



Project number: 2018-1-IT02-KA201-048274

## INTERVENTION TOOL

# Algebra

### 1. Introduction

In order to develop a set of educational activities aimed to construct the meaning of variable and expression in a variable, we refer to some theoretical frameworks that will be described in the session. In session 3 the design of the educational activities is described. In particular, if the activities are addressed to a students or the class, the educational aim of the activities, the Cognitive area and math domain of interest and the Mathematical objects in the areas of difficulties identified through the B2 questionnaire

### 2. Theoretical framework of reference

The theoretical references that helped us to design the following activities are:

1) **Universal design for learning (UDL) principles** (Table 3), a framework specifically conceived to design *inclusive* educational activities (<http://udlguidelines.cast.org/>)

Table 3: UDL guidelines

	Provide multiple means of <b>Engagement</b> → Affective Networks The "WHY" of learning	Provide multiple means of <b>Representation</b> → Recognition Networks The "WHAT" of learning	Provide multiple means of <b>Action &amp; Expression</b> → Strategic Networks The "HOW" of learning
<b>Access</b>	Provide options for <b>Recruiting Interest</b> (7) → <ul style="list-style-type: none"> <li>Optimize individual choice and autonomy (7.1) &gt;</li> <li>Optimize relevance, value, and authenticity (7.2) &gt;</li> <li>Minimize threats and distractions (7.3) &gt;</li> </ul>	Provide options for <b>Perception</b> (1) → <ul style="list-style-type: none"> <li>Offer ways of customizing the display of information (1.1) &gt;</li> <li>Offer alternatives for auditory information (1.2) &gt;</li> <li>Offer alternatives for visual information (1.3) &gt;</li> </ul>	Provide options for <b>Physical Action</b> (4) → <ul style="list-style-type: none"> <li>Vary the methods for response and navigation (4.1) &gt;</li> <li>Optimize access to tools and assistive technologies (4.2) &gt;</li> </ul>
<b>Build</b>	Provide options for <b>Sustaining Effort &amp; Persistence</b> (8) → <ul style="list-style-type: none"> <li>Heighten salience of goals and objectives (8.1) &gt;</li> <li>Vary demands and resources to optimize challenge (8.2) &gt;</li> <li>Foster collaboration and community (8.3) &gt;</li> <li>Increase mastery-oriented feedback (8.4) &gt;</li> </ul>	Provide options for <b>Language &amp; Symbols</b> (2) → <ul style="list-style-type: none"> <li>Clarify vocabulary and symbols (2.1) &gt;</li> <li>Clarify syntax and structure (2.2) &gt;</li> <li>Support decoding of text, mathematical notation, and symbols (2.3) &gt;</li> <li>Promote understanding across languages (2.4) &gt;</li> <li>Illustrate through multiple media (2.5) &gt;</li> </ul>	Provide options for <b>Expression &amp; Communication</b> (5) → <ul style="list-style-type: none"> <li>Use multiple media for communication (5.1) &gt;</li> <li>Use multiple tools for construction and composition (5.2) &gt;</li> <li>Build fluencies with graduated levels of support for practice and performance (5.3) &gt;</li> </ul>
<b>Internalize</b>	Provide options for <b>Self Regulation</b> (9) → <ul style="list-style-type: none"> <li>Promote expectations and beliefs that optimize motivation (9.1) &gt;</li> <li>Facilitate personal coping skills and strategies (9.2) &gt;</li> <li>Develop self-assessment and reflection (9.3) &gt;</li> </ul>	Provide options for <b>Comprehension</b> (3) → <ul style="list-style-type: none"> <li>Activate or supply background knowledge (3.1) &gt;</li> <li>Highlight patterns, critical features, big ideas, and relationships (3.2) &gt;</li> <li>Guide information processing and visualization (3.3) &gt;</li> <li>Maximize transfer and generalization (3.4) &gt;</li> </ul>	Provide options for <b>Executive Functions</b> (6) → <ul style="list-style-type: none"> <li>Guide appropriate goal-setting (6.1) &gt;</li> <li>Support planning and strategy development (6.2) &gt;</li> <li>Facilitate managing information and resources (6.3) &gt;</li> <li>Enhance capacity for monitoring progress (6.4) &gt;</li> </ul>
<b>Goal</b>	Expert Learners who are...		
	<b>Purposeful &amp; Motivated</b>	<b>Resourceful &amp; Knowledgeable</b>	<b>Strategic &amp; Goal-Directed</b>

The Center for Applied Special Technology (CAST) has developed a comprehensive framework around the concept of Universal Design for Learning (UDL), with the aim of focusing research, development, and educational practice on understanding diversity and facilitating learning (Edyburn, 2005). UDL includes a set of Principles, articulated in *Guidelines and Checkpoints*<sup>1</sup>. The research grounding UDL's framework is that "learners are highly variable in their response to instruction. [...]"

<sup>1</sup> For a complete list of the principles, guidelines and checkpoints and a more extensive description of CAST's activities, visit <http://www.udlcenter.org>



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Thus, UDL focus on these individual differences as an important element to understanding and designing effective instruction for learning.

To this aim, UDL advances three foundational Principles: 1) provide multiple means of representation, 2) provide multiple means of action and expression, 3) provide multiple means of engagement. In particular, guidelines within the first principle have to do with means of perception involved in receiving certain information, and of “comprehension” of the information received. Instead, the guidelines within the second principle take into account the elaboration of information/ideas and their expression. Finally, the guidelines within the third principle deal with the domain of “affect” and “motivation”, also essential in any educational activity.

For our analyses we will focus in particular on specific guidelines within the three Principles<sup>2</sup>.

Guidelines within Principle 1 (provide multiple means of representation), suggest proposing different options for perception and offering support for decoding mathematical notation and symbols. Moreover, guidelines suggest the importance of providing options for comprehension highlighting patterns, critical features, big ideas, and relationships among mathematical notions. Finally, our analyses will give examples of how software AINuSet can guide information processing, visualization, and manipulation, in order to maximize transfer and generalization.

Moreover, the guidelines from Principle 2 (provide multiple means of action and expression) suggest to offer different options for expression and communication supporting planning and strategy development. Finally, the guidelines from Principle 3 show how certain activities can recruit students’ interest, optimizing individual choice and autonomy, and minimizing threats and distractions.

In the section 4 we will analyse examples of activities, classifying them both by the type of mathematical learning they are designed and the cognitive area they support. We will show how these examples have been designed on the UDL principles in order to make them inclusive and effective to overcome math difficulties identified through B2 questionnaire.

2) The European Project **FasMed**, that focused on formative assessment in mathematics and science, (<https://research.ncl.ac.uk/fasmed/>).

Formative assessment (FA) is conceived as a method of teaching where “evidence about student achievement is elicited, interpreted, and used by teachers, learners, or their peers, to make decisions about the next steps in instruction that are likely to be better, or better founded, than the decisions they would have taken in the absence of the evidence that was elicited” (Black & William, 2009, p. 7). FaSMEd project refers to William and Thompson (2007)’s study, that identifies five key strategies for FA practices in school setting: (a) *clarifying and sharing learning intentions and criteria for success*; (b) *engineering effective classroom discussions and other learning tasks that elicit evidence of student understanding*; (c) *providing feedback that moves learners forward*; (d) *activating students as instructional resources for one another*;–(e) *activating students as the owners of their own learning*. The teacher, student’s peers and the student him- or herself are the agents that activate these FA strategies.

Table 4: Formative assessment strategies

	Where the learner is going	Where the learner is right now	How to get there
Teacher	1 Clarifying learning intentions and criteria for success	2 Engineering effective classroom discussions and other learning tasks that elicit evidence of student understanding	3 Providing feedback that moves learners forward
Peer	Understanding and sharing learning intentions and criteria for success	4 Activating students as instructional resources for one another	
Learner	Understanding learning intentions and criteria for success	5 Activating students as the owners of their own learning	

<sup>2</sup> The items are taken from the interactive list at <http://www.udlcenter.org/research/researchevidence>





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FaSMEd activities are organized in sequences, that encompass group work on worksheets and class discussion where selected group works are discussed by the whole class, under the orchestration of the teacher. Taking into account formative assessment strategies and technology functionalities, Cusi, Morselli & Sabena (2017, p. 758) designed three types of worksheets for the classroom activity:

- “(1) *problem worksheets*: worksheets introducing a problem and asking one or more questions involving the interpretation or the construction of the representation (verbal, symbolic, graphic, tabular) of the mathematical relation between two variables (e.g. interpreting a time-distance graph);
- (2) *helping worksheets*, aimed at supporting students who face difficulties with *the problem worksheets* by making specific suggestions (e.g. guiding questions);
- (3) *poll worksheets*: worksheets prompting a poll among proposed options”.

The authors identified feedback strategies (Table 5) the teacher may adopt to give feedback to students (Cusi, Morselli & Sabena, 2018, p. 3466). These strategies are employed in the class discussion that is organized by the teacher after the group work on worksheets.

Table 5:

Revoicing	When the teacher mirrors one student’s intervention so as to draw the attention on it. Often, during the revoicing, the teacher stresses with voice intonation some crucial words of the sentence she is mirroring. Rephrasing takes place when the teacher reformulates the intervention of one student, with the double aim of drawing the attention of the class and making the intervention more intelligible to everybody.
Rephrasing	Rephrasing takes place when the teacher reformulates the intervention of one student, with the double aim of drawing the attention of the class and making the intervention more intelligible to everybody. Rephrasing is applied when the teacher feels that the intervention could be useful but needs to be communicated in a better way so as to become a resource for the others. [...] The revoicing and rephrasing strategies [...] turn one student (the author of the intervention) into a resource for the class.
Rephrasing with scaffolding	When the teacher, besides rephrasing, adds some elements to guide the students’ work.
Relaunching	When the teacher reacts to a student’s intervention, which (s)he considers interesting for the class, not giving a direct feedback, but posing a connected question. In this way, by relaunching the teacher provides an implicit feedback [...] on the student’s intervention, suggesting that the issue is interesting and worth to be deepened or, conversely, has some problematic points and should be reworked on.
Contrasting	Contrasting takes place when the teacher draws the attention on two or more interventions, representing two different positions, so as to promote a comparison. By contrasting, [...] the authors of the two positions may be resource for the class as well as responsible of their own learning.

We draw from the FaSMEd experience the idea of creating classroom activities in the formative assessment perspective, which may promote inclusion.

### 3. Design

We detect difficulties in the following item of B2:

Calculation of numerical validity of a more complex algebraic expressions;

#### 3.2. Cognitive area and math domain of interest

The area of difficulties identified through the B2 questionnaire is linked to Algebraic Expressions and in the domain of Algebra;



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### 3.3. Educational Aims

The intervention tool is aimed at introducing how to calculate the numerical validity of more complex algebraic expressions.

### 3.4. Addressing to Student /class

The intervention tool may be addressed to all the class or to single student.

### 3.5. Educational activities: the Intervention Tool

a) Teacher gives instructions to the class:

Look at the following examples;

$B$  is the content of a basket. Thus,  $B=4$  means that inside the basket there are 4 (apples).  
If  $B=4$ , what is the value of  $2B+3$ ?



Now, let's imagine that we have to count the number of apples. The apples must be put in 2 different baskets (this means:  $2B$ ). Let's try. Students can look at the pictures in the presentation or have cut-outs of baskets and apples.





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But we can't forget that there are still 3 apples left outside the baskets.



The teacher encourages students to say what they can see in the picture. This will elicit understanding and provide visual aid (UDL guidelines). We have 2 baskets of 4 apples in each plus 3 extra apples.

So now, let's try to write it down in a formula.

$$2B+3=2*4+3=8+3=11$$

Now students do the same but in a different example

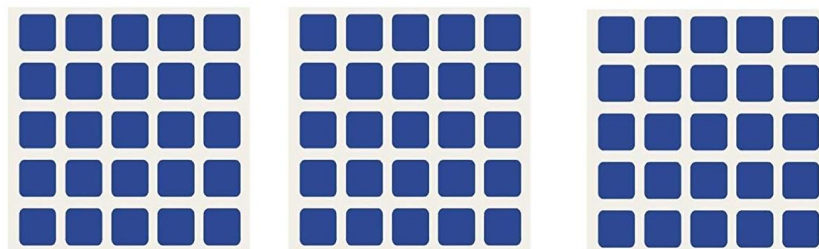
If  $C=8$ , what is the value of  $3C+4$  ?

To make it easier for the students to understand the formula, the students discuss in pairs how many baskets they will need and how many apples are put outside the baskets. This way they can help each other understand the formula and provide feedback (FaSMEd)

b) Now look at the next examples:

If  $A=-2$  what is the value of  $3A$  ?

We can help the students visualise the negative numbers they can use the following picture. (USD Guidelines)



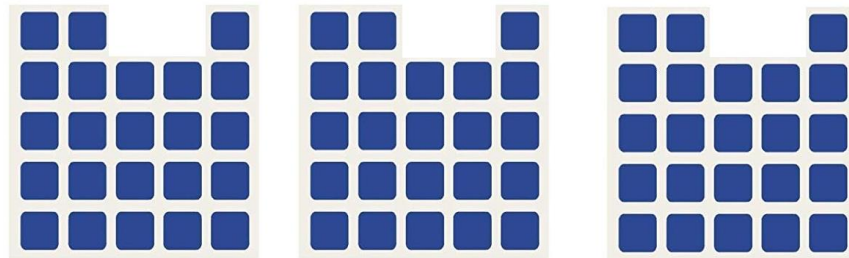
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They will have to take away the blue tiles and count how many tiles have disappeared. This will clarify vocabulary and symbols. (UDL Guidelines)



Now they can count  $3 \times (-2) = -6$ ;

Now do the same using a different example:

If  $d = -4$  what is the value of  $8d$ ?

At the end, the students have a discussion and summarize what they have learnt. (FaSMEd)

Table 7: Analysis of the activities through the Table of UDL principles.

<i>Engagement</i>	<i>Representation</i>	<i>Action &amp; Expression</i>
<p><b>Recruiting interest</b></p> <p><u>Optimize individual choice and autonomy</u></p> <p><u>Optimize relevance, value, and authenticity</u></p> <p><u>Minimize threats and distractions</u></p>	<p><b>Perception</b></p> <p><u>Offer ways of customizing the display of information</u></p> <p><u>Offer alternatives for auditory information</u></p> <p><u>Offer alternatives for visual information</u></p> <p><b>Offer ways of customizing the display of information</b></p>	<p><b>Physical Action</b></p> <p><u>Vary the methods for response and navigation</u></p> <p><u>Optimize access to tools and assistive technologies</u></p>
<p><b>Sustaining effort Persistence</b></p> <p><b>Heighten salience of goals and objectives</b></p> <p><b>Vary demands and resources to optimize challenge</b></p> <p><b>Foster collaboration and community</b></p> <p><b>Increase mastery-oriented feedback</b></p> <p><b>Vary demands and</b></p>	<p><b>Language &amp; Symbols</b></p> <p><u>Clarify vocabulary and symbols</u></p> <p><u>Clarify syntax and structure</u></p> <p><u>Offer alternative language and symbols to decode information and to work on the information</u></p> <p><u>Support decoding of text, mathematical notation, and symbols</u></p> <p><u>Promote understanding</u></p>	<p><b>Expression Communication</b></p> <p><u>Use multiple media for communication</u></p> <p><u>Use multiple tools for construction and composition</u></p> <p><u>Build fluencies with graduated levels of support for practice and performance</u></p> <p><b>To use different registers in order to communicate</b></p>



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<p><b>resources to optimize challenge</b></p> <p><b>Foster collaboration and community</b></p> <p><b>Oriented feedbacks support engagement and motivation with respect the elaboration of the solution of the task</b></p>	<p><u>across languages</u></p> <p><b>Clarify vocabulary and symbols</b></p> <p><u>Illustrate through multiple media</u></p> <p>Support decoding of text, math notation and symbols</p>	
<p><b><u>Self Regulation</u></b></p> <p><b><u>Promote expectations and beliefs that optimize motivation</u></b></p> <p><b><u>Facilitate personal coping skills and strategies</u></b></p> <p><b><u>Develop self-assessment and reflection</u></b></p>	<p><b><u>Comprehension</u></b></p> <p><u>Activate or supply background knowledge</u></p> <p><u>Highlight patterns, critical features, big ideas, and relationships (checkpoint 3.2)</u></p> <p><u>Guide information processing and visualization</u></p> <p><u>Maximize transfer and generalization</u></p> <p>Perception, language and symbols, comprehension (<b>Constructing useable knowledge, knowledge that is accessible for future decision-making, depends not upon merely perceiving information, but upon active “information processing skills”</b>)</p>	<p><b><u>Executive functions</u></b></p> <p><u>Guide appropriate goal-setting</u></p> <p><u>Support planning and strategy development</u></p> <p><u>Facilitate managing information and resources</u></p> <p><u>Enhance capacity for monitoring progress</u></p>

#### 4. References

- [1] Karagiannakis, G. N., Baccaglioni-Frank, A. E., & Roussos, P. (2016). Detecting strengths and weaknesses in learning mathematics through a model classifying mathematical skills. Australian J. of Learning Difficulties, 21(2), 115–141. <https://doi.org/10.1080/19404158.2017.1289963>
- [2] Workshop with Dr. Giannis Karagianakis in International
- [3] European Project FasMed (<https://research.ncl.ac.uk/fasmed/>).
- [4] Universal design for learning (UDL) principles (<http://udlguidelines.cast.org/>)
- [5] (<https://research.ncl.ac.uk/fasmed/>).



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