

**Promotion of Information,
Communication and Technology (ICT)
Education and Developing Environment
for e-Learning in Mathematics and
Informatics**

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Objective

- Topic
- Online mathematics and informatics
- My content
- Experiment
- My future plans

Content

- Arithmetic's sequences
- Geometrics' sequences
- Fibonacci sequences

- For high school students (3rd grade)

- Macromedia Flash MX Professional 2004

- Why did I choose this topic?

Content

- Mathematics and Informatics online
- <http://elearningbih.criced.tsukuba.ac.jp/>

Content

- Lessons
- Interactive lessons
- Test and quizzes
- Games

Content

- Lesson and examples - systematic, understandable
- Different type of questions - input result, self-questioning, dragging, multiple choice
- Different levels of questions
- Students learn by themselves
- Critical opinion
- Learning and teaching is more interesting
- <http://elearningbih.criced.tsukuba.ac.jp/>

Experiment

- Gimnazija, Gradiska
- May 2007.
- First time to learn and teach in this way
- The sum of the first n term of arithmetic's sequences

Experiment

- Students:
 - ◆ different and interesting
 - ◆ want to do at home
- Teachers:
 - students are motivated
 - learning through game
 - discussing about problems
 - individuality (in thinking, making conclusion,...)

Future plans

- Content (finish, translate)
- Promote this site
- Mathematical software (Grapes, Cabri 2D, Cabri 3D, Geomerty Inventor)



Thank you
