



KAKO SI SAM PRIPRAVIM INTERAKTIVNA E-GRADIVA IZ MATEMATIKE

HOW DO I PREPARE INTERACTIVE CONTENT IN MATHEMATICS ALL BY MYSELF

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Povzetek

Elektronska učna gradiva iz matematike lahko veliko doprinesejo k učenju matematike, saj je z njimi mogoče interaktivno predstaviti nekatere matematične strukture, nuditi razlago, ki je v učbenikih ne najdemo, ter ponuditi preverjanja znanja. Pa vendar je večina obstoječih gradiv statičnih v smislu, da jih učitelji ne morejo prilagajati svojim zahtevam, ampak jih morajo uporabiti natanko takšna, kot so bila ponujena.

V projektu »Matematika za srednje šole«, ki spada med projekte skupine NAUK.si, zato nameravamo učiteljem ponuditi možnost izdelave svojih gradiv ter spreminjanja že obstoječih. Z znanjem, kot ga potrebujete pri urejanju



člankov v Wikipediji, je sedaj mogoče ustvariti lastna e-gradiva, katerim ne manjka interaktivnosti, poleg tega so učencem na voljo takoj.

Na predstavitvi bomo poleg uporabe sistema za izdelavo gradiv e-Sigma prikazali tudi nekaj primerov že izdelanih gradiv, kjer se boste lahko prepričali, kako enostavno je npr. dodati interaktivno simulacijo v GeoGebri, zgraditi kviz, kjer je naslednje vprašanje odvisno od pravilnosti odgovora na prejšnje ali pa naključno izbrano iz dane zbirke, izdelati vprašanje, kjer so odgovori dani v obliki slik, nuditi namige oz. povratne informacije pri reševanju in še mnogo več.

Pridružite se nam in vzemite nadzor nad e-gradivi v svoje roke!

Abstract

E-learning materials from mathematics can bring a lot to the process of learning mathematics, because it is possible to use them to present some mathematical structures interactively, to give an explanation that is not found in textbooks or to offer online examinations. But nevertheless, most of the existing materials are static in the sense that teachers cannot adapt them to their needs, but have to use them exactly as they were prepared.

The project "Mathematics for Secondary Schools", which is among the NAUK.si projects, offers teachers the ability to create their own materials or to modify already existing ones. With the knowledge that is needed to edit articles on Wikipedia it is now possible to create your own e-learning content, which will have no shortage of interactivity and is also readily available to students.

At the presentation, we will use the system for producing e-learning content called e-Sigma and show some examples, where you will see how easy it is to add an interactive simulation in GeoGebra, build a quiz in which the next question depends on the correctness of the answer to the previous or is selected at random from a given database; create a question where the answers are given as images; offer tips and feedbacks while solving and much more.

Join us and take the control of e-materials into your own hands!