



Within Reason: Using Commercial Games for Rich Math Learning

Janelle McFeetors & Kaitlyn Ireland
U of Alberta & Faculté St Jean

Games for Math Class

- Meaning before abstraction (Diénès, 1971)
- Three suggested benefits: (Ernest, 1986)
 - Gaining skill-based fluency
 - Developing conceptual understanding
 - Refining problem solving approaches
- Two additional benefits: (McFeetors, 2015)
 - Improving mathematical processes
 - Experiencing math in relevant contexts

Reasoning

More than a means by which to confirm whether a solution is correct,

mathematical reasoning involves **exploring** the mathematics at hand;

generating, implementing, and evaluating conjectures;

as well as **justifying** our thinking and actions as we **engage** in mathematics.

Learning through Experiences

... they are periods of **genuine reflection**
only when they follow after
times of more overt **action**
and are used to **organize**
what has been gained in **periods of activity**
in which the hands
and other parts of the body
beside the brain are used.

(Dewey, 1938/1997, p.62)

Developing Reasoning

- Exploring
- Analyzing
- Convincing

(McFeetors & Mason, 2009)

Explore a Game



Types of Reasoning

- Inductive

Tip 1:

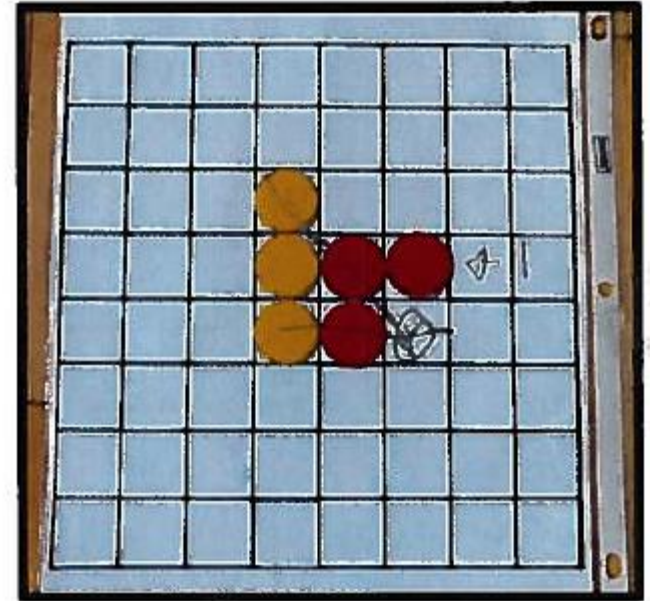
You always want to get the corners because you can get the greatest amount of pieces in one turn and your opponent can't turn it over.



Tip 2:

Types of Reasoning

- Inductive
- Deductive



Great

If the yellow
puts his token on
the red Γ line he
could get 2 yellows

Types of Reasoning

- Inductive
- Deductive
- Analogic & Metaphoric

E: I have Faris in the checkmate position.

...

I: How did you come up with that?

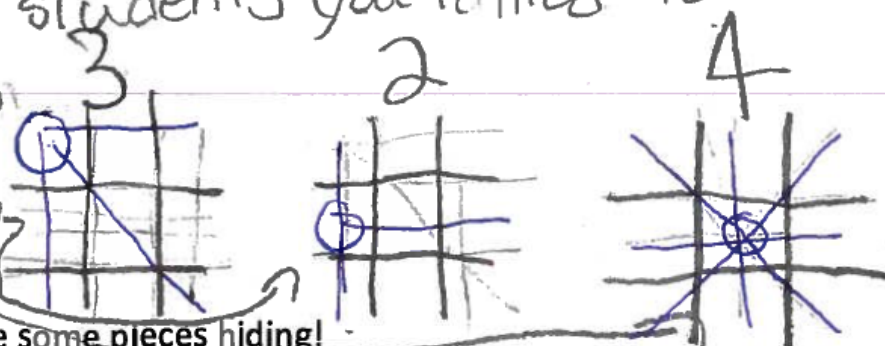
E: Just from playing. I've seen it before in Tic Tac Toe.

Types of Reasoning

In all of the games, students told me about playing on the sides or corners. Can you tell me how playing on the sides and/or corners helps in Gobblet Gobblers? Using **drawings** and **words**.

I disagree with the students you talked to. The corners have 3 ways of winning.

middle sides have 2 ways of winning. has 4 ways of winning.

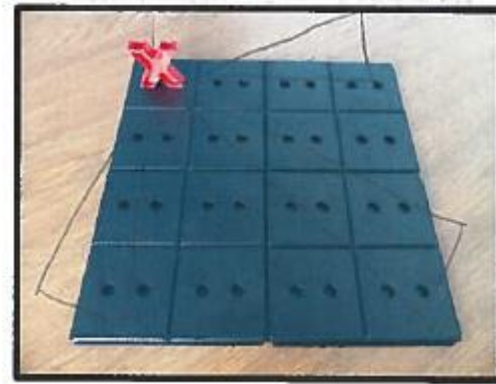


This board is a few turns into the game. You can see some pieces hiding!

- Imagistic

Types of Reasoning

- Inductive
- Deductive
- Analogic & Metaphoric
- Imagistic
- Informal Justifications



Because when you go in the corners you have 4 directions to go and 7 ways to win



Exploring Students' Thinking



Extending the Experience

- How might you have a conversation with your class about reasoning?
- Within a problem solving task next week, how will you elicit and notice reasoning?

References

Dewey, J. (1938/1997). *Experience and education*. New York: Touchstone.

Diénès, Z. P. (1971). An example of the passage from the concrete to the manipulation of a formal system. *Educational Studies in Mathematics*, 3(3-4), 337-352.

Ernest, P. (1986). Games. A rationale for their use in the teaching of mathematics in school. *Mathematics in School*, 15(1), 2-5.

McFeetors, P. J. (2015). Developing mathematical processes through commercial games. *2015 Annual Conference Psychology of Mathematics Education – North America*. Michigan State University, East Lansing, MI.

McFeetors, P. J., & Mason, R. T. (2009). Learning deductive reasoning with games of logic. *Mathematics Teacher*, 103(4), 284-290.

Thom, J. S. (2011). Nurturing mathematical reasoning. *Teaching Children Mathematics*, 18(4), 234-243.