Promotion of Information, Communication and Technology Education, and Developing Environment for E-Learning in Informatics and Mathematics

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OBJECTIVE

- □ The objective of this presentation is to summarize:
 - developed contents based on advantage of learning with ICT
 - potentiality of Macromedia Flash 8 used for the development
 - implementation of these contents in schools in B&H

SCHOOL
Operations in the set of numbers 1-100
Fractions
Angles
Sets
http://elearningbih.criced.tsukuba.ac.jp









EXPERIMENT	
	Teaching experiment was carried out with sixth grade students at "Petar Kocic" elementary school in Prijedor.
	The main objective of the experiment was to check how students would accept new methods of learning mathematics.
	The idea of the lesson was for students to access and complete 3 interactive exercises.
	They studied sets at the beginning of school year so this was a review lesson.

OBSERVATION OF EXPERIMENT

Class was carried out with 15 students.
 They had 45 minutes to complete exercises.
 7 students completed all three exercises, 6 students completed two exercises and 2 students completed one exercise.
 TEACHER'S OBSERVATION OF CLASS :
 Students are active and interested in contents.
 Combination of traditional way of teaching and e-learning could improve students understanding of abstract mathematical concepts.
 STUDENTS OBSERVATION OF CLASS:
 All students said that learning with help of computers is more interesting than traditional way of learning.

	I held 8 classes in second grade of Electrotechnical school using interactive content on elearningbih.criced.tsukuba.ac.jp (complex numbers).
OB	SERVATIONS
-	Students were interested in lessons, more active than usual and motivate for the learning
-	Goals of mathematics teaching are accomplished.
-	Teacher has more time for communication with students.

	CONCLUSION
•	How can e-learning help?
	-Visual representation is for many students more interesting part of mathematics than computation.
	 Effective learning: students are active participants rather than passive receivers of knowledge.
	- More interactivity between students and educational contents.
	 Access to educational contents, learning and testing of knowledge from home.

