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# REALISTIC MATHEMATICS EDUCATION FROM THEORY TO PRACTICE

Jasmina Milinković



# The main principles of RME

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P1. Real context;

P2. Models;

P3. Schematization

P4. Integrative approach

# P1 Genuine realistic contexts in RME

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- ▶ Source for the learning process
- ▶ Complex
- ▶ Multifaceted problems

# “realistic” - “imaginable”

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## Dream of traveling around world



*Kad od Češke podjem peške,  
Mogu bez ijedne greške,  
Preko Finske, preko Švedske,  
Ja da stignem do Norveške.*

*V. Binić*

When you come along on foot from the Czech Republic,  
I can without any error,  
Through Finland, over Sweden  
Get to Norway.

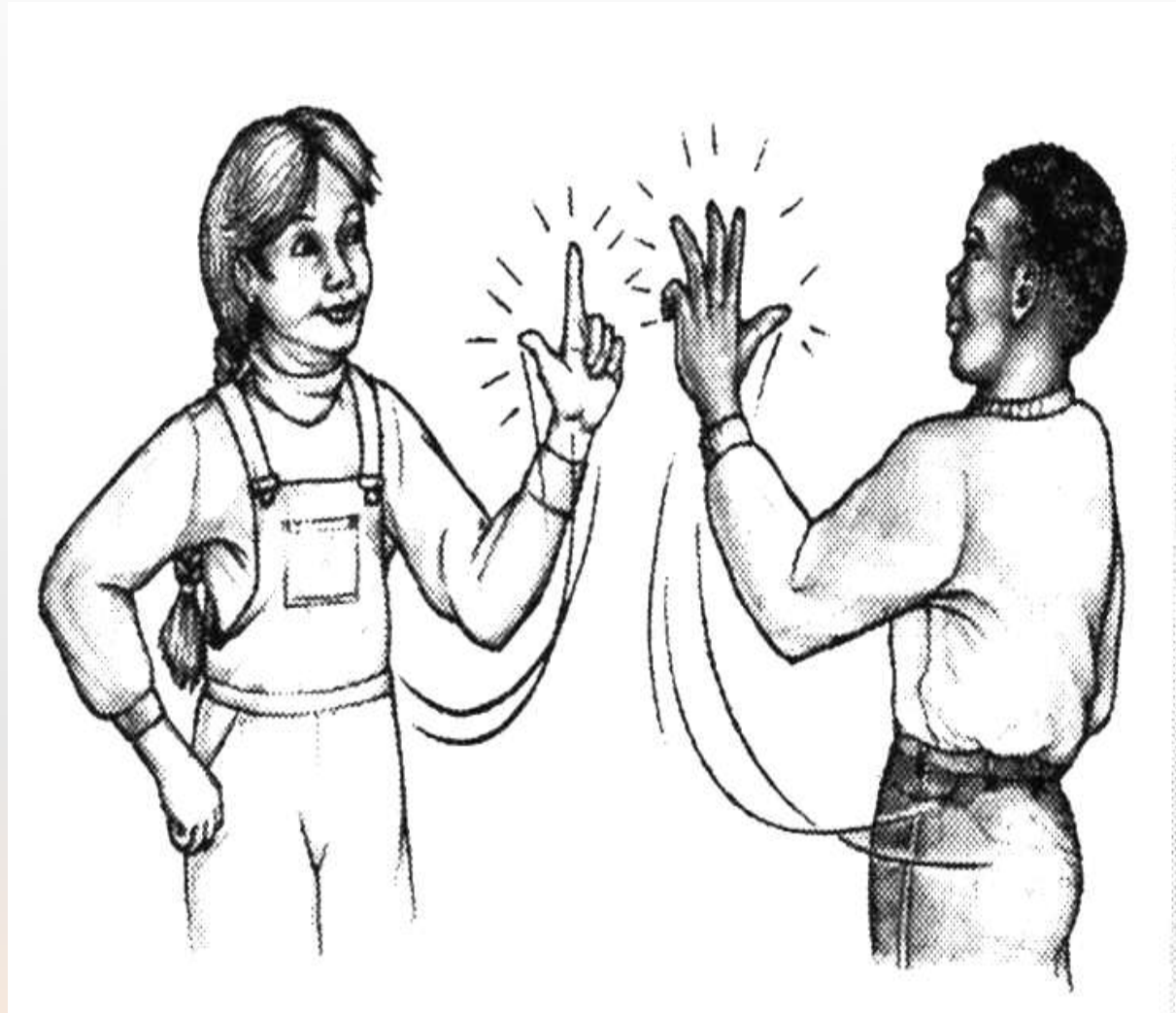
# Real context for children

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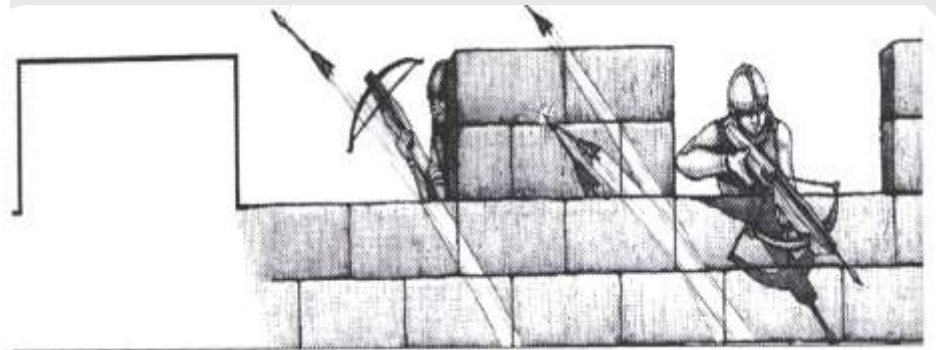
- ▶ Nontrivial
- ▶ Relevant
- ▶ Exemplary contexts:
  - everyday child's surrounding (school, home)
  - fairy tale alike,
  - science fiction movie scenarios like,
  - mathematical

# Game

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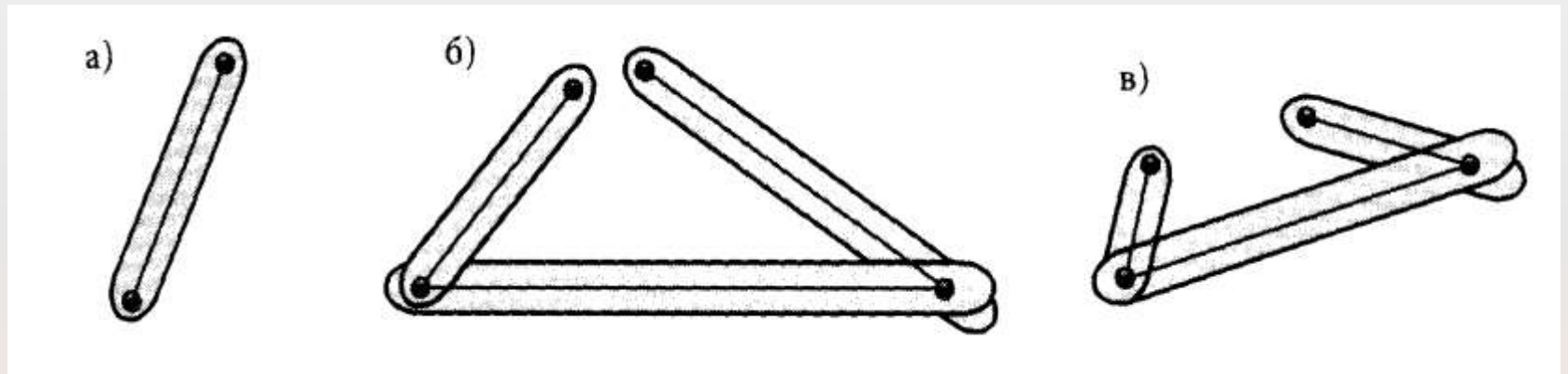
# Fairy tale



# Dangler

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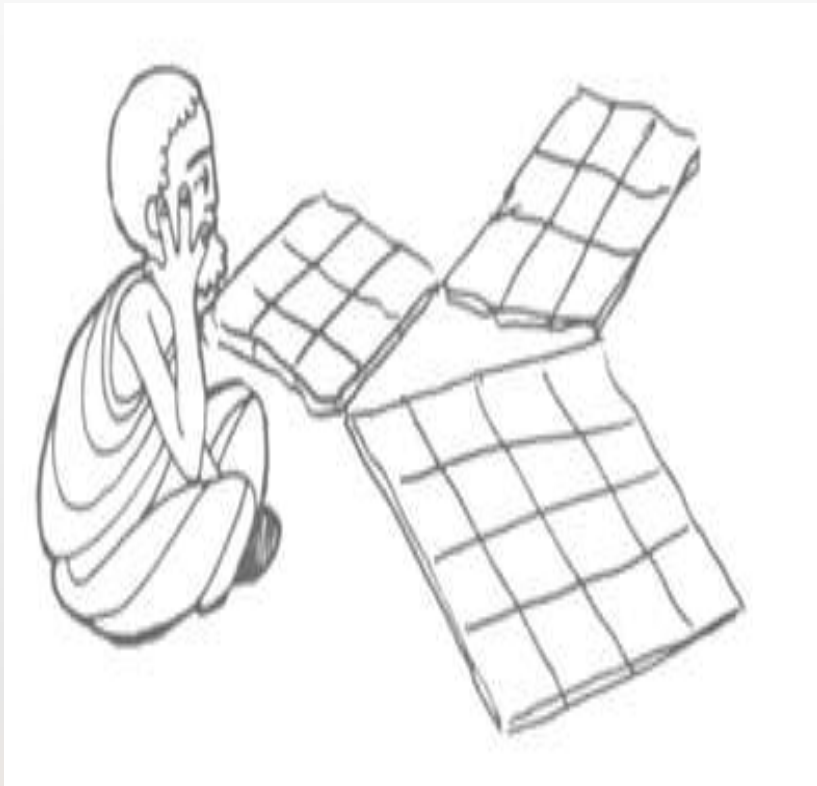
- Can you make a triangle from any 3 segments?





# White and Blue tiles of Pythagoras

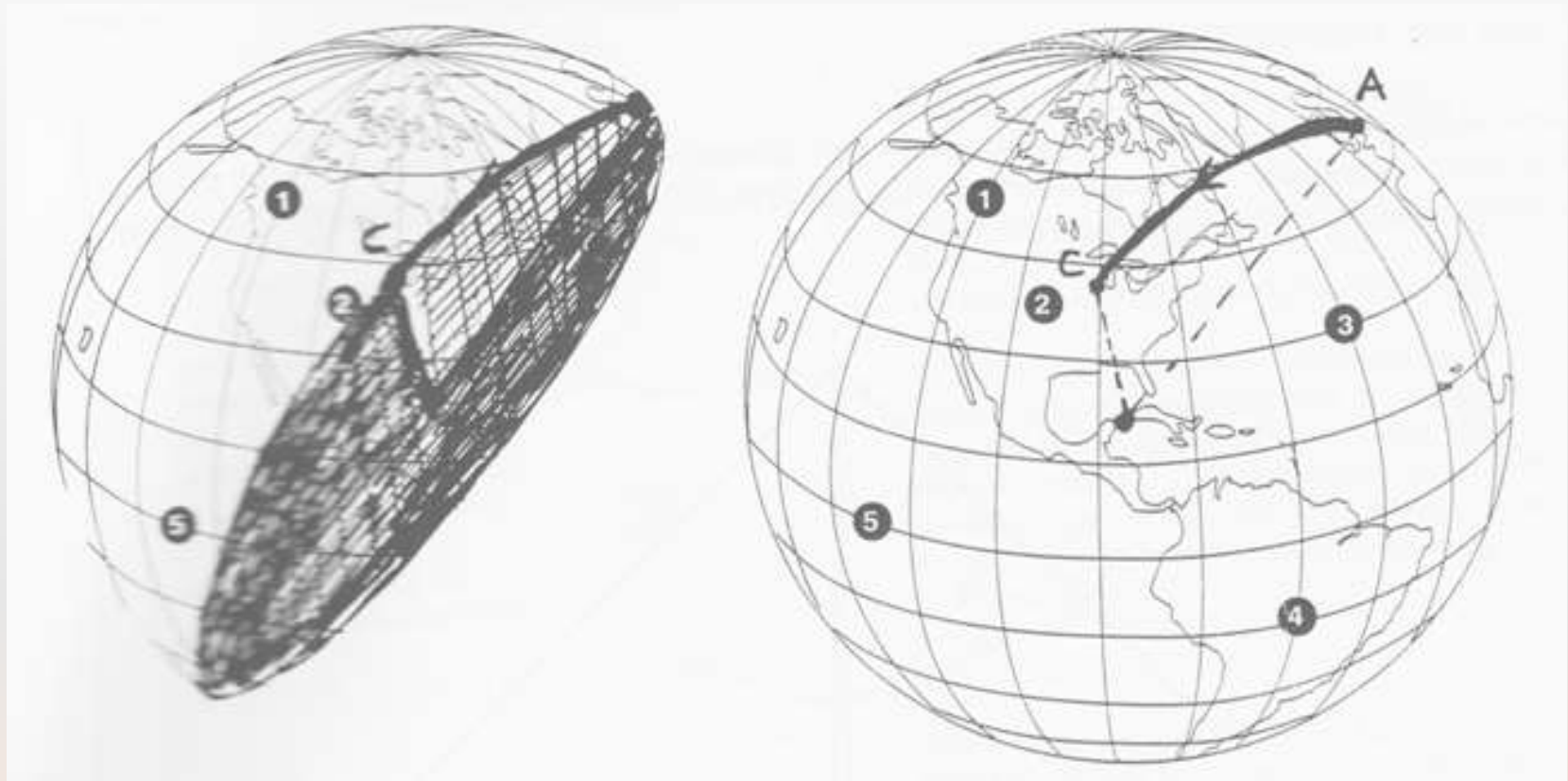
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# Arc on a Great Circle

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## *Role of problems in real context*

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- ▶ First, they are used to elicit, to constitute or re-invent mathematical concepts.
- ▶ Second, problems are used to show how mathematical knowledge can be applied, used to solve real context problem situations.

## P2 Schematization

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- ▶ Schematization is process of gradual building up of mental schemes toward formal schemes of mathematics science.
- ▶ Schematization in mathematics is a result of mathematization.

# Mathematization

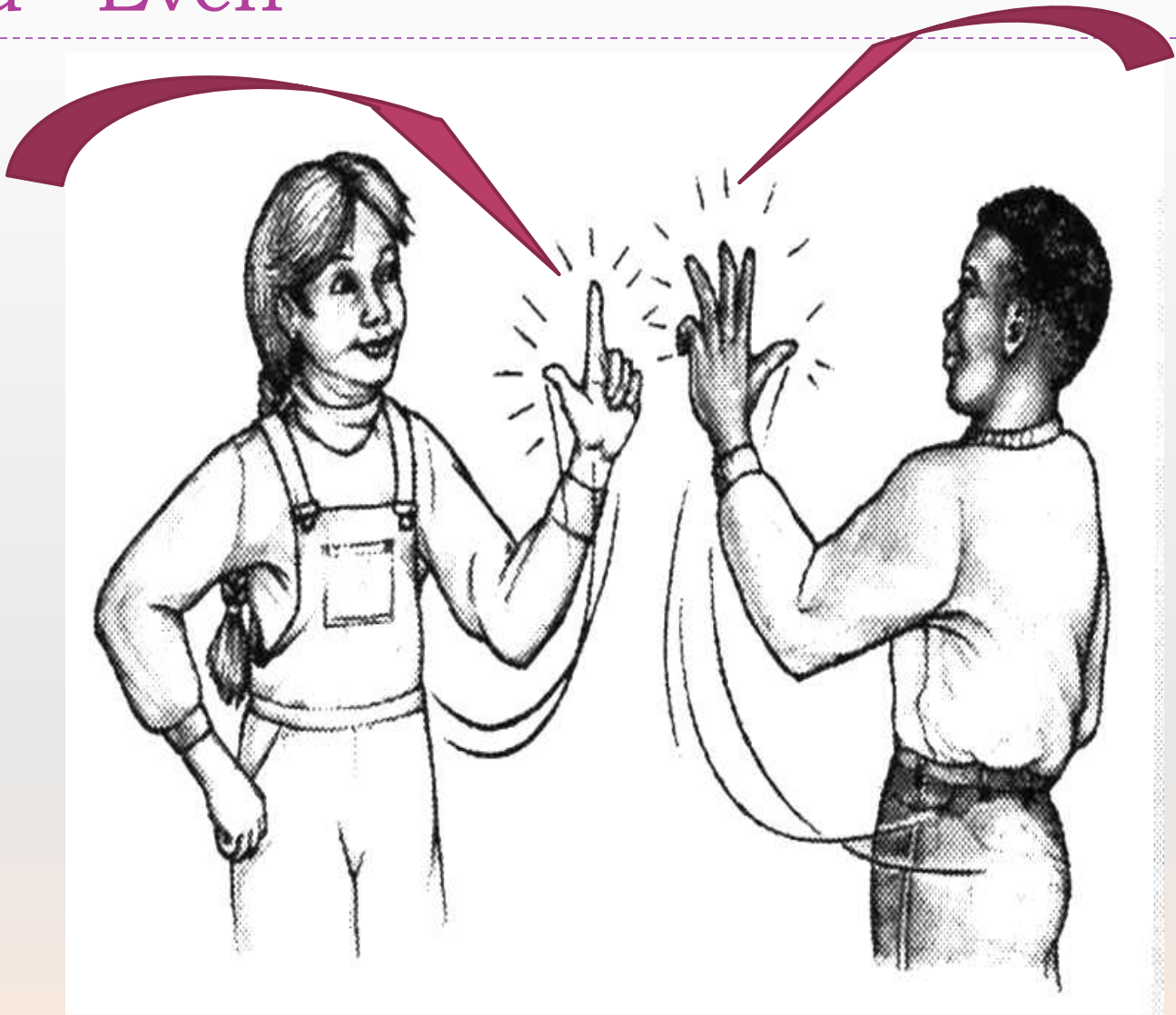
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- ▶ Horizontal mathematization
  - going from real world into world of mathematical symbols;
- ▶ Vertical mathematization
  - building up and reorganization within the mathematical structure.

# Odd - Even

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2



4



## Oli (Odd) – Milan (Even)

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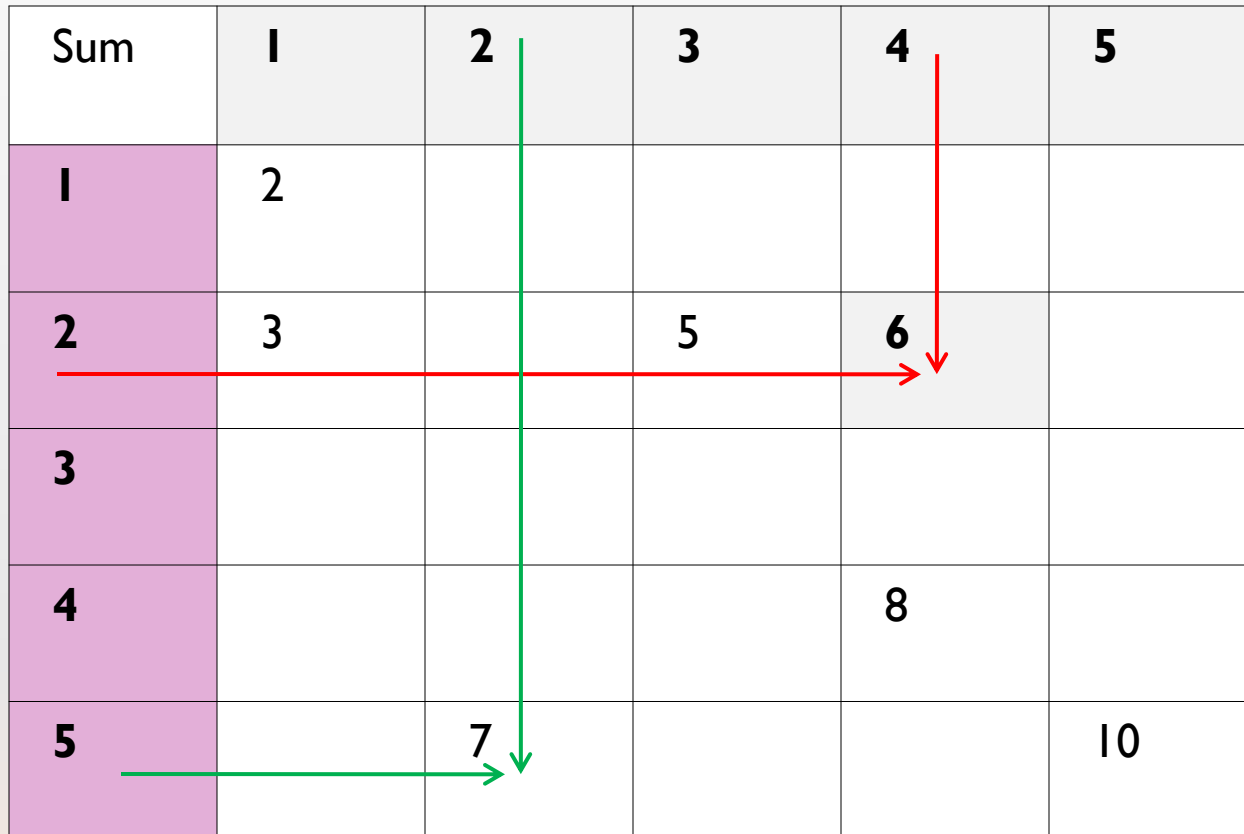
- ▶ 2 plus 4 equals 6.
- ▶ 6 is even.
- ▶ Result: Milan wins.



# Oli (odd) : Milan (even)

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Sum	1	2	3	4	5
1	2				
2	3		5	6	
3					
4				8	
5		7			10



# Oli (odd) : Milan (even)

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Sum	1	2	3	4	5
1	2				
2	3		5	6	
3					
4				8	
5		7			10

Sum	1	2	3	4	5
1	M				
2	O		O	M	
3					
4				M	
5		O			M

# Oli (odd) : Milan (even)

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Sum	1	2	3	4	5
1	2				
2	3		5	6	
3					
4				8	
5		7			10



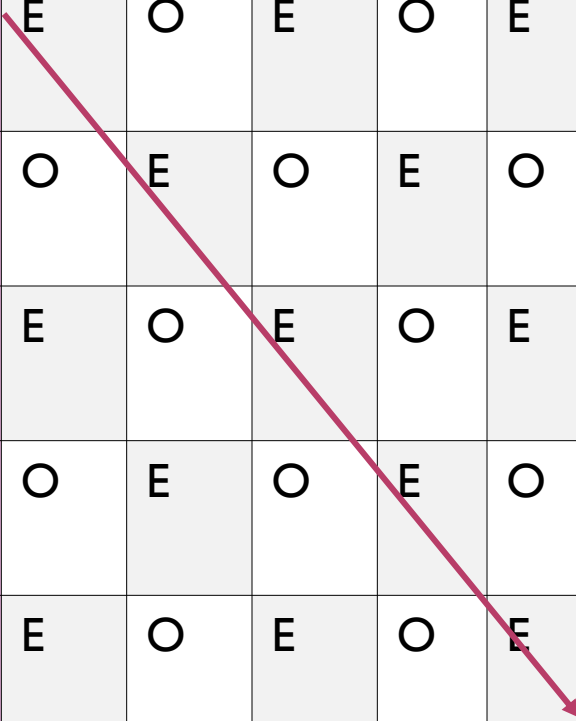
Sum	1	2	3	4	5
1	E				
2	O		O	E	
3					
4				E	
5		O			E

# Oli (odd) : Milan (even)

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Sum	1	2	3	4	5
1	2	3	4	5	6
2	3	4	5	6	7
3	4	5	6	7	8
4	5	6	7	8	9
5	6	7	8	9	10

Sum	1	2	3	4	5
1	E	O	E	O	E
2	O	E	O	E	O
3	E	O	E	O	E
4	O	E	O	E	O
5	E	O	E	O	E



# Oli (odd) : Milan (even)

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- ▶ Odd 12 combinations
- ▶ Even 13 combinations
- ▶ 12 : 13
- ▶ Conclusion

Sum	1	2	3	4	5
1	E	O	E	O	E
2	O	E	O	E	O
3	E	O	E	O	E
4	O	E	O	E	O
5	E	O	E	O	E

## *P3 Multiple models*

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- ▶ Models are mediating tools
- ▶ Models help students to solve problems
- ▶ Models serve as didactical tools
- ▶ The result of PS process is a mathematical model.

# Modeling tasks

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	<b>Task</b>	<b>Feature</b>
Realistic modeling	Create a price structure for a taxi driver.	Open task Have to create a model Whole modeling cycle
Contextual modeling	A taxi driver has a fixed price of 2\$ and the price/km is \$0.15. How much costs a drive of 6km.	Word problem
Educational modeling		
Socio critical modeling		
Epistemological modeling		



# Parking lot

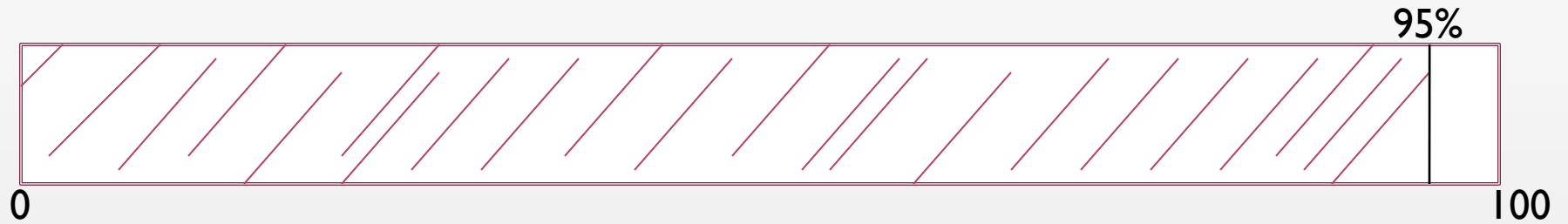
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# Model for percents

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<b>0%</b>									<b>100%</b>
0									N

# Maribor Branik - Lancia

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- ▶ Stadium “Ljudski vrt”
- ▶ Capacity 12 994 people

# P4 Integration of mathematics

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On a level of studying

- ▶ problem
- ▶ lesson
- ▶ unit
- ▶ strand
- ▶ subject
- ▶ curriculum

# Connections unit

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- ▶ Geometry - Number – Probability - Algebra

## Activities:

- ▶ Exploring maps of various kinds
- ▶ Making decisions
- ▶ Using simple graphs
- ▶ Representing
- ▶ Concept of maximal graph

# Connections

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- 1) Connecting student's experience with math learning;
- 2) Connecting conceptual and procedural knowledge;
- 3) Connecting mathematics and other subjects;
- 4) Connecting mathematics concepts.



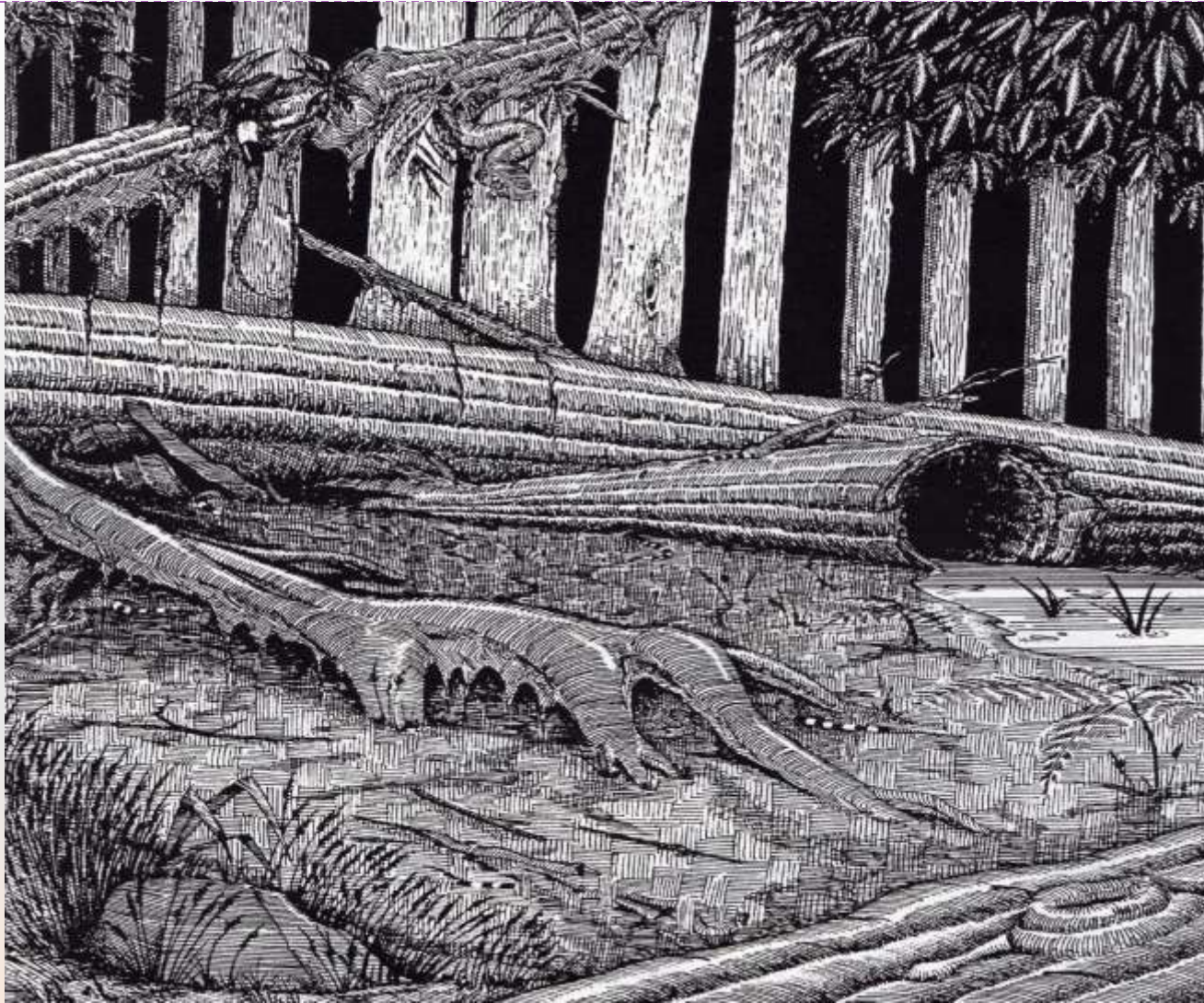
# *Mathematics in Context*

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- ✓ Math in the real world
- ✓ Math in the background
- ✓ Mathematics underlying phenomena
- ✓ Math in the environment

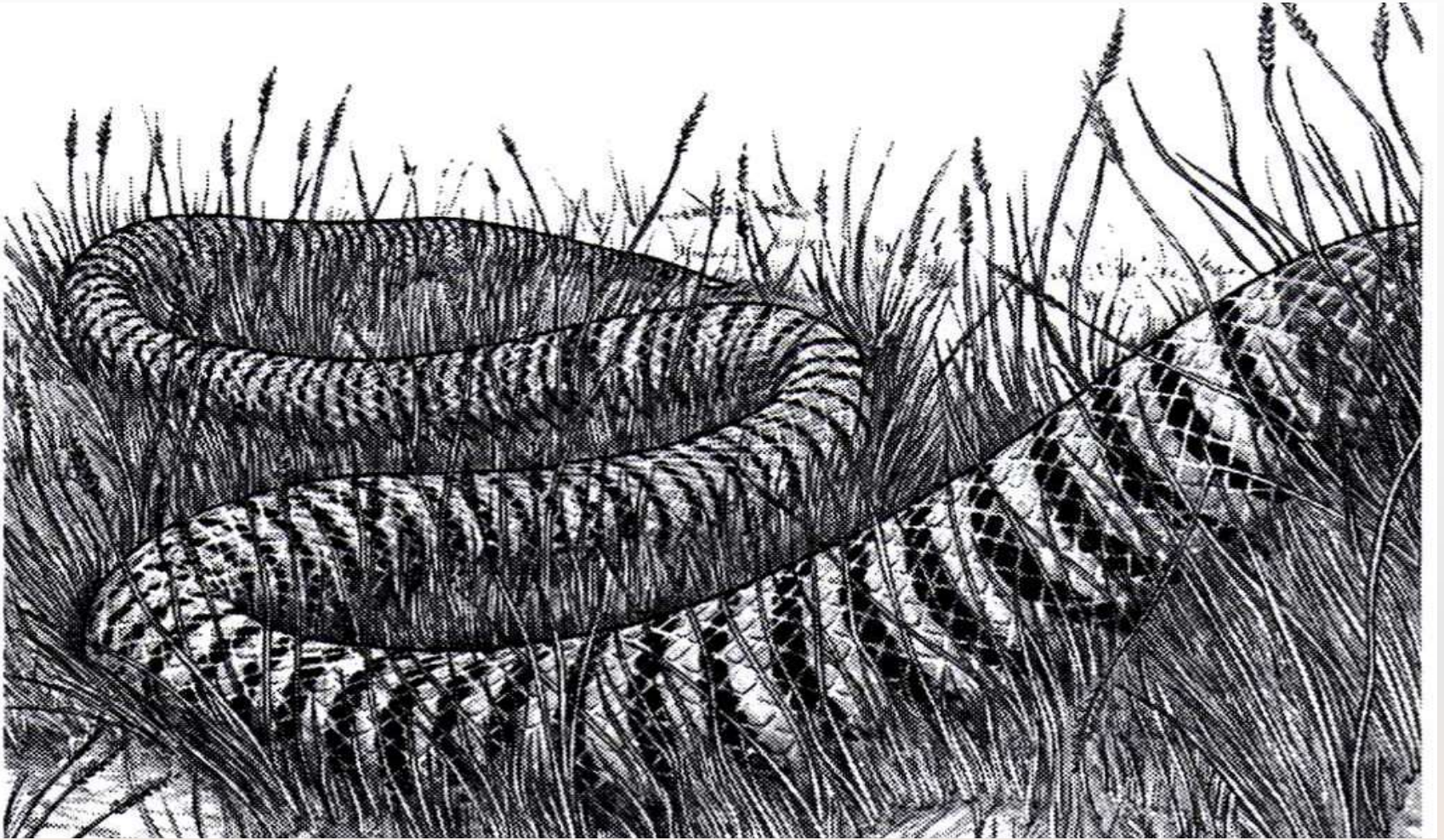


# Snake forest





# Black red rings snake



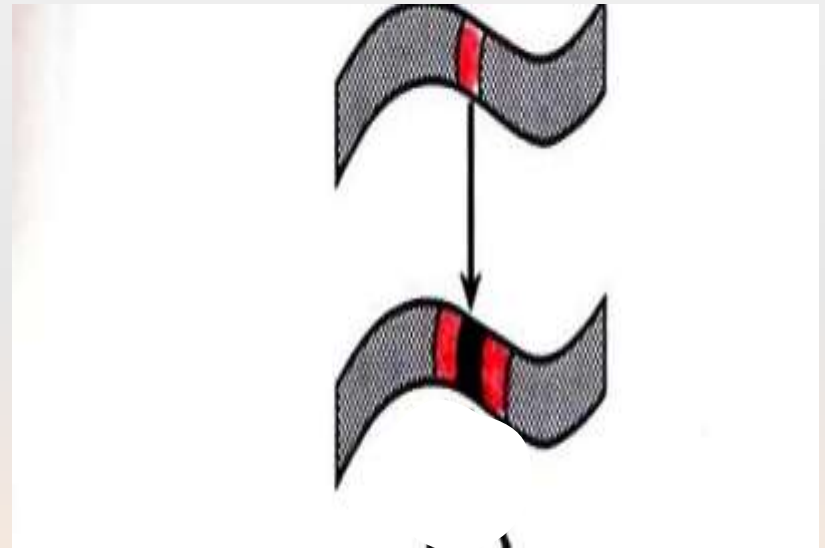
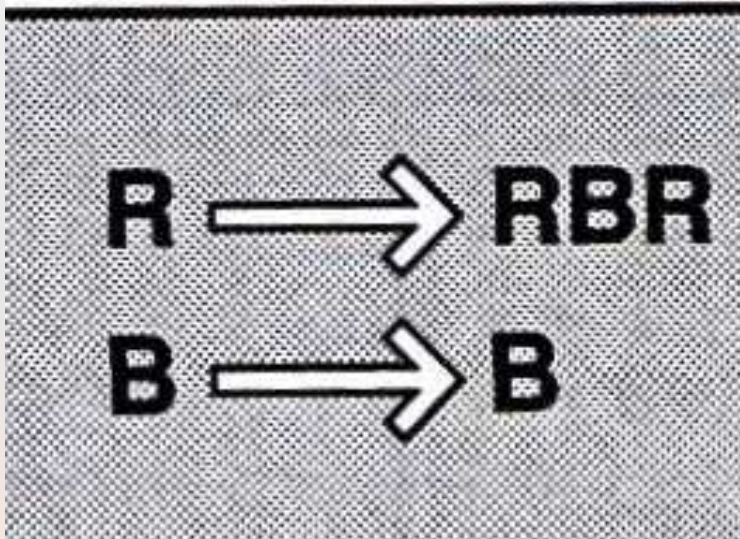
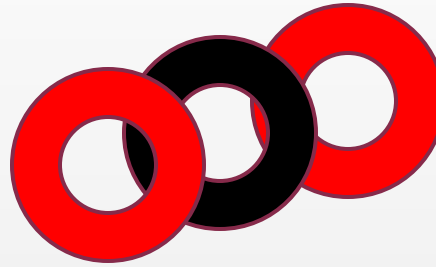


# Snake growth

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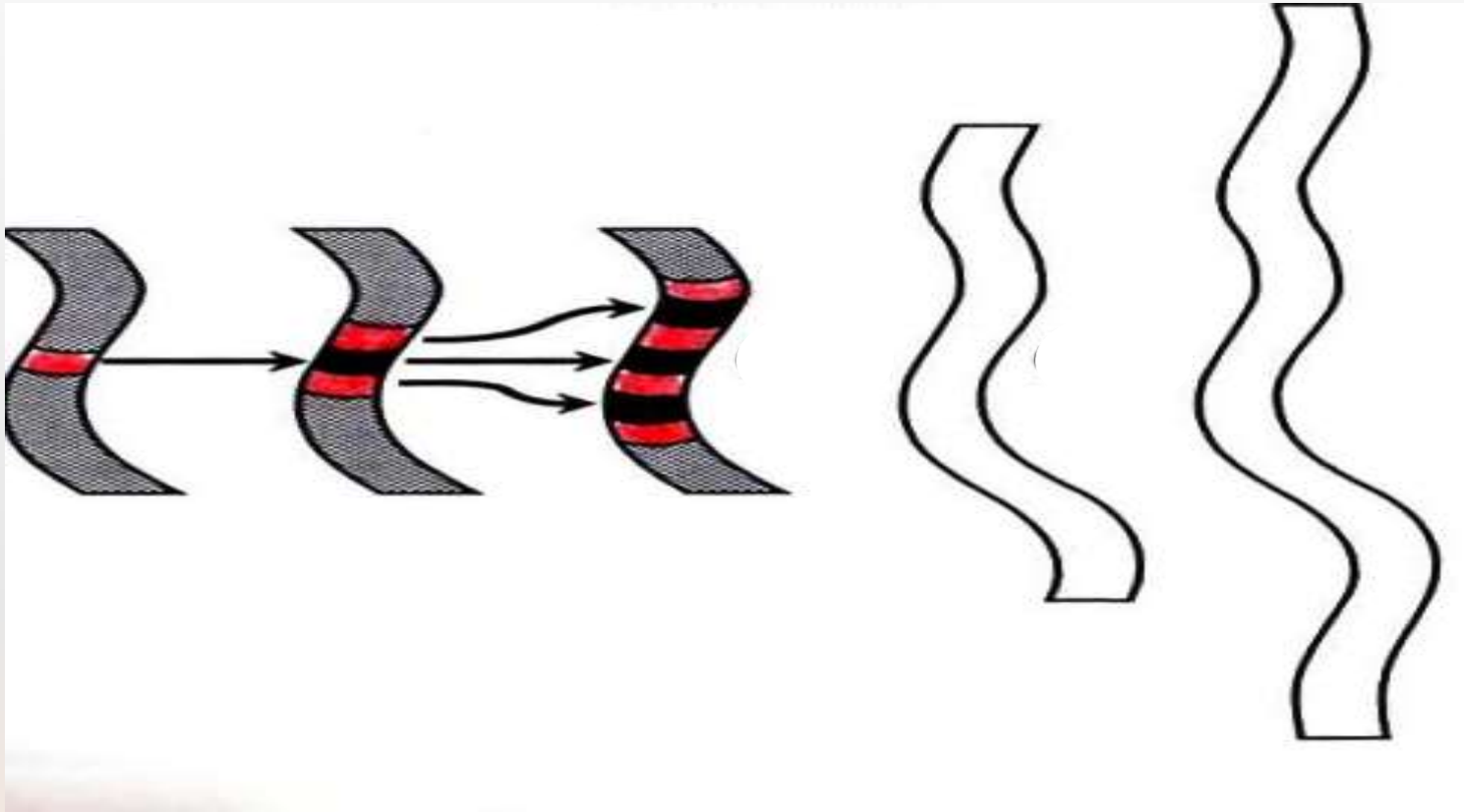
R - red ring 

B - black ring 



# Successive strings

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# Number of rings in n- cycle?

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PATTERN		number of red rings	number of black rings	number of rings
1	R	1	0	1
2	RBR	2	1	3
3	RBRBRBR	4	3	7
4	...	8	...	...
5	...	...	15	...



# Answer

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R rings       $1, 2, 4, 8, \dots, 2^{n-1}$

B rings       $0, 1, 3, \dots, 2^{n-1} - 1$

Total         $1, 3, 7, \dots, 2^n - 1$

$2^{n-1}$



# Pottery: Form and Shape

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- ▶ Archeological situations
- ▶ Statistics
- ▶ Classification and pattern matching
- ▶ Combining knowledge of ratio and geometry

# Webster's classification system

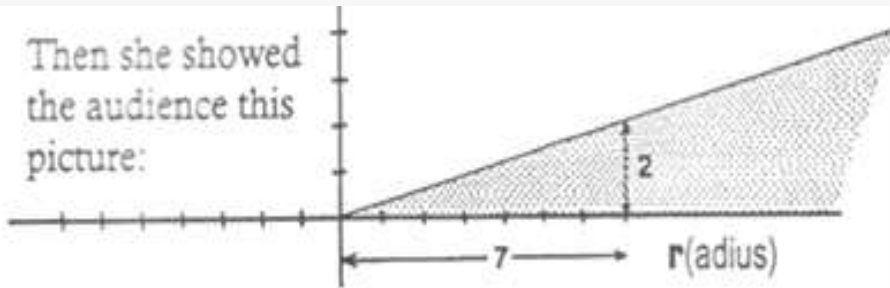
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How do you think the information in the pictures could be used to classify these vessels?

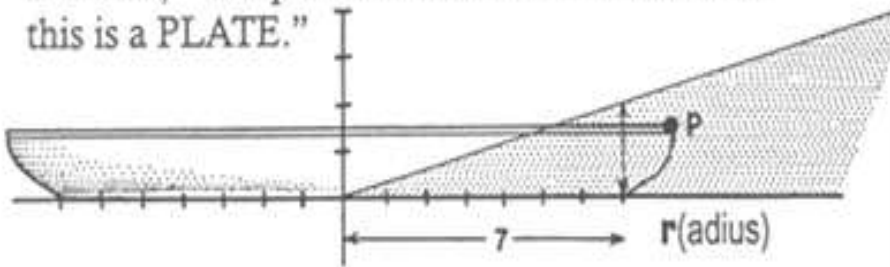
# Jar or Plate or Bowl or Dish or Plate?

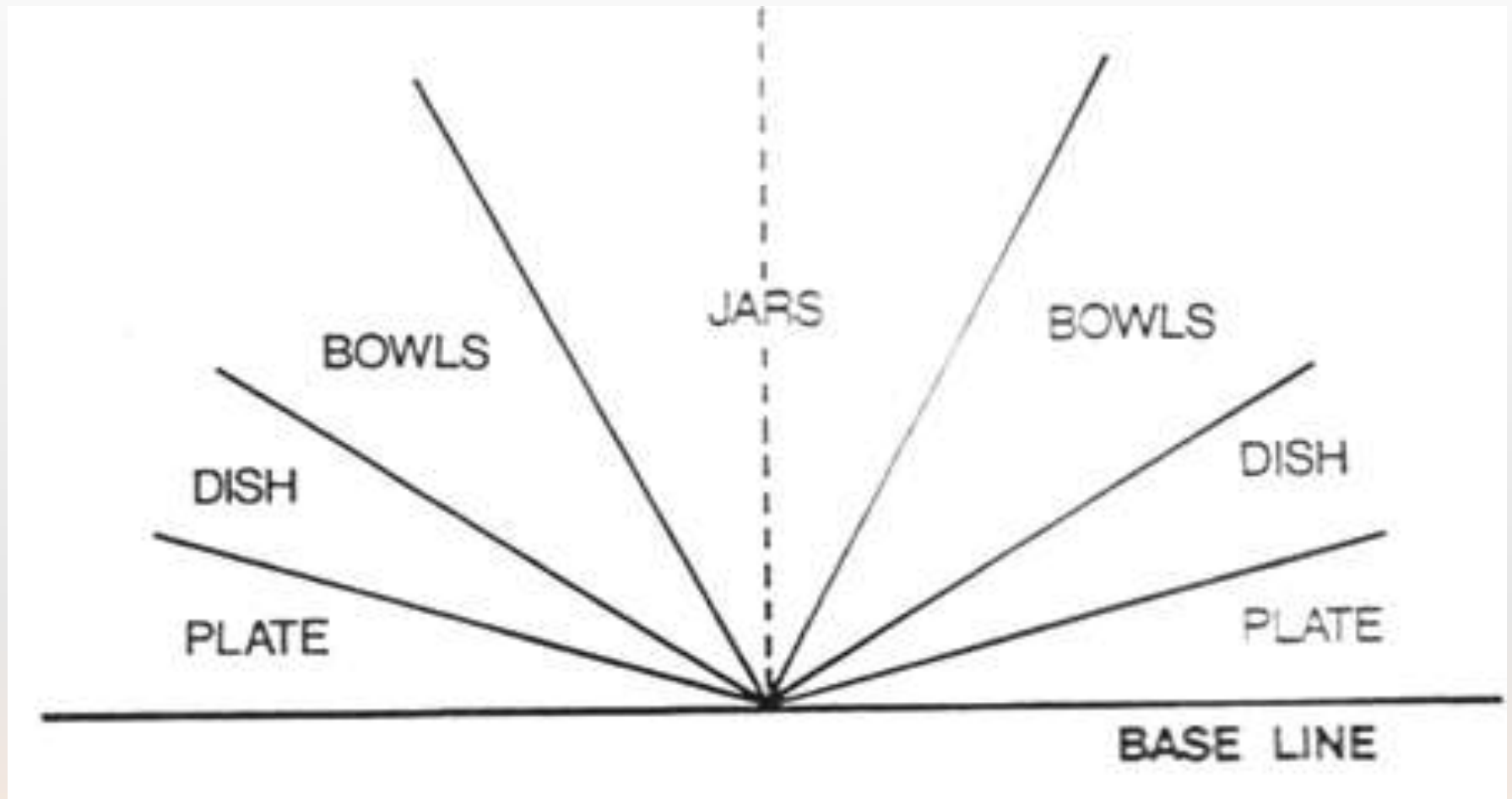
Then she showed the audience this picture:



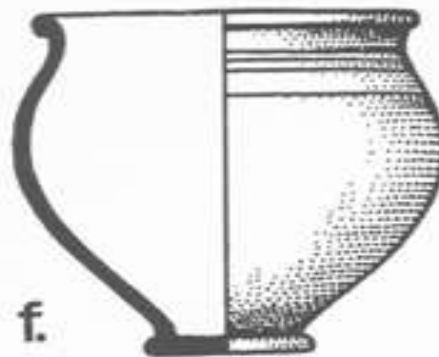
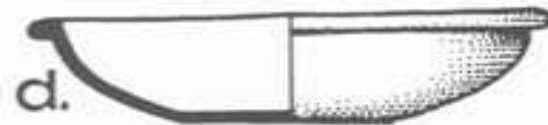
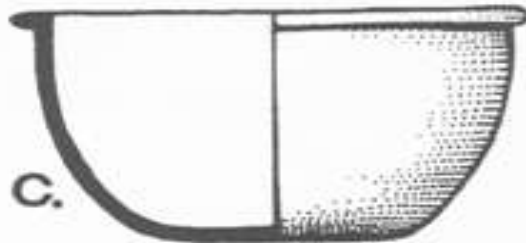
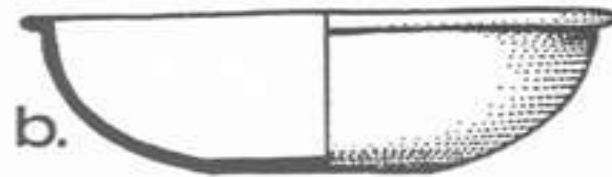
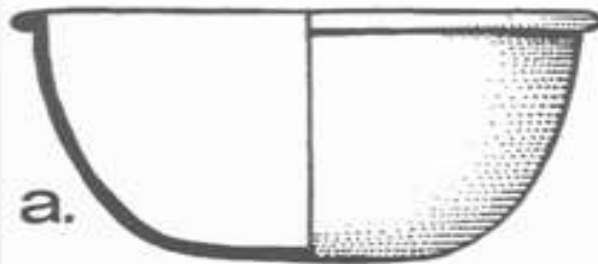
$$h(\text{eight}) \leq \frac{2}{7} r(\text{adius})$$

Finally she showed how to use this picture to demonstrate that this vessel is a PLATE.  
She said, "The point P is essential to show that this is a PLATE."









# Implementation of RME in classroom

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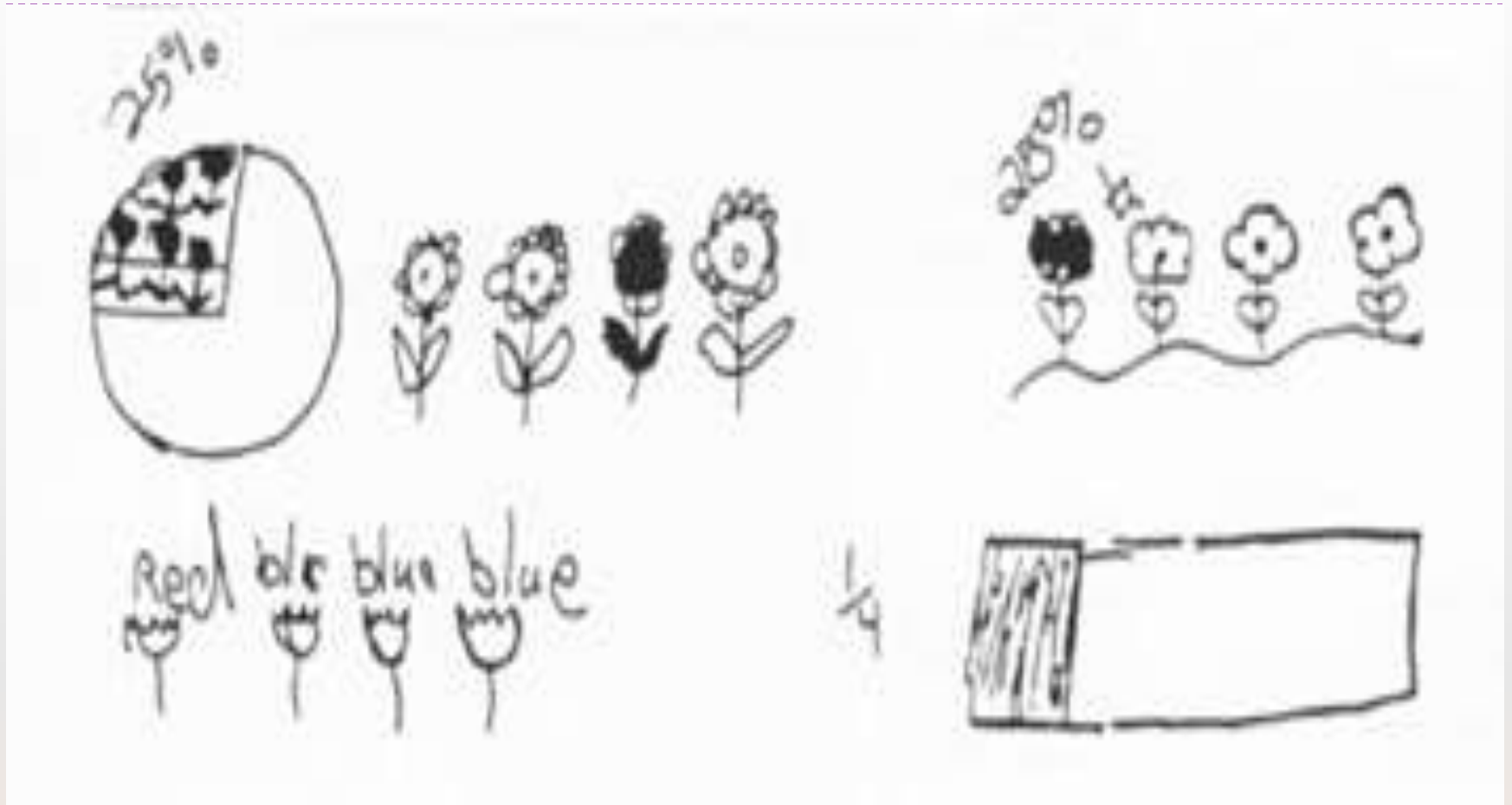
- 1) What is teacher role in RME classroom?
- 2) What teaching methods should they use?
- 3) What educational materials should be used?;
- 4) How to assess students progress?

# What is teacher role in RME classroom?

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- ▶ Planner
- ▶ Facilitator
- ▶ Organizer
- ▶ Coordinator
- ▶ Evaluator
- ▶ Assessor

Make a drawing to express that 25 percent of the flowers are red.



# How to assess students progress?

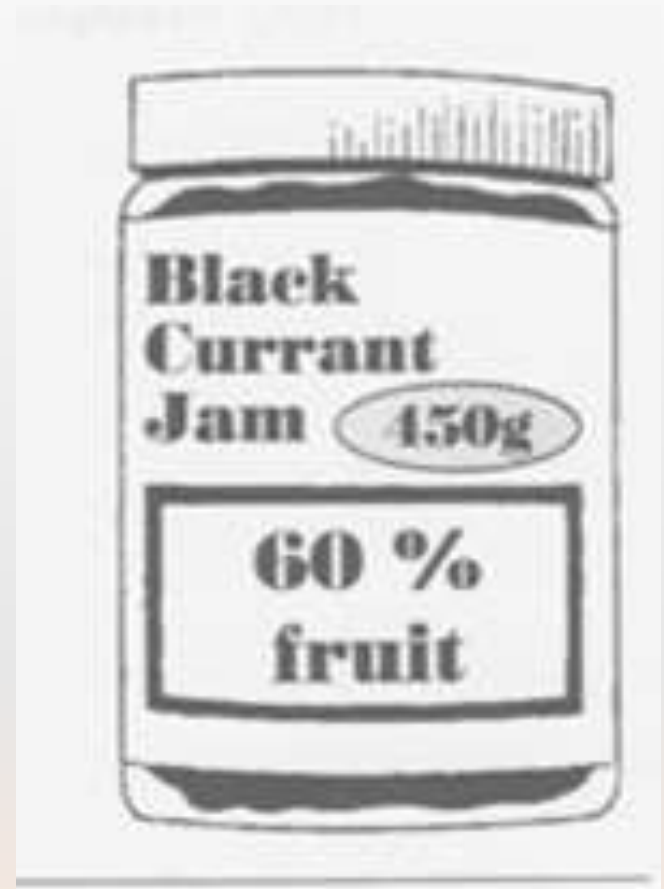
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- ▶ Multiple sources of information on students' understanding and performance.
- ▶ The purpose : to gain information about development of structure of mathematical knowledge.

# Assessments on percents

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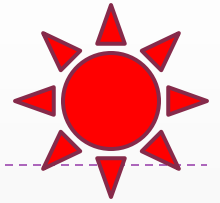
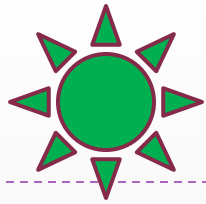
- ▶ How many grams of fruit does this jar contain? Show how you got your answer.



# Parking lot

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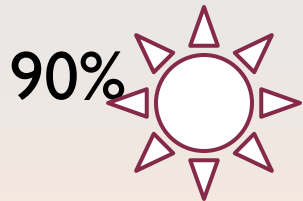


1. Which parking lot is more full?
2. Figure out for each parking lot whether the red light is on or not? Explain...

### PARKING LOT A

Total space 200

Occupied 183



### PARKING LOT B

Total space 300

Occupied 255





# Which ad do you think The Yamm company would use?

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- ▶ The Yamm Company
- ▶ Yamm bar \$1  
Yummy bar \$1.25

Ideas for an advertising campaign:



# The students' profile:

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- 1) How does he solve (meaningful) mathematical problems;
- 2) How does she communicate ideas (use mathematical language);
- 3) How does he reason mathematically;
- 4) Does she make connections between mathematics and other domains, and everyday life;
- 5) What does he understand about mathematical concepts and procedures;
- 6) What is her disposition toward mathematics (creativity, interest, confidence).

# Shortcomings of RME

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- attachment to the contexts and models
- difficult transfer
- lack of time for practicing and memorizing mathematical procedures
- simultaneous multiple concepts
- delayed transition to abstract concepts
- importance of the structure of the staff in school
- importance of professional qualifications of teachers
- RME is technically and time demanding



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*Materials revised for this presentation come from:*

- ▶ Field test version of *Mathematics in Context*, published by Encyclopedia Britannica Corporation
- ▶ Materials for workshops organized for teachers involved in the field testing of MiC.
- ▶ Mathematics for IV grade, textbook published by Kreativni Centar, Beograd

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*Time for your questions*



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Jasmina Milinković  
jasmina.milinkovic@uf.bg.ac.rs

Teachers Training Faculty  
University of Belgrade, Serbia