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

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