

Research Direction: Possibilities from Mathematics Education Perspective

First Possibility

- Continue with middle school mathematics
- Create a useable module using new model site and incorporate some aspect of games or gaming
- Pilot the module with one or two MS teachers' classes
- Gather data on student performance and teacher implementation for revision.

Possibility Two

- Focus on the online schools population and the need for online mathematics curriculum (most is currently at HS level)
- Work together with RCET and Rick Ferdig who has contacts with large groups of online classes to help us pilot modules.
- Some flexibility with regard to what might be the best module to work on first.
- A Geometry unit with Xun's program? Algebra unit using Math Edit? Calculus?
- What is out there now?

Possible Direction #3

- Algebra II **or its equivalent** for all (What is this and what are the opportunities?)
- Can we use our resources to develop a unit (and capitalize on Math Edit, MathPass, GeoSVG for other graphing capabilities)?
- There will be money to help schools implement the “or its equivalent” courses in schools when this goes into effect (2014)

Pros & Cons

#1 we have the most experience

#2 is “sexy” and we have a willing collaborator with experience in this venue

#3 is where current \$ is available

#1 however has perhaps the least prospect for immediate funding.

#2 does go against one of our initial decisions about building WME as a teacher driven curriculum

#3 We would need to start this development somewhat from scratch

Your Comments

Next Steps?

NSF funding opportunities

ITEST