

Université Pédagogique de HCMV



Université Grenoble Alpes

# **CIDMath 6**

HỘI THẢO QUỐC TẾ VỀ DIDACTIC TOÁN LẦN THỨ 6 SIXIEME COLLOQUE INTERNATIONAL EN DIDACTIQUE DES MATHEMATIQUES THE SIXTH INTERNATIONAL CONFERENCE ON DIDACTIC OF MATHEMATICS

Ho Chi Minh ville, 19 - 20 / 04 / 2017



## CIDMath 6 Ho Chi Minh ville, 19 – 20 / 04 / 2017

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1

Teaching the concept of integral in interdisciplinary relationship with physics
Phiân 3 / Session 3
Phát triển kỹ năng toán học cơ bản làm nền tảng của nguồn nhân lực trẻ cho nền kinh tế tri thức thình vương
ở Việt Nam
Developing basic mathematical skills for the foundation of young human resource in a prosperous
knowledge economy in Vietnam
Une analyse épistémologique de la structure du groupe
Loại toán học nào cho giáo dục chuyên nghiệp ? Sự cần thiết của một khảo sát khoa học luận để vượt qua
dư luận
Quelles mathématiques pour l'enseignement professionnel ? Nécessité d'une enquête épistémologique pour dépasser l'opinion
Chủ đề 2 / Thème 2
Các nghiên cứu về giáo dục bậc tiểu học
Les recherches sur l'éducation au primaire
Phiên 1 / Session 1
TIỂU BAN 2A / GT2A
Vận dụng lý thuyết tình huống trong dạy học nội dung diện tích ở tiểu học
Applying theory of didactical situations in teaching area content for primary students
Năng lực nhận thức toán học của học sinh lớp 4 thành phố Huế: từ thực tiễn đến yêu cầu đổi mới 32
Mathematics Cognitive competence of grade 4 pupils in Hue city-Vietnam: from Reality to innovative
Một số bàn luận về day học môn toán và vấn đề kết nối toán học với thực tiến trong day học
Some discussions on mathematics teaching and the connecting mathematics to the real world on
mathematics teaching
TIỂU BAN 2B / GT2B
Didactic Toán và phương pháp giải toán có lời văn nhằm phát triển năng lực Toán học của học sinh Tiểu học
Didactic Maths and methods of solving word mathematical problems to develop primary students'
mathematical competence
Kỹ năng đặt câu hỏi cho học sinh tiểu học
Questioning skills for elementary school students
Phiên 2 / Session 2
TIỂU BAN 2A / GT2A
Phân tích và đề xuất điều chỉnh, bổ sung hệ thống bài tập toán ở tiểu học theo hướng chuyển hóa sư phạm
The analysis and proposed adjustments for the system of math problems in primary education in the
Chief chief the transposition and the transposition with the transpo
của nó
Volume notion in primary mathematic teaching : a study of institutional choices and theirs effects
Mô hình và sự xuất hiện của mô hình trong sách giáo khoa toán tiểu học ở Việt Nam
Model and emergence of model in math textbooks primary school in Vietnam
Natural language in primary Mathematics textbooks in Vietnam
TIEU DAIN 2D / UTZD

6

## Chủ đề 2 / Thème 2

Hướng dẫn đánh giá học sinh Tiểu học môn toán, TT số 22/2016/TT-BGDĐT.

## Kỹ năng đặt câu hỏi cho học sinh tiểu học

## Pham Sy Nam, Pham Thi Thanh Tu, Sai Gon University

Kĩ năng đặt câu hỏi là một trong những kĩ năng rất quan trọng trong quá trình dạy học. Bởi, đây là điều kiện tiên quyết để giúp HS phát triển tư duy, nhận ra bản chất vấn đề và giải quyết được bài toán, thông qua đó, hình thành cho HS kỹ năng giải quyết được vấn đề. Sự thành công hay thất bại của một tiết dạy phụ thuộc vào hệ thống câu hỏi mà giáo viên sử dụng. Hệ thống câu hỏi hợp lí sẽ giúp học sinh trải nghiệm, tìm tòi, khám phá tri thức. Tuy nhiên thực tiễn cho thấy sinh viên tiểu học còn có hạn chế trong việc đặt câu

hỏi. Bài viết phân tích một số khó khăn và hạn chế trong việc đặt câu hỏi của sinh viên tiểu học và đề xuất các kỹ năng cần thiết trong việc đặt câu hỏi.

Từ khóa: Kỹ năng, câu hỏi, giải quyết vấn đề

## Questioning skills for elementary school students.

Pham Sy Nam, Faculty of Mathematics, Sai Gon University, Vietnam Pham Thi Thanh Tu, Sai Gon University, Vietnam

Skill to ask questions is one of the important skills in the teaching process. Because, this is a prerequisite to help students develop thinking, recognize nature of the problem and solve the problem, through it, forming the skills to solve problems. The success or failure of a lesson depends on the system of questions that teachers use. System good questions will help students to experience, explore and discover knowledge. However, students have many difficulties and limitations to ask questions. The article points to difficulties experienced by students in asking questions and proposes some necessary skills to ask questions.

Keywords: problem solving, real-life problem, factors and skills

## Phiên 2 / Session 2

Gồm hai tiểu ban 2A và 2B diễn ra song song / Deux sous groupe de travail GT2A et GT2B en parallèles.

## TIẾU BAN 2A / GT2A

## Phân tích và đề xuất điều chỉnh, bổ sung hệ thống bài tập toán ở tiểu học theo hướng chuyển hóa sư phạm

Vũ Quốc Chung, ĐH Sư phạm Hà Nội Nguyễn Hữu Tuyên, Cao đẳng Sư phạm Bắc ninh

Bài báo trình bày quan điểm và tiêu chí phân tích hệ thống bài tập toán ở tiểu học hiện nay. Từ đó tác giả đề xuất cách tiếp cận và gợi ý một số kỹ thuật điều chỉnh, bổ sung hệ thống bài tập phù hợp với quy trình chuyển hóa sư phạm.

## The analysis and proposed adjustments for the system of math problems in primary education in the direction of didactic transposition

Vu Quoc Chung, Hanoi University of Education Nguyen Huu Tuyen, College of Education Bac Ninh

The article presents a perspective and analysis criteria for a system for math problems in current primary education. Following that basis, the author proposes an approach and a number of adjustments for the math problems in accordance with the process of didactic transposition.

1

The analysis and proposed adjustments for the system of math problems in primary education in the direction of didactic transposition

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4/21/2017

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The structure and content of the Math curriculum in primary school have the following limitations:

-The curriculum does not clarify the students' need in developing mathematical skills, which is the basis for curriculum development, especially core mathematical skills: calculation, logical thinking and mathematical problem solving..
-The specific content of strands is detached from one another, and not integrated at appropriate levels to create the synergy of skills for primary school students.
-There is a lack of practical content; therefore the math problem is not engaging and motivational for students. That also limits the orientation and "prospective preparation" of future development plans for students.

 In particular, the curriculum has not designed the mathematics experiential learning activities, especially the practical experience of mathematics in the classroom – an extremely effective mathematical model that is consistent with the cognitive characteristics of primary school students.

#### 2. Recommendations

- The meaning and appearance of calculations should be reflected in a system of examples and problems with authentic content. This helps students relate math to their lives. In fact, many students face some difficulties in practicing mental calculation; for example, the technique of estimating quotient in division with multiple-digit dividend.

- Mathematics statistical elements which are closely connected to children's real life need to be added appropriately in the primary math curriculum. This content is not only relevant to the cognitive traits of students but also has the opportunity to assist students in developing the ability to apply mathematics in real life.

- The strand of mathematical problem solving can be designed in accordance with each knowledge strands or integrated into a number of strands, not necessarily structured into a particular standalone strand.

#### 2. Recommendations

- It is possible to integrate teaching mathematics with some appropriate content of other subjects or integrate in the content of the math curriculum. This issue should be considered specifically over the course of the overall curriculum design and detailed curriculum for general education; for example, it is possible to develop curriculum into teaching topics to form mathematical skills for primary school students.

- According to Polya, G., combined with the experience of mathematics education in many countries and the practice of teaching for more than 50 years in mathematics gifted classes in Vietnam, the students must be independent and self-reliant in problem solving (teachers only address the problem, and provide hints, encourage when necessary). This is the best way to develop the mathematical skills of students in particular. The self-learning method is accomplished through experiential learning in the classroom, on a lesson-to-lesson basis. Evidently, by this way, every student has the opportunity to develop self-reliance and teamwork skills as well as the creativity.

#### 3. Adjustments for the system of math problems

- The exercises will *encourage and support* students to self-review, consolidate, systematize, and *apply* the knowledge and skills of mathematics to develop a number of *general and distinct skills* that have the advantages of Mathematics (*calculation, logical thinking, and problem solving, etc*) in the process of education towards the holistic development of the student.

- The system of math problems includes: questions, exercises and *math experiential activities* that students will perform on the basis of the content of the knowledge, skills they have learned in a lesson (or lessons of the same *theme*) by 04 levels. The content of questions, exercises and activities is expressed in a concise, easily understandable, and relatable way to the student.

- The task of learning in the exercises is designed to show students the practical meaning of learning Math at school, making Math relatable to *real life* of students. Through the application of mathematics in the classroom and everyday life, the abilities and qualities of each student are developed in an *integrated* way within the subject matter of Mathematics as well as with other subjects into themes. (to be corresponding with textbook - theoretical part). In particular, students will become more eager in learning mathematics, as they can grasp the practicality and beauty of Mathematics.

#### 3. Adjustments for the system of math problems

- *Parents* also have many specific conditions and opportunities (designed in the exercises) to engage in activities with students; as a result, each parent will be become closer to their children, better understand them and *provide timely support* as needed.

- Students may consider these as self-review exercises or self-assessments in mathematics skills. These include quizzes and exercises in four levels. Teachers can refer to them to develop classroom instructional materials. Educational administrators can refer to them for the management of professional activities of the school. In particular, parents can engage directly with students in real-life situations with the context of mathematics designed in the exercise. Pedagogical students can use materials for their own professional development training.

## 4. The structure of math problem system

-G. Polya: The only way to learn mathematics is to do mathematics

1. The concept of didactic transposition in the design of the mathematical problems system in primary school

- Transformation of cognition in mathematics teaching in primary school (Know, understand, use and apply in new situations)

- Adaptive Exercise System in Teaching Mathematics in Primary Schools:

2. Designing the math problems system in the direction of didactic transposition

+ MCQs exercises in 04 levels with focus on developing the ability to calculate, especially mental calculation.

+ Math word problems in 04 levels that aim to develop logical reasoning ability

+ Experiential exercises in mathematics to develop problem-solving ability (openended problems that help students *apply* the learned content into the *real life situations* through *experience*).

1. MCQs				
Choose the r	ight answer:			
Exp 1. A serie The 6 <sup>th</sup> numb	es number is pro per in the series	vided: 2289; 2269 is:	; 2249;;;	;
A. 2229	B. 2219	C. 2239	D. 2189	
Exp 2. The nu	umber comes aff	ter the smallest fo	ur-digit number is:	
A.1000	B. 998	C. 999	D. 1001	
Exp 3. 1995 :	x = 5. The value	of x is:		
A.399	B. 305	C. 309	D. 349	
Eve 4 To have	a a total of 200	000 được nandi		
A 1 noto of	100,000 đ 1 po	to of FO 000 at 2 m	ates of 20,000 t	
R 3 notos o	f 50 000 đ, 1 no	te of 50 000 d, 2 h	otes of 20 000 d	
B. Shotes o	100 000 4, 2 100	tes of 20 000 d, 1	note of 10 000 d	
C. I note of	100 000 d, 2 no	tes of 10 000 d, 2	notes of 20 000 đ	
D. 2 notes o	f 50 000 đ, 3 not	tes of 10 000 đ, 2	notes of 20 000 đ	

4

Exp 5: July 21st is Tuesday. August 5th of the same year is...

A. Tuesday

B. Thursday

C. Friday

D. Wednesday

**Exp 6:** People put glass panels into the window. Each window needs 9 panels. How many windows can be installed with 2017 glass panels with how many spared glass panels?

- A. 224 windows and 1 glass panel
- B. 225 windows and 3 glass panels
- C. 200 windows and 7 glass panels
- D. 221 windows and 8 glass panels

## 2. Math word problems

**Exp 1**: Ha's mother bought her a book priced at 25000  $\hat{\sigma}$  and a pen which is cheaper than the book 7000  $\hat{\sigma}$ . Mom gave the salesclerk a note of 100000  $\hat{\sigma}$ . How much money does the salesclerk have to pay back her mother?

Exp 2: The path from home to school is 1517m long. The path from the supermarket to the stadium is 2180m long. Calculate the distance from home to the stadium, provided that these two are connected by a 200m bridge from the supermarket to school.

**Exp 3:** The given diagram shows five differently coloured disks. The orange disk is above the green disk but below all the others. The purple disk is above the blue disk but below the red disk.

What is the colour of the disk labeled Z?

### 3. Experiential activities

Exp 1. Cut a rectangular cardboard piece of 12cm in length and 7cm in width and paste it into the space below.

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A, Calculate the area of the rectangular.

B, How many smaller rectangles can be cut from the cardboard piece with the dimensions of 4cm in length and 3cm in width *(use ruler to draw the cut lines on the cardboard)*?

Exp 2. A rectangle of 4cm in length and 3cm in width as shown in the figure below.



A, Use ruler to make a grid with squares with 1 cm edge.

B, How many squares have 1cm sides in the picture you drew?

C, How many squares are there in the figure?

4

D, Color the square with 1cm sides in the lower right corner of the figure then indicate how many squares in the figure do not contain the colored square.

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6