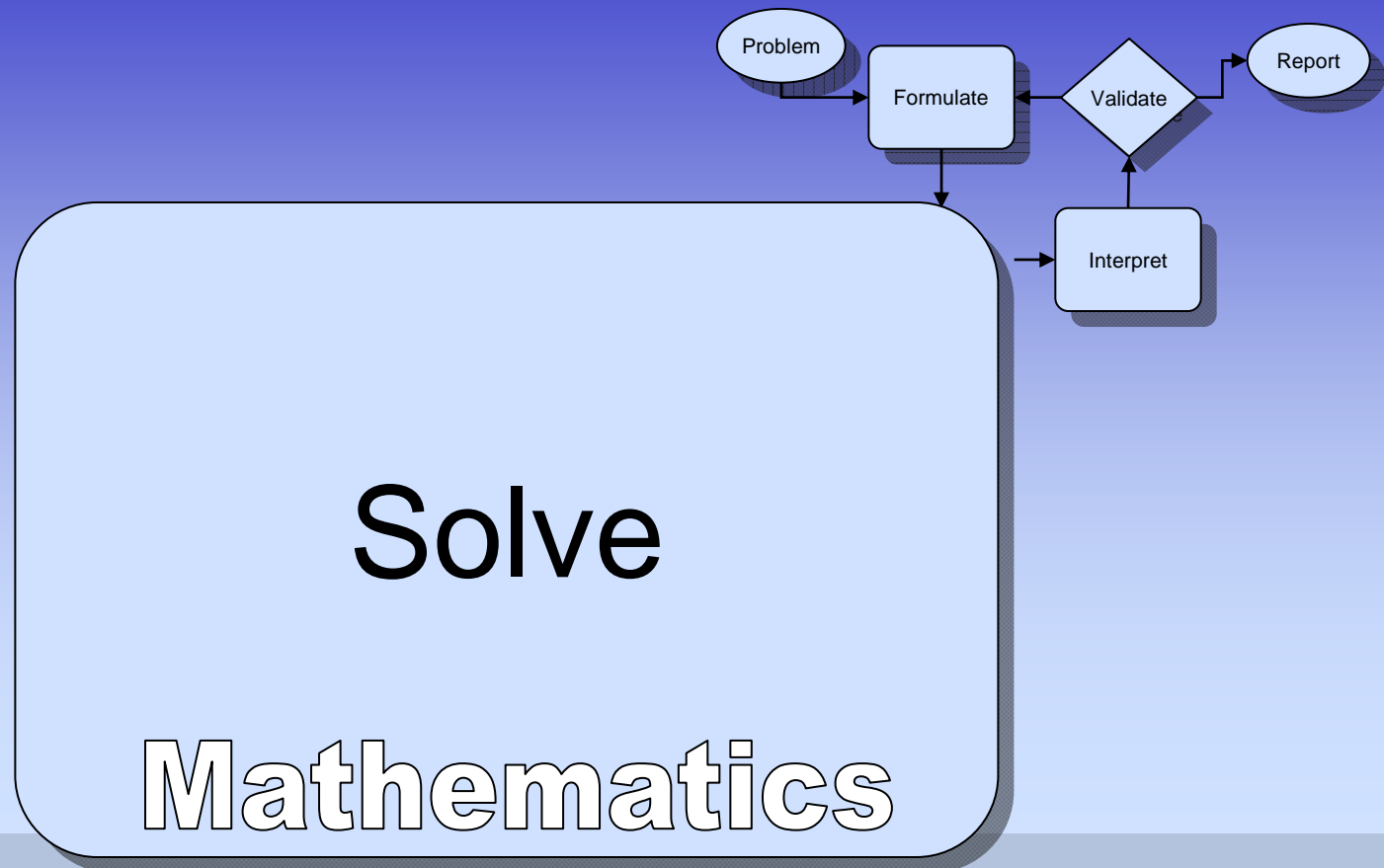


## Mathematics



# Dysfunctional math curricula

## The real world





# What does ML involve?

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- “The sophisticated use of, often elementary, mathematics”
- All key aspects of ‘doing mathematics’
  - Beliefs
  - Strategies
  - Techniques
  - Metacognition
  - Control
- “The Few Year Gap”  
between imitation and autonomy



## cf Specialist Mathematics

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SM provides the mathematical toolkit for further study in socially important fields: engineering, physics, economics, ....  
*into which an important minority will go.*

SM shows more of the intellectual excitement of mathematics (cf music)

Here I will focus on functional mathematics because of its:

- Social importance for all
- Motivation for most

Specialist mathematics, done properly, needs all the same things.



# Modelling

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- Joe buys a six-pack of coke for \$3 to share among his friends. How much should he charge for each bottle?
- If it takes 40 minutes to bake 5 potatoes in the oven, how long will it take to bake one potato?
- If King Henry 8th had 6 wives, how many wives had King Henry 4th?



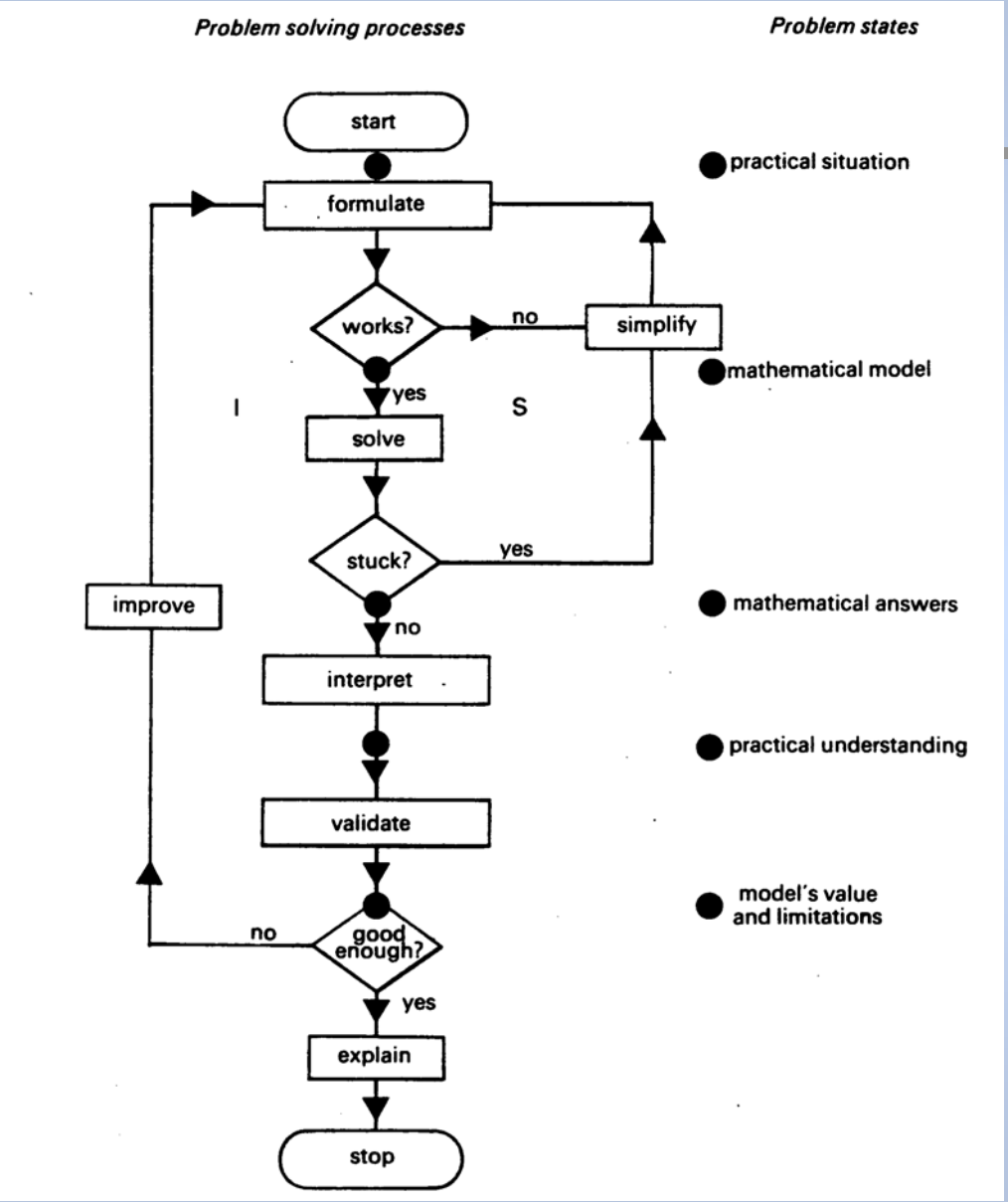
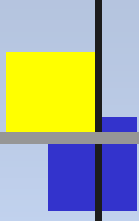
## Teaching modelling: some history

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- 1960- individual experimental courses

Scale of implementation, mainly UK and US

- 1970-90 some UG courses (ICTMAfia)
  - 1990- –ve progress/cosmetic realism
  - Now: in some Germany (regions) a coherent move to establish modelling
- England: adopts “functional maths” – meaning unclear





# Present situation?

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- If you drop into 100 randomly chosen mathematics classrooms, will you see modelling? **Unlikely**

Why? Unsolved problem but ...

- Broader teaching skills than imitative curriculum
  - Mathematics remains inward-looking
  - Deep change needs **pressure** and **support**
- Don't give up

**Research >large scale practice 25 years**

- Penicillin, vacuum cleaner, gene therapy
- **Systemic change makes it harder**



# The three legs of the stool

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- Assessment
- Professional development
- Teaching materials

How do we get them balanced?

What kinds of

**tools and processes**

do we need to make this happen?





# Pressure + Support

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- System and culture dependent
- Pressure: good or bad
  - Anglos: **high-stakes tests** + National Curriculum + inspections
  - *What is it in your province/state/country?*
  - PISA?
- Support
  - Teaching materials
  - Professional development
  - *What is it in your country?*

To work, these must be **well-engineered+aligned**



# Professional development pathway

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0. Managing the class
1. Delivering the textbook
2. Adding good activities (eg NCTM)  
Many teachers “plateau” here  
For some teachers, this **routine expertise** then develops into **adaptive expertise** (Hatano, Schoenfeld)
3. **Building on where each student is**  
Catalyzing and supporting that shift is the core challenge of PD, involves changing:
  1. Knowledge – of math and pedagogy
  2. Orientation – the “classroom contract”
  3. Goals – dimensions of performance



# Issues in task design

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- The roles of assessment
- Performance goals in Mathematics
- Task design principles
- Task design: issues, strategies, tactics
- Building tests within constraints



# Roles of high-stakes assessment

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Role A: Measures levels of performance

Role B: exemplifies performance objectives

Role C: determines classroom activity

Standard errors:

only consider A

rely on correlation

(Paleo-)Psychometrics ignores *what* is assessed

What design responsibilities do **A+B+C** imply?



# The importance of good tasks

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show performance goals in a compact way

Types of mathematical task

- reproduce a learned procedure  
such 'exercises' now dominate
- critique and improve
- plan
- design
- evaluate and recommend
- investigate
- .....



# Plan a trip: fault finding and fixing

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Alison and two friends has planned a cycling trip around Derbyshire on Saturday.

Here is their plan for the day.

Read through the plan and the information sheets (next page).

If you find a mistake, or realise something has been forgotten, write it down and say how they should change the plan.

Meet at Loughborough station at 7.23 am. Buy tickets and then catch the train to Derby. This arrives at 7.51 am.

At Derby, catch the 8.20 am train to Cromford. This arrives at 8.41 am.

Here are the instructions for getting to the Cycle Hire centre:

“Turn left as you come out of Cromford station, walk along by the river and down Mill road. Cross over the A6. Walk up Cromford hill for about 1/2 mile and you will see..

# Authentic information sheets

### Cycle hire information

CYCLE HIRE CENTRE	LOCATION	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEPT	OCT
<b>MIDDLETON TOP</b> <small>End of season Cycle Sales November 5th</small>	Middleton Top Picnic Site & Information Centre, on the High Peak Trail next to the Old Engine House. Opposite with the B5038 Cromford to Wirksworth road.	Open for Bookings only	Open for Bookings only	Open 28 to 31 & Bookings	Open 1 to 6, 12 to 13, 19 to 20, 26 to 27 & Bookings	Open 3 to 5, 10 to 11, 17 to 18, 24 to 31 & Bookings	Open every day	Open every day	Open every day	Open 1 to 7, 13 to 14, 20 to 21, 27 to 28 & Bookings	Open weekend & Bookings
Tel: (062 982) 3204	OS MAP 119 Grid Reference SK276552										
<b>HAYFIELD</b>	Hayfield Station Picnic Site on the Set Valley Trail, just off the A524 Chapel en le Frith Glassop road.	Open for Bookings only	Open for Bookings only	Open 28 to 31	Open 1 to 6, 12 to 13, 19 to 20, 26 to 27 & Bookings	Open 3 to 5, 10 to 11, 17 to 18, 24 to 31 & Bookings	Open every day	Open every day	Open every day	Open weekends	Open for Bookings

**CYCLE HIRE CENTRES**

**WHERE TO?**  
You may follow your nose along the country roads and bridleways, or try one of the circular routes that have been waymarked from some of the hire centres. OR you may prefer the complete lack of motor traffic that can be enjoyed if you cycle exclusively on the trails.

**TISSINGTON AND HIGH PEAK TRAILS** - The trails have been converted from former railways to form fine scenic routes through varied countryside, where visitors can enjoy a picnic, long and short walks, pony trekking, as well as cycling. Explore the trails in your own way but please remember:

- Cycles must give way to pedestrians on the trails
- Cycles are not permitted on footpaths; you can go anywhere on roads and bridleways.
- Beware of traffic especially on main roads.
- Please follow the Country Code.

You may meet Countryside staff working on the trails who will be pleased to help you with any further information.

Average cycling speed is about 8 mph.

Based upon a map produced by the Derbyshire Dales District Council (Crown Copyright reserved) and on information from Peak District National Park.

Saturdays											
											A
Sinfin Central.....d	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....
Sinfin North \$.....d	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....
Pearfree.....d	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....
Derby.....d	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....
London St. Pancras.....@ 53 d	.....	.....	0745	0910	.....	1135b	1235b	1515b	1630b	.....	2105
Nottingham.....@ 80 d	.....	0731	0844	1033	1153	1354	1453	1650	1800	.....	2138
Derby.....d	0630	0820	0947	1115	1235	1422	1523	1724	1832	2032	2312
Duffield.....d	0637	0827	0954	1122	1242	1429	1530	1731	1839	2039	2319
Belper.....d	0641	0831	0958	1126	1246	1433	1534	1735	1843	2043	2323
Ambergate.....d	0647	0837	1004	1132	1252	1439	1540	1741	1849	2049	2329
Whatstandwell.....d	0651	0841	1008	1136	1256	1443	1544	1745	1853	2053	2333
Cromford.....d	0656	0846	1013	1141	1301	1448	1549	1750	1858	2058	2338
Matlock Bath.....d	0658	0848	1015	1143	1303	1450	1551	1752	1900	2100	2340
Matlock.....d	0701	0851	1018	1146	1309	1453	1554	1755	1903	2103	2343

**HOW TO?**  
At Ashbourne, Der Hayfield and Bolling

3 HOURS  
DAY  
LAST 2 HOURS  
PERIOD HIRE (p  
day - 2-day mini  
There is a £2.00 re  
PROOF OF IDEN  
similar. Payment b  
VISA and ACCESS

**CHILDREN** under  
**FOR THE DISABLE**  
Tandems and Triac  
primarily for hire by  
or partially sighted  
have several tand

**PARTIES** (over 10) may reserve cycles at our peak times  
(normal operating hours, excluding Sundays and Bank Holiday  
periods). Party bookings outside normal operating hours are possible  
by prior arrangement.  
For full details see the PARTY BOOKING LEAFLET



# Plan a trip: voting

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Six people are planning a day out.

Six different places have been suggested:

Ice rink; Bowling alley; Swimming pool; Zoo; Castle; Snooker hall

They take a vote. **Which would be the best place for the trip and why?**

Sanjay

- a) Ice Rink 6<sup>th</sup> choice
- b) Zoo 1<sup>st</sup> choice
- c) Bowling 3<sup>rd</sup> choice
- d) Castle 2<sup>nd</sup> choice
- e) Snooker 4<sup>th</sup> choice
- f) Swimming 5<sup>th</sup> choice

John

- a) Ice Rink 1<sup>st</sup> Choice
- b) Zoo 2<sup>nd</sup> Choice
- c) Bowling 5<sup>th</sup> Choice
- d) Castle 4<sup>th</sup> Choice
- e) Snooker 3<sup>rd</sup> Choice
- f) Swimming 6<sup>th</sup> Choice

Claire

- a) Ice Rink 6<sup>th</sup> choice
- b) Zoo 5<sup>th</sup> choice
- c) Bowling 1<sup>st</sup> choice
- d) Castle 2<sup>nd</sup> choice
- e) Snooker 4<sup>th</sup> choice
- f) Swimming 3<sup>rd</sup> choice

Mike

- a) Ice Rink 4<sup>th</sup> choice
- b) Zoo 6<sup>th</sup> choice
- c) Bowling 5<sup>th</sup> choice
- d) Castle 3<sup>rd</sup> choice
- e) Snooker 1<sup>st</sup> choice
- f) Swimming 2<sup>nd</sup> choice

Elaine

- a) Ice Rink 6<sup>th</sup> choice
- b) Zoo 3<sup>rd</sup> choice
- c) Bowling 2<sup>nd</sup> choice
- d) Castle 1<sup>st</sup> choice
- e) Snooker 4<sup>th</sup> choice
- f) Swimming 5<sup>th</sup> choice

Jenny

- a) Ice Rink 6<sup>th</sup> choice
- b) Zoo 5<sup>th</sup> choice
- c) Bowling 4<sup>th</sup> choice
- d) Castle 2<sup>nd</sup> choice
- e) Snooker 3<sup>rd</sup> choice
- f) Swimming 1<sup>st</sup> choice





# Sudden Infant Deaths = Murder?

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- In the population as a whole, about 1 baby in 8,000 dies in an unexplained "cot death". The cause or causes are at present unknown.
- Three successive babies in one family have died.
- The mother is on trial. An expert witness says:

"One cot death is a family tragedy; two is suspicious; three is murder. The odds on three deaths in one family are 64 million to 1"

Discuss the reasoning behind the expert witness' statement, noting any errors, and write an improved version to present to the jury.



# Task realism

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I have found it useful to distinguish

- A Action problems – for now
- B Believable problems – for the future
- C Curious problems – for delight
- D Dubious problems (look in any math book)
- E Educational problems – D but OK

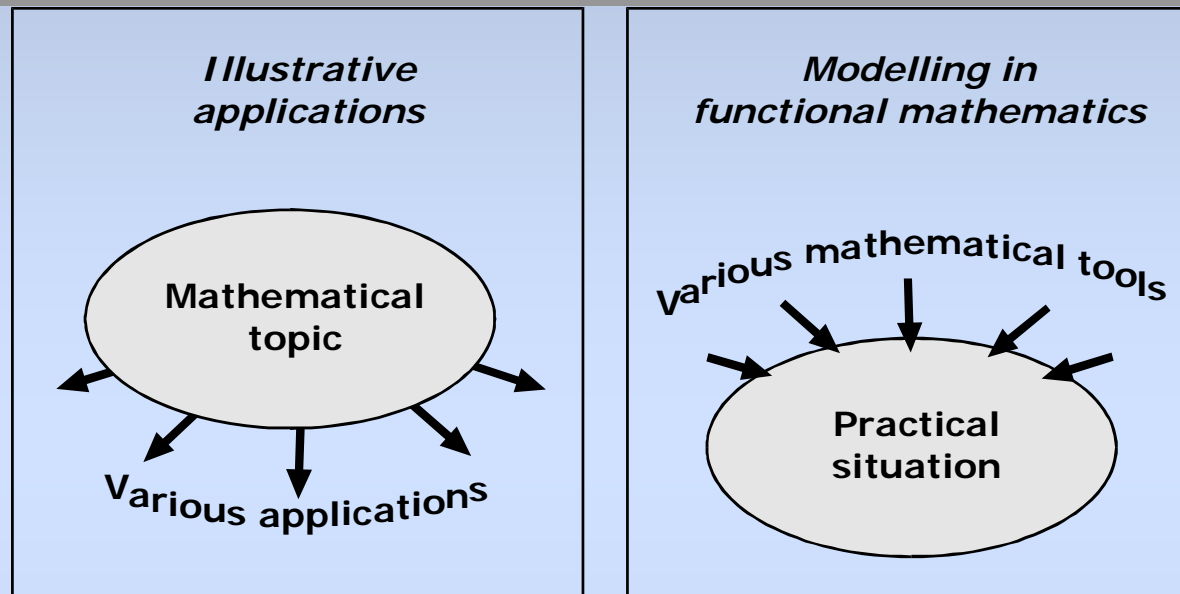


## Dimensions of performance

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- Content: math topics, concepts, skills
- Phases of problem solving/modeling
- Non-routine-ness
- Open-ness: closed, open middle, end
- Goal type: applied power, pure math
- Reasoning length
- **Task type**

# An important distinction



- **Illustrative applications** show standard models
- **Active modelling** of situations you know well, but have not previously analysed, **is essential for ML**



# Task difficulty

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Depends on a combination of

- Complexity
- Unfamiliarity
- Technical demand
- Student autonomy

Cannot be reliably predicted, hence trials

“Few year gap” v imitative exercises



# Making Soft Toys

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- Sue and Terry are making dogs and teddy bears.
- They have time to make 18 toys, and £60 to spend on materials. Materials for a dog cost £3, materials for a teddy bear cost £4. They sell each dog for £8 and each teddy bear for £10.
- How many of each should they make to maximise profit?



# Long jump

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- Three girls compete to be selected for the regional long jump competition.
- Each has six jumps; the results are shown in the table.
- Which girl should be selected? Explain your reasoning.

*from TIMSS video study*

Elsa	Ilse	Olga
3.25	3.55	3.67
3.84	3.99	3.78
4.10	3.61	3.92
2.95	3.97	3.62
3.66	3.69	3.85
3.86	3.59	3.73



# Long jump

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- They calculated **the average jump** for each girl !! >> Olga
- **The teacher moved on**
- There was no discussion of other/appropriate measures – a worthwhile task.

Elsa	Ilse	Olga
3.25	3.55	3.67
3.84	3.99	3.78
4.10	3.61	3.92
2.95	3.97	3.62
3.66	3.69	3.85
3.86	3.59	3.73





# Mathematics uses Computers

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everywhere..... except in school math

- Computers are valuable tools for:
  - organising data, and thinking – spreadsheets
  - finding information – via the web...
  - simulating real world problems
  - doing + checking messy procedures.....
- .. but school implementation is challenging
  - timescale mismatch
  - equity concerns
  - teacher skills
- Modularising may help

# Who needs it?

## Plan

- Potential secretaries asked to critique and complete the spreadsheet for planning a conference budget

Graduates who “know Excel” don’t create formulas in col E

A	B	C	D	E
College charges		Delegates	@ £ each	£
<b>Monday</b>	Buffet Supper	30	17.00	0
	Single En-suite Accommodation	30	40.00	0
<b>Tuesday</b>	Breakfast	30	8.00	0
	Morning Coffee	30	1.90	0
	Luncheon	30	15.00	0
	Afternoon tea	30	1.90	0
	Dinner served	30	50.00	0
	Single En-suite Accommodation	30	40.00	0
	Plenary Room	30	15.77	0
	Breakout rooms	2	85.10	0
<b>Wednesday</b>	Breakfast	30		0
	Morning Coffee	30		0
	Luncheon	30		0
	Afternoon tea	30		0
	No Dinner	30		0
	Single En-suite Accommodation	30		0
	Plenary Room	30		0
	Breakout rooms	2		0
<b>Thursday</b>	Breakfast	30	8.00	0
	Morning Coffee	30	1.90	0
	Luncheon	30	15.00	0
	Afternoon tea	30	1.90	0
	Dinner	30	17.00	0
	Single En-suite Accommodation	30	40.00	0
	Plenary Room	30	15.77	0
	Breakout rooms	2	85.10	0
<b>Friday</b>	Breakfast	30	8.00	0
			Total charges	0
			VAT	0
			<b>Total</b>	<b>0</b>

# Tree Rings

## Tree rings

Trees grow by making new wood just under their bark.

Each year, a new layer of wood is added.

When a tree is cut down, you can see these layers as a pattern of rings.

You can tell the age of the tree in years by counting the rings.

Press "Go" and watch the movie.

Page 1

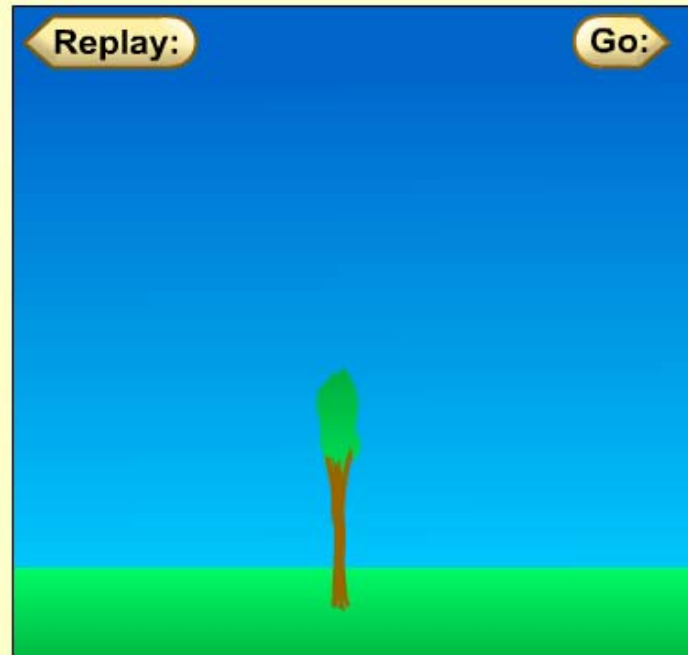
Page 2


Page 3

Page 4

Replay:

Go:



1.  The tree in the movie was cut down in the year 2000.

In what year was it planted?

?

In what year did it grow the most?

?

# Fly Fast

## Fly fast

Page 1

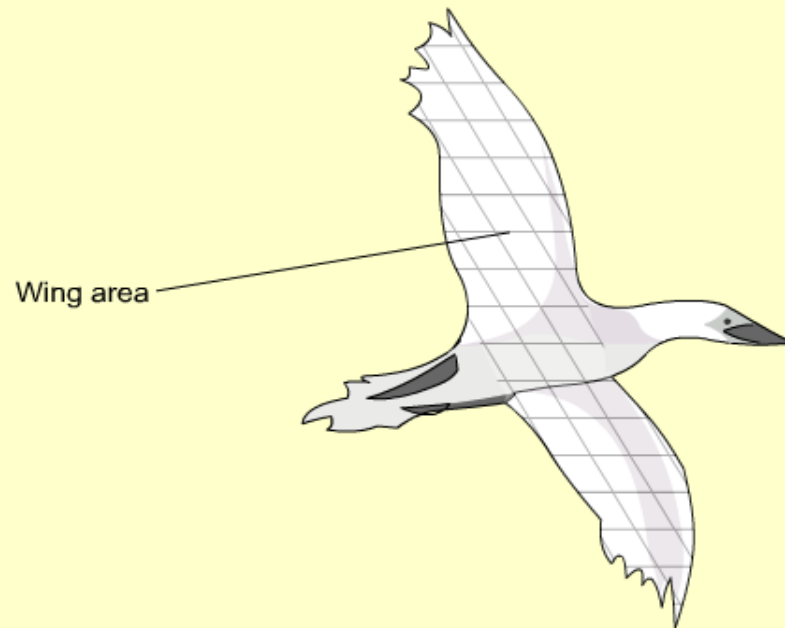
Page 2

Page 3

Page 4

Sandra and Ian have collected data on different types of bird.

They know how fast they fly, how much they weigh and the area of their wings.



They want to know if they can predict how fast a bird will fly from its size and shape.

Now go on to page 2



# Teaching Math Literacy

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*For Mathematical Literacy* units so far, it seems:

- All students succeed and enjoy the work
- ML narrows the range of performance
- Many, but not all, teachers can handle this work with just the materials – more with live PD training
- 1 or 2 new three-week units per year is digestible

More research needed, across more exemplar units to warrant such general statements



# “Bowland Maths”

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- ~20 “case studies, including:
  - Reducing road accidents
  - How risky is life?
  - “You reckon?”
  - Alien invaders
- Professional development
  - 5 module package, activity based
- Assessment

The importance of design + engineering



## What do good designers do?

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They know how to

- use research results and design skills to
    - improve 'best practice'
    - tackle new challenges effectively
  - pass on their knowledge to
    - other practitioners
    - novices
- through their materials.



# Educational design principles

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## Heuristic, phenomenological theory:

- Some based on 'insight research', eg
  - active learning
  - constructive
  - build multiple connections
- Others design-based, eg
  - role shifting
  - cognitive conflict
  - student 'ownership'

Design theory is not often discussed  
in enough detail to be useful





# Design beyond just principles

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Design brilliance is more than these:

- 'Surprises' that are clearly 'right'
- Handling complexity simply
- Controlled innovation
- Balance in all aspects

We know it when we see it – iPod,...



## What development skills are needed?

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- The team needs:
  - Systematic methods of observation
  - Interview skills
  - Protocols related to the design goals
  - Methods for analysing observation reports, student work, interviews
- Design skill in using this rich feedback systematically to improve the materials.

ie as products are developed in other fields



# Design > Engineering research

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Design Research has emerged as an accepted part of educational research, with a strong input from Cognitive Science. Key features include:

- insight focus > **products and papers**
- realistic classroom situations
- exploring teaching and learning
- theory building

but with

- atypical teachers
- exceptional support
- no claim to wider usability > **no direct impact**

Engineering research: these products are drafts



# Design research > Engineering

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For more, see e.g.

## Educational Design Research

eds Jan van den Akker, Koeno Gravemeier, Susan  
McKenney, Nienke Nieveen

Routledge 2006

“pragmatic, grounded, interactive, iterative  
and flexible, integrative, and contextual”

**Who does it?**

**Why isn't it the mode of development?**



## “Authors” and publishers

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See no need or justification, because

- systematic evaluation is non-existent
- good engineering
  - costs much more
    - ~ \$20,000 per teaching hour
    - still negligible cf system running cost
  - takes time
- powerful tools require more skill

Education ~ “alternative medicine”



## Academics?

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But the value system favours:

- new ideas *over* reliable research
  - new results *over* replication and extension
  - trustworthiness *over* generalizability
  - small studies *over* major programs
  - personal research *over* team research
  - first author *over* team member
  - disputation *over* consensus building
- papers over products and processes*



# International Society for Design and Development in Education

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- [www.isdde.org](http://www.isdde.org)

ISDDE Conference 2009

Cairns, Queensland, Australia

September 27th-30th 2009

Contact:

Kaye Stacey, Conference Chair

[k.stacey@edfac.unimelb.edu.au](mailto:k.stacey@edfac.unimelb.edu.au)

[www.isdde.org](http://www.isdde.org)

see also

- *Educational Designer*, an e-journal



# Teaching materials

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- What does your 'scheme' cover?
- Who is it designed for? (*realistically!*)
- Moving beyond the published 'scheme'
  - Selecting replacement units
  - Learning through misconceptions
  - Maintaining some coherence
    - but not too much





# Issues for curriculum design

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- Is this outward-looking mathematics?
  - few students will become mathematicians
  - math can give them power in their lives
  - does this curriculum do that? for all? (cf ELA)  
or is it “just math” (RPF)

**symptoms:** all topic focus, no modelling, tasks

- What ‘dimensions of engagement’?
  - many students lack interest in math itself
  - is “make the math interesting” all this does?
  - Does it build ‘mathematical power’

**symptoms:** variety of activities, of tasks (cf ELA)



## ... and a few more design issues

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- Does this develop student autonomy?
  - reliable imitation is not enough to do math
  - what 'transfer distances' do the tasks cover?
  - how long are the chains of reasoning?
  - ...involving, which problem solving phases?

**symptoms:** no linked phases, similar tasks together
- Does this give teachers enough support?
  - Student-centered teaching is difficult
  - it is easy to overload the teacher
  - what design tactics are used to avoid this?

**symptoms:** teacher in hot seat, centre-stage; no support tactics; too much innovation at once; .....



# Professional development pathway

---

0. Managing the class
1. Delivering the textbook
2. Adding good activities (NCTM)  
Many teachers “plateau” here  
For some teachers, this **routine expertise** then develops into **adaptive expertise** (Hatano, Schoenfeld)
3. **Building on where each student is**  
Catalyzing and supporting that shift is the core challenge of PD, involves changing:
  1. Knowledge – of math and pedagogy
  2. Orientation – the “classroom contract”
  3. Goals – dimensions of performance



# Professional development

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- Needs to be materials based, because:
  - Ratio skilled trainers/neediest teachers ~ 0.001
  - Needed for TTT 'cascade' to work
- Design principles:
  - Activity based
  - General principles from specific exemplars (constructive teacher learning)
  - Ongoing, few-year timescale
- Key foci
  - Handling non-routine problems in the classroom
  - Handling discussion non-directively
  - Questioning
  - Changing the "classroom contract": roles, expectations



# Progress so far

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- ML can be taught by **normal** teachers, e.g.
  - Numeracy through Problem Solving (Shell Centre, 1988)
  - Realistic Mathematics Education (FI, 2000)
  - Bowland Maths (UK groups 2008)
- Research-based design pays off:
  - The above examples
  - US evaluation evidence,.....
- **Major challenges:**
  - Getting the three legs balanced
  - Dynamics of system change