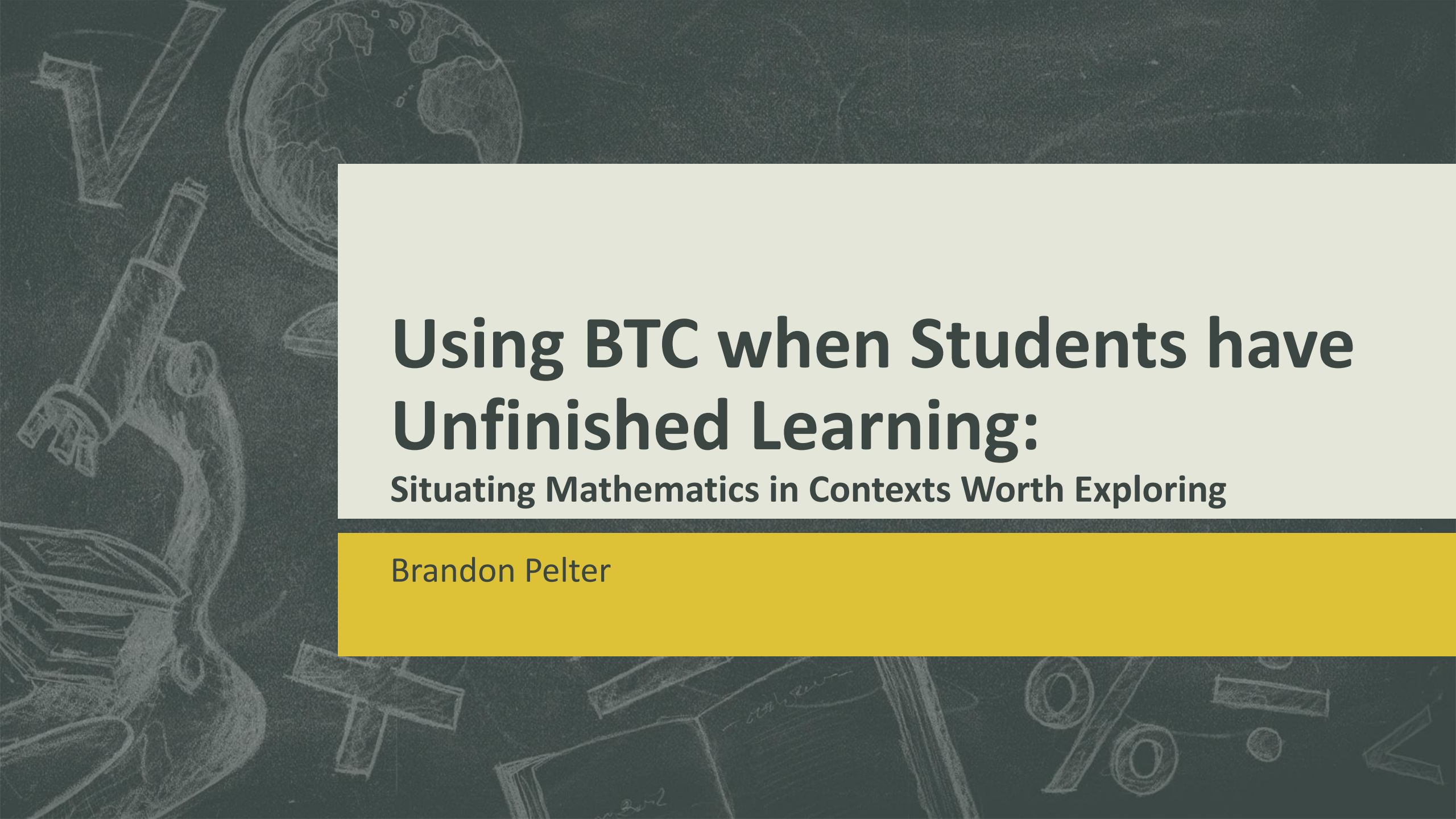




Using BTC when Students have Unfinished Learning:

Situating Mathematics in Contexts Worth Exploring

Brandon Pelter

About Me

- Career change
 - Sports broadcaster → Paraprofessional → High School math teacher
- Bridgeport Public Schools – H.S., teacher and math coach
- Extreme variation in student ability – from number lines to add and subtract through students at/above grade level

Rundown

- Lowering the Floor
- Connections to the brain
- Tangible Contexts
 - Food Orders
 - Ball Bounce
 - Visual Patterns

$$3^x + 3^y + 3^z = 837$$

$$x = ? \quad y = ? \quad z = ?$$

nts get out

$$\sin \alpha = BC = \frac{a}{c};$$

$$\cos \alpha = OB = \frac{b}{c};$$

$$\operatorname{tg} \alpha = OB = \frac{b}{c};$$

$$\operatorname{ctg} \alpha = OD = \frac{a}{b};$$

$$\alpha^\circ = \frac{180}{\pi} \alpha; \quad \alpha = \frac{\pi}{180} \alpha^\circ;$$

$$\sin^2 \alpha + \cos^2 \alpha = 1; \quad \frac{\sin \alpha}{\cos \alpha} = \operatorname{tg} \alpha;$$

$$360^\circ = 2\pi; \quad 180^\circ = \pi;$$

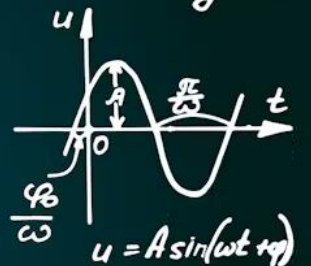
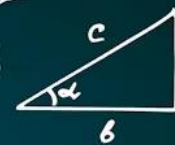
$$\sin \alpha \cdot \csc \alpha = 1;$$

$$\frac{\cos \alpha}{\sin \alpha} = \operatorname{ctg} \alpha$$

$$\sin 2\alpha = 2 \sin \alpha \cos \alpha;$$

$$\cos 2\alpha = \cos^2 \alpha - \sin^2 \alpha;$$

$$\operatorname{tg} 2\alpha = \frac{2 \operatorname{tg} \alpha}{1 - \operatorname{tg}^2 \alpha};$$



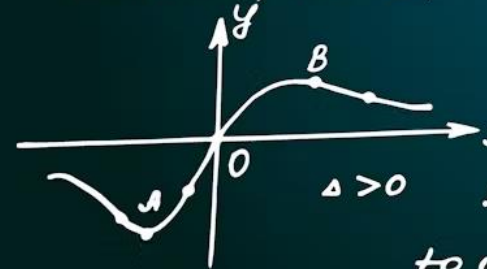
$$u = a \sin \omega t + b \cos \omega t$$

$$x = -\frac{b}{2a};$$

$$\Delta = 4ac - b^2$$

$$a > 0;$$

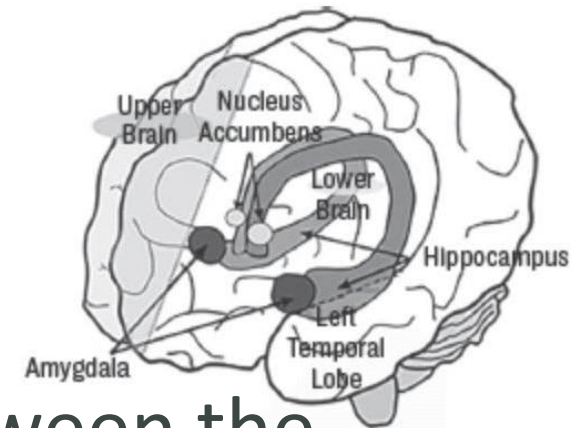
$$\operatorname{tg} \varphi = \pm a^2 \left(\frac{3}{\Delta} \right)^{\frac{3}{2}};$$



Low Floor High Ceiling

- “Abstract” mathematics has limited entry points
 - Direct Instruction becomes the *lone* option if that’s we only present abstract math to students
- It’s all about providing an entry point for our students
 - Low Floor $\neq$ Easy
 - Low Floor = Accessible
- Even with low floor we want to advance students towards abstract thinking and representations

Rooted in “Brain Science”



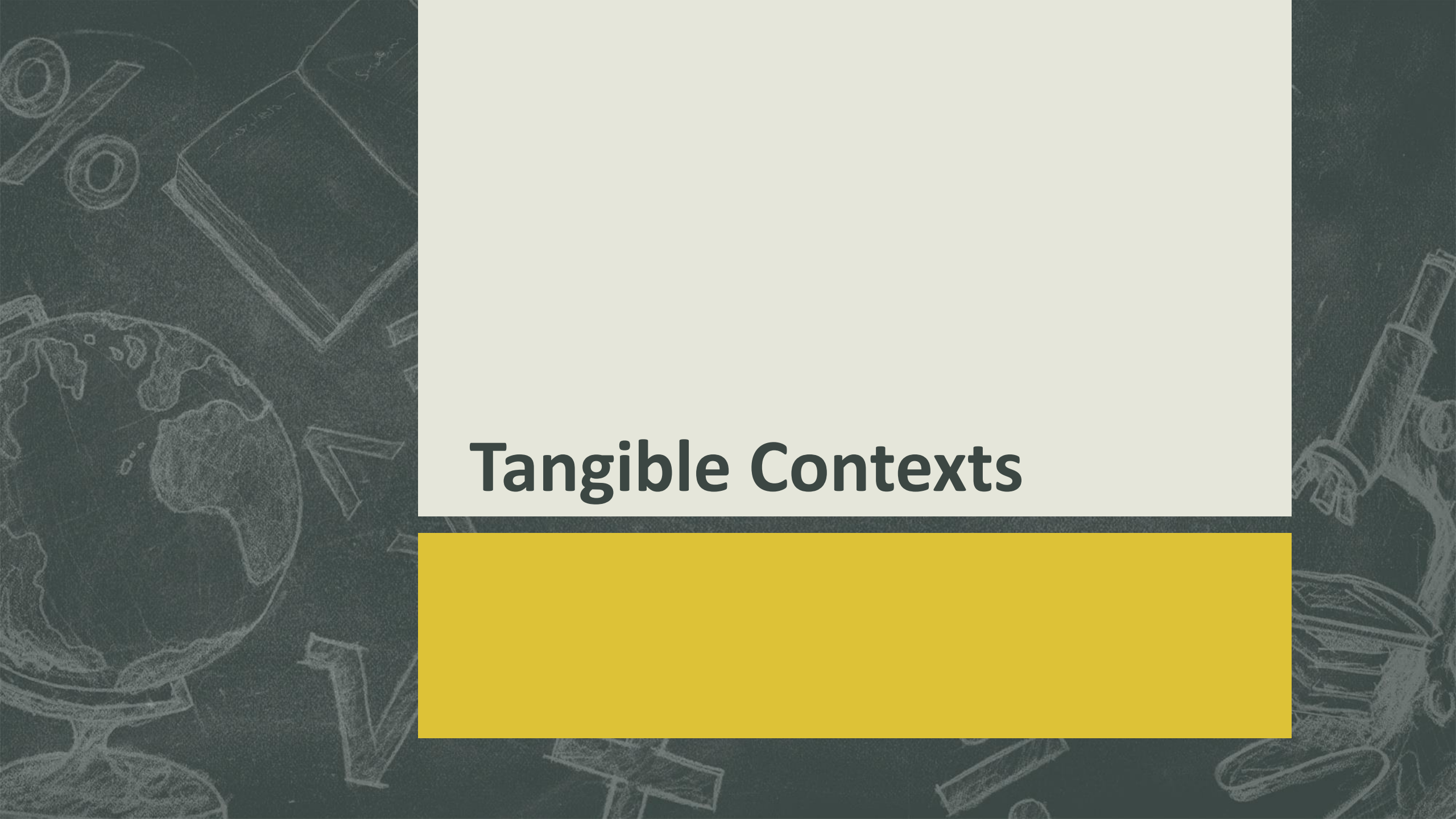
- The Amygdala – directs communication between the lower brain and upper brain
- Lower brain → primitive (reptilian brain) – automatic functions like breathing and digestion **plus involuntary actions like fight-flight-or-freeze**
- Upper brain → prefrontal cortex – executive functioning, where memory is constructed

Triggers to the Lower Reactive Brain

- Examples of stressors that activate the lower brain:
 - Fear of being wrong
 - Frustration with material that students believe exceeds their understanding
 - Feeling overwhelmed
 - Boredom

Motivation

- Two main factors
 - Subjective Value – importance Ss assign the learning
 - **Expectations – Ss estimation of their own ability to achieve it**
- “If their perception is that they will not be able to do it, their motivation will plummet” (Martin, p. 128, 2024)

The background features a dark, textured collage of white line-art icons representing various educational fields: a globe, a microscope, a book, a percentage sign, a ruler, and a compass.

Tangible Contexts

It's Not About “Real World”

Why do we try to put mathematics in context?



Real World

My goal is to give students opportunities to contextualize and make sense of the math. A “tangible context” serves as a scaffold, typically helping students make sense of a certain math procedure or relationship.

Elimination in Context



Landin's

Order #1

1 burger
1 soda

Total \$7.50

Landin's

Order #2

1 burger
0 soda

Total \$5.00

Landin's

Order #3

3 burgers
2 sodas

Total \$

1 Cinema World Order #1  2 sodas 1 large popcorn Total: \$13.50	Cinema World Order #2  3 sodas 1 large popcorn Total: \$17.50	C Ord 2 soc 2 larç	4 Samurai Sushi Order #1 5 sushi rolls 2 sodas Total \$30.75	Samurai Sushi Order #2 8 sushi rolls 2 sodas Total \$46.50	Samurai Sushi Order #3 3 sushi rolls 2 sodas Total \$
Pizza Planet Order #1  3 slices 2 cannoli Total \$10.15	Pizza Planet Order #2  1 slice 1 cannoli Total \$3.95	Pizza Planet Order #3  2 slices 1 cannoli Total \$	Pizza Planet Order #4  2 slices 5 cannolis Total \$	Burger Barn Order #3  3 cheeseburgers 2 sodas Total: \$.	
3 The Taco Room Table #1 Alex 4 tacos 3 burritos Total: \$29.85	The Taco Room Table #2 Maria 4 tacos 1 burritos Total: \$18.35		6 Sammy's Sandwiches Order #1  1 sandwich 2 sodas Total \$11.00	Sammy's Sandwiches Order #2  3 sandwiches 7 sodas Total \$34.25	Sammy's Sandwiches Order #3  3 sandwiches 4 sodas Total \$

Restaurant 1

Order 1	Order 2	Order 3
1 Burger 2 Fries	4 Burgers 4 Fries	3 Burgers 3 Fries
Total \$18.00	Total \$58.00	Total \$_____

Restaurant 2

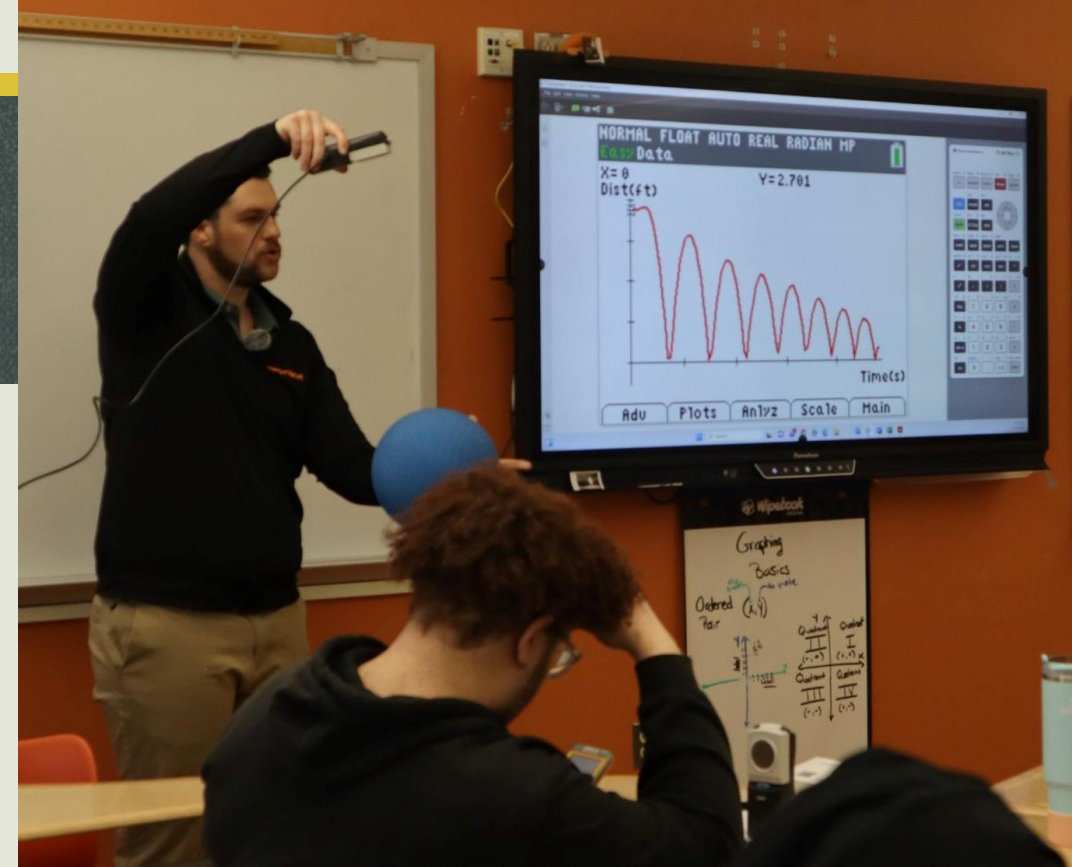
Order 1	Order 2	Order 3
3 Quesadillas 4 Empanadas	13 Quesadillas 12 Empanadas	6 Quesadillas 4 Empanadas
Total \$44.50	Total \$171.50	Total \$_____

Restaurant 3

Order 1	Order 2	Order 3
2 Sesame Chicken 2 Egg Rolls	2 Sesame Chicken 3 Egg Rolls	4 Sesame Chicken 5 Egg Rolls
Total \$38.00	Total \$41.00	Total \$_____

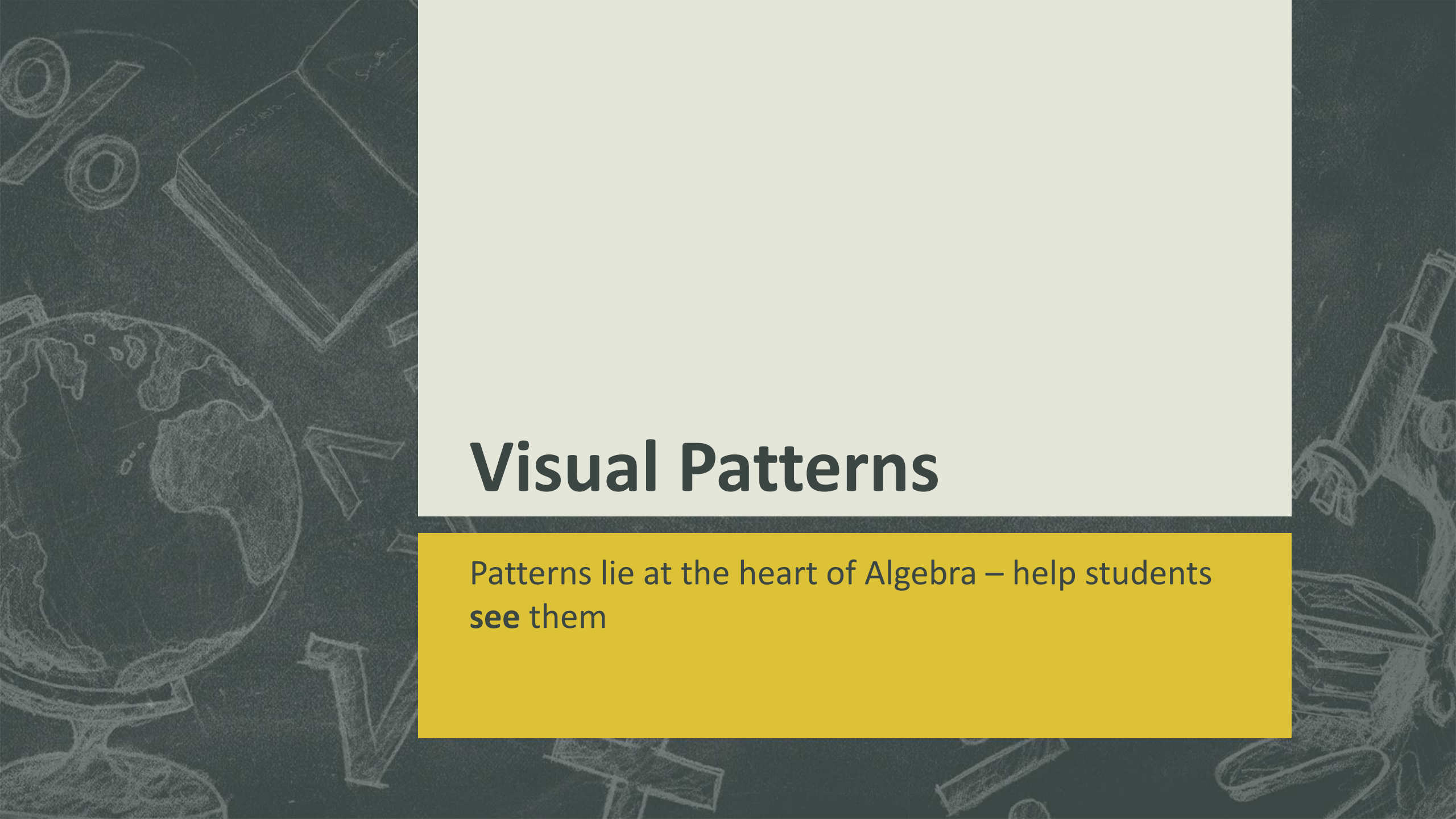
Ball Bounciness

1. Predict what kind of graph this experiment will create.
2. Drop your ball, recording the **maximum height** after **each bounce** in a table.
3. Then, create a graph of your data.
4. Using your data, write a function rule to represent your graph. Prove it using Desmos.



Keys to Success

- A tangible context allow students to make sense of the math – relationships and/or procedures
- We can't stay in context forever... leverage contexts for low-floor entry to understand something abstract. Then move towards abstract work.
- Even if students understand something well in context, they still need lots of practice out of context!

A dark grey background featuring a collage of white, chalk-like sketches of various educational and scientific icons. These include a globe, a microscope, a book, a percentage sign, a ruler, a compass, and various geometric shapes like triangles and rectangles. The sketches are scattered across the background, with some appearing more prominent than others.

Visual Patterns

Patterns lie at the heart of Algebra – help students **see** them

Let's Try One – Pattern #19

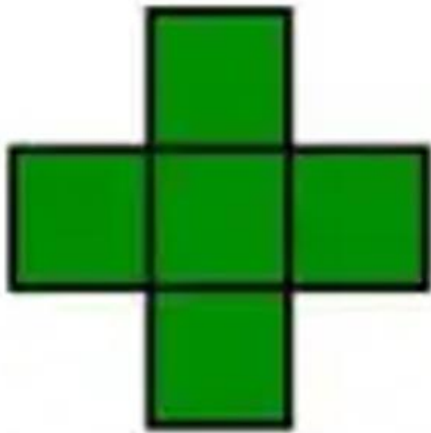


Figure 1

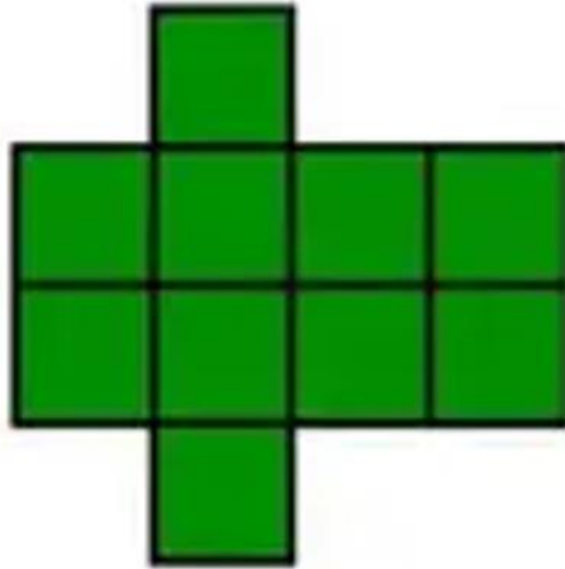


Figure 2

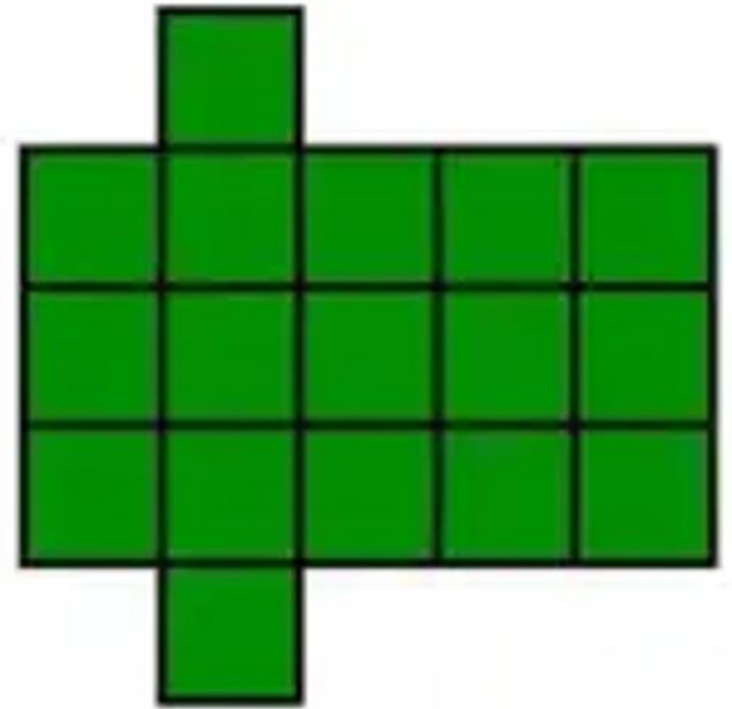


Figure 3

Let's Try One – Pattern #19

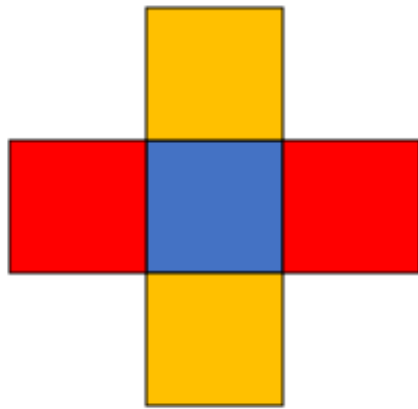


Figure 1

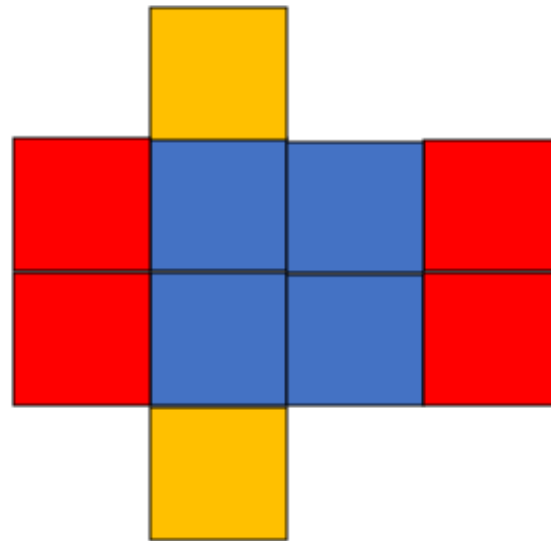


Figure 2

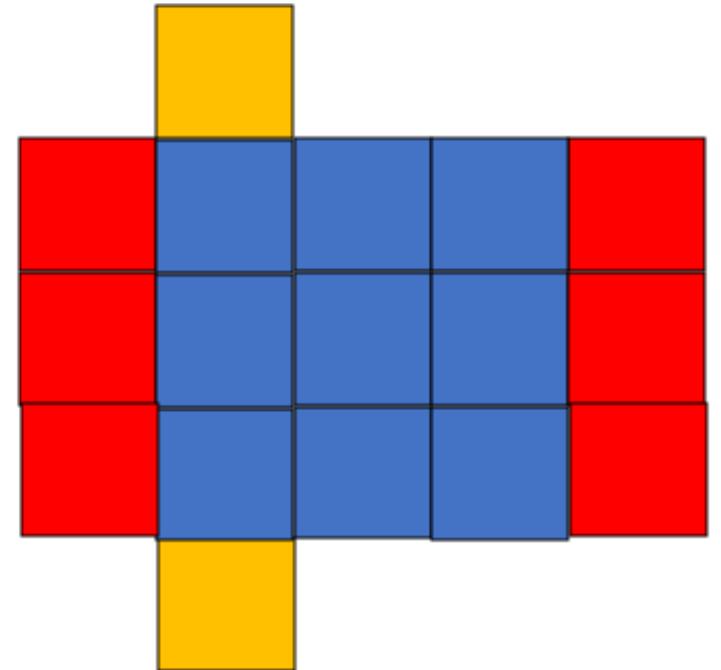


Figure 3

Different Directions

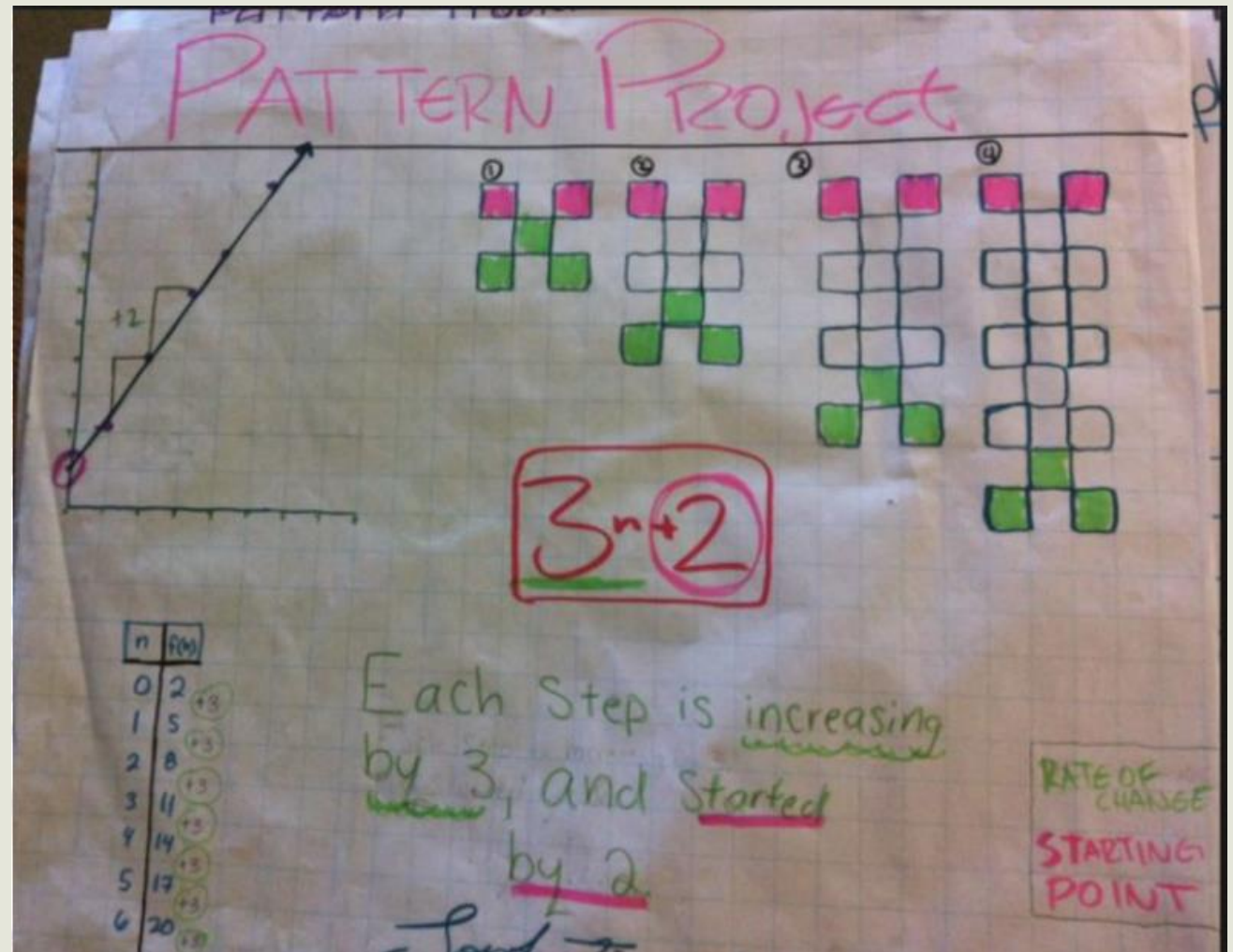
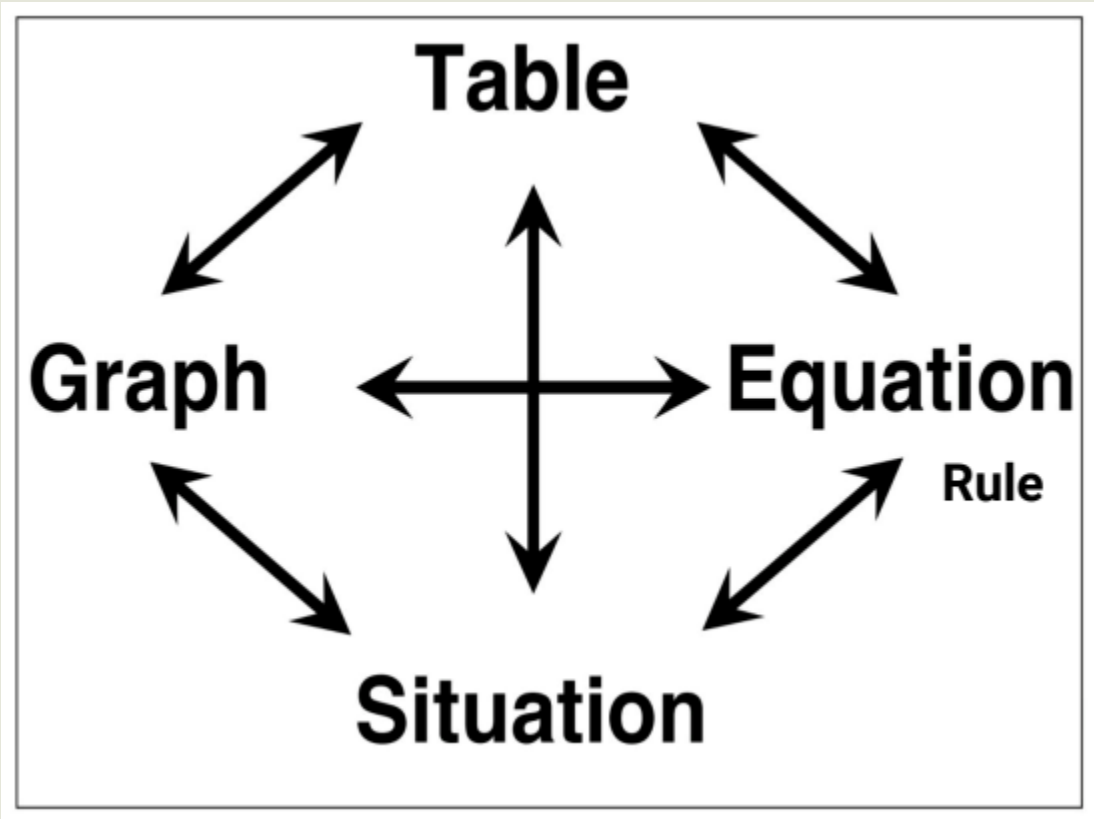
Just Getting Started

- Can start this routine as low as sixth grade classroom – even the quadratics
- The focus is on the visuals – save the tables and graphs for later!
- Push students towards generalizing by asking to describe higher number figures

Working Towards Standards

- Still keep the focus on the visuals!
- Depending on grade level:
Equivalent Expressions, Connecting to tables and graphs, linear vs. quadratics vs. exponential growth
- Connecting patterns, tables, graphs and contexts together

Multiple Representations



Think, Pair, Share

Consider a big idea in your subject area. What tangible contexts might provide an entry point for students?

Feel free to work with a thought partner.

Additional Resources

Math Is FigureOutable, Pam Harris - <https://www.mathisfigureoutable.com/>

Building Powerful Linear Functions Workshop

<https://www.mathisfigureoutable.com/motion>

Motion Detectors (Calculator Based Rangers) -

<https://www.schoolmart.com/shop/texas-instruments-calculator-based-ranger-2/>

Visual Patterns, Fawn Nguyen - <https://www.visualpatterns.org/>

Thank you!

Questions or Comments?

Slides will be posted to Sched



ENTER TO WIN!
FREE WIPEBOOK FLIPCHART



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brandon.pelter@gmail.com