

Presenters: Angie Hodge-Zickerman & Cindy York

**Collaborator: Eric Stade** 

## A little about Angie















## **About Cindy**

- Associate Professor at Northern Illinois University
- PhD in Instructional Technology from Purdue (2010)
- 4<sup>th</sup>/5<sup>th</sup> grade teacher (1996-1998)
- Teaching using technology since 1994
- Teaching teachers online since 2004
- Working with a combination of mathematics, active learning, and technology since 2015









## What is a TACTivity?

- A tactile activity that encourages collaboration and engagement.
- Tactile (movable pieces)
- Actively engages students
- Can be used to help teach or to review a concept
- Most are designed for groups of 2-4 students
- Often self-checking
- Very few (if any) directions needed
- No moves are permanent

### Virtual TACTivities

- Tactile learning activities created with active learning in mind.
- TACTivities were originally made to be pieces of paper that you could move around in front of you on a table.
- We have modified TACTivities into virtual since the COVID-19 pandemic and as a way to reach other remote or virtual attendees/learners.
- There are a number of technology tools you can use and we will demonstrate two of them later on – Desmos and Padlet. But Google Slides, PPT, and other easy to use tools can be used as well.



Country and fun fact TACTivity

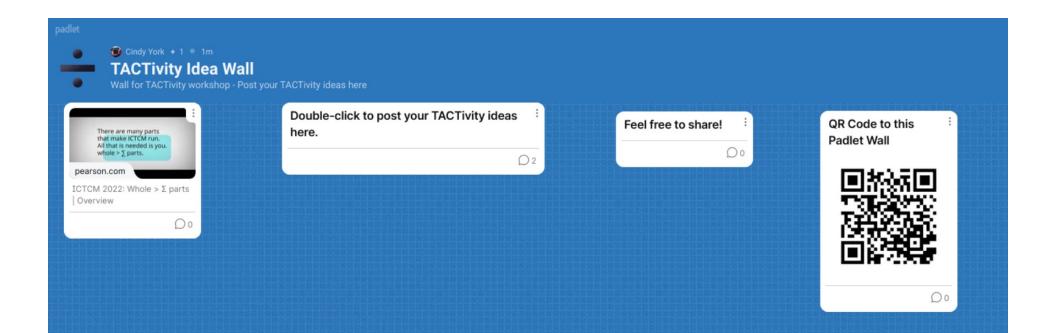
Hey, students!

Go to student.desmos.com and type in:

MFK AYG



- How could these TACTivities be used to increase interaction and communication among your students?
- How could they be used to help develop critical thinking skills?
- What mathematics lends itself to a TACTivity?



# https://tinyurl.com/TACTivity

https://tinyurl.com/CurrentEventTACTivity

## **Current Events TACTivity**

In a population of 10,000 people, 1% are infected with COVID-19. All 10,000 people are tested, using a test that has a 2% false positive rate (2% of those who are uninfected will test positive), and a 15% false negative rate. Complete the table, and the conclusion below. (Numbers in purple boxes; words in green boxes.)

	Number of people	Infected	Uninfected	Total
	Test			
	positive			
	Test			
	negative			
	Total	100	9900	10000
	<b>CONCLUSION:</b> Even though the test is has a false positive rate of only 2%, out of all people who test positive for COVID-19, only			

are actually infected!

 (true positive)
 (true positive)

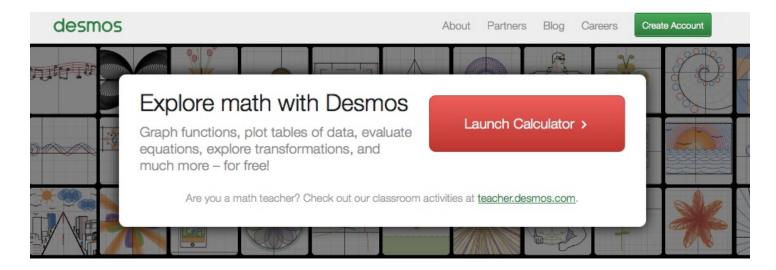
 (false negative)
 (true false)

 100
 198

 283
 15

 30
 85
 85

 9717
 9702
 283





#### Just Add Sliders

Make your graphs more dynamic with sliders. Now with animations!



#### **Tables of Data**

From pre-algebra to statistics, tables are your most loyal ally in the battle to organize and visualize your data.



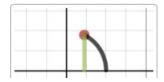
#### Regressions

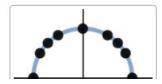
Best-fit line? Done. Quadratic? Exponential? Sinusoidal? Absolutely. If you can write the equation, we'll try to regress it.

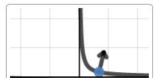




#### Staff Picks: Math Examples >









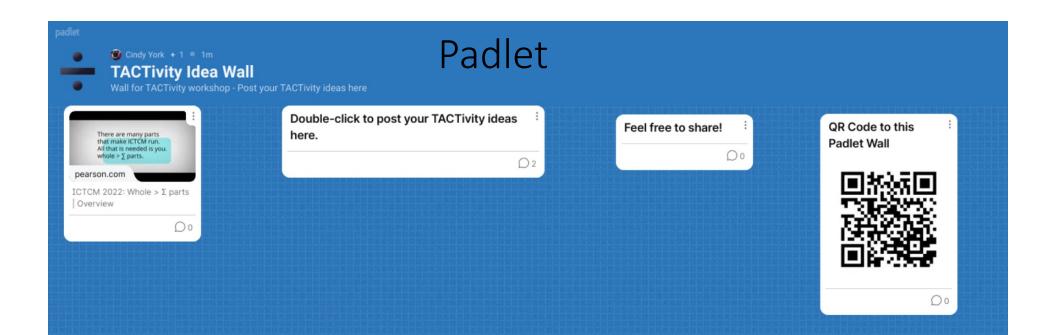
### **Share on Desmos**

 What current events lend themselves to TACTivities? What other ideas of current events include real life mathematics and that could be turned into a TACTivity to help teach students about both mathematics and current events? Go here to share!

Hey, students!

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**T3N VE3** 



https://tinyurl.com/TACTivity

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