

# Index

## A

academic year 55, 116, 133, 383  
 action research 45-51, 253  
 active learning 40, 42-44, 209  
 ADD/ADHD 270  
 Advanced Research Center (ARC) 132  
 Algebra Balance Scale 201, 204-209, 211  
 American Statistical Association (ASA) 170  
 Analysis of Covariance (ANCOVA) 105  
 apex learning 38, 41-44  
 arithmetic patterns 229-231  
 assessment data 50  
 assessment resources 335-336  
 Association of Mathematics Teacher Educators (AMTE) 18, 354  
 attacking missile ground (AMG) 142

## B

bar graph 187  
 behavioral indicators 57  
 bivariate 3, 8, 10-13, 15, 170, 191-192  
 blended learning 38-39, 41, 43-44  
 blogger 259

## C

Cabri-Geometry software 104  
 CAD modeling 112  
 CAD software 113  
 Central Limit Theorem (CLT) 175  
 classroom-based projects 334-335  
 classroom communication 288  
 classroom norms 302, 324  
 cognitive demand 24-25, 33-34, 302, 304, 320, 322, 378

cognitively demanding task (CDT) 24-25, 34, 320-328  
 cognitive tools 21, 296  
 Common Core Grade Level Standards 231-232  
 Common Core State Standards for Mathematics (CCSSM) 1-2, 78, 110, 147-148, 184, 202, 216, 228, 234, 239, 340  
 Common Core State Standards in Mathematics of high school Probability and Statistics (CCSSM-PS) 168  
 computational proficiency 42-43  
 Computer-Aided Design (CAD) 112, 116  
 computer algebra system (CAS) 2, 245  
 Computer Model 146  
 conceptual knowledge 102, 104-106, 129, 132, 201, 203, 206-208, 212, 214, 252  
 conjecture testing 26, 29-30, 33, 363  
 Containers of Knowledge 284  
 continual feedback 340, 342-343  
 Core Math Tools (CMT) 3  
 Core-Plus Mathematics Project (CPMP) 2  
 coursework 46, 116, 246  
 curriculum-based assessments 334-335

## D

data collection 44, 83, 105, 169-170, 172, 205, 254, 361  
 data-driven 46, 174  
 Depict software 284-285  
 development process 2, 266, 323-326  
 differentiated instruction 41, 44  
 digital curriculum 38-44  
 digital representations 30, 33-34  
 digital technologies 5, 21, 24, 79, 99-100, 110, 297-298, 315, 321, 339, 341, 343, 349, 353-355, 359, 364-366, 368-369

discrete structures 362  
 Dynamic and Interactive Mathematics Learning  
 Environments (DIMLE) 79, 100  
 dynamic feedback 151  
 Dynamic Geometry Software (DGS) 78-79, 100  
 dynamic mathematics software 116, 184-188, 190,  
 193, 195-196, 199  
 dynamic representations 23-24, 26-30, 32-35, 104  
 Dynamic Technology Scaffolding (DTS) 300

## E

education program 35, 44, 246, 354, 385  
 emergent perspective 319, 323-324, 329  
 exemplars 15-16, 97, 326  
 exploration environment 300

## F

face-to-face methods 321  
 first order barrier 227  
 fixed angle 72  
 fixed point 71, 73, 122  
 Flow Theory 297-298  
 fractions to the core 323, 325-329

## G

Game-Like Environment 152-153  
 Geometer's Sketchpad (GSP) 93  
 geometric patterns 57, 185, 228, 232  
 geometric properties 107-109, 306  
 geometric sequences 231  
 geometry curriculum 102, 107  
 geometry standards 102  
 Glide Reflection 71-72

## H

higher education 35, 116, 213

## I

inductive reasoning 80-81, 102, 104-106, 109, 175  
 inquiry-based instruction 167  
 instructional stories 284, 291  
 instructional technology 215-218, 220-222, 225, 227  
 Instrumental Genesis 78-79, 81-83, 88, 90, 92-97,  
 100, 295, 297-300, 302-305, 310-311, 313,  
 315, 317-318  
 Integer (INT) 229

interactive learning experience 40, 43  
 interactive simulations 147-150, 152-153, 155-156,  
 158, 161-162, 165, 167  
 interactive whiteboard 30-31, 41, 91, 159, 263-278,  
 324-325  
 International Association for Statistical Education  
 (IASE) 171  
 International Society for Technology in Education  
 (ISTE) 239  
 interpreting data 10, 168, 193  
 intuitive interface 151, 153  
 Investigations classrooms 263, 265  
 Isometry 71, 73-74  
 Iterative Cycle 343, 348

## J

Java-based software 1-2, 20  
 journal writing 251, 253, 255-257

## L

language arts 21, 146, 236, 250, 253  
 large-scale assessments 337  
 Learner-Centered Professional Development  
 (LCPD) 334  
 learning expectations 21, 42, 342, 344  
 Learning Management System 40, 44  
 LessonSketch 281-282, 284-287, 290-291  
 linear algebra 359, 362  
 linear pattern 187, 229  
 longitudinal research 53, 366

## M

Mathematical Association of America (MAA) 170  
 mathematical behaviors 58  
 mathematical discourse 32, 251-252, 260, 319-320,  
 371, 374, 385  
 mathematically proficient 47, 80, 87, 95, 103, 114,  
 184-185, 195-196, 199, 236-237, 282, 295-296  
 mathematical models 103, 114, 185, 361  
 mathematical patterns 216, 231-232  
 Mathematical Practice Standard 3 (MPS3) 371  
 Mathematics and Science Partnership (MSP) 35  
 mathematics classrooms 4, 24, 33, 35-36, 68, 78, 82,  
 99-100, 104, 201-202, 210, 216-217, 225, 252,  
 330, 333, 372  
 mathematics journals 250-251, 253-254, 257-262  
 mathematics knowledge for teaching (MKT) 113

## Index

maximum effect 49  
metacognition 45, 145-146, 253  
Middle School Mathematics 21, 116, 146, 154, 166,  
190, 201, 214, 330, 341  
multidimensional 288  
multimedia slide show 346  
multivocal 288

## N

National Council of Teachers of Mathematics  
(NCTM) 1, 3, 21, 36, 102, 216, 264, 320  
National Educational Technology Standards (NETS)  
239  
National Library of Virtual Manipulatives (NLVM)  
173, 203  
National Science Foundation 3, 19, 35, 124, 126,  
131, 145, 164, 174, 203, 264, 293-294

## O

observational data 376  
observational tool 370-371, 376, 379

## P

paper and pencil group (PP group) 105  
Pedagogical Content Knowledge (PCK) 225, 227,  
239, 369  
Pedagogical Knowledge (PK) 239, 369  
PhET Interactive Simulations 147-150, 152, 155-  
156, 158, 161-162, 165  
physical environment 300  
practical skills 112  
Preparing to Teach Mathematics with Technology  
(PTMT) 174  
preservice teachers 45, 247, 285-286, 327-328, 339-  
341, 343-352, 368, 370-376  
probability and statistics 168-169, 171, 173, 181-  
182, 187  
probability-based decisions 169  
problem-based learning (PBL) 128, 130  
problem situations 97  
Procedural Knowledge 69, 109, 129, 188, 202-203,  
207-208, 213-214, 329  
Productive Disciplinary Engagement (PDE) 300  
Professional Development Programs 168, 171-172,  
174, 181  
provocative task 300, 302, 318  
psychological needs 297

## Q

quantitative writing 253

## R

real-world problems 42-43, 111, 113, 190-191, 199,  
244  
refining resources 337  
reform-oriented discourse 385  
research design 253-254, 366

## S

scatter plot 174, 178, 187, 192, 194  
Science, Technology, Engineering and Mathematics  
(STEM) 130  
screen recording software 157  
second order barrier 227  
Self-Determination Theory 297, 318  
Shame Theory 297-298  
simulation design 147, 149-153, 163  
site selection 254  
SMART Board 263, 265, 268, 271, 273, 276  
Smarter Balance Assessment Consortium (SBAC)  
336  
spatial reasoning 110-112, 116, 125  
spatial tasks 112  
spatial visualization 127  
Squeak Etoys 128, 131-138, 140-141, 144-146  
Standards for Mathematical Practice (SMP) 185,  
216, 281  
statistical thinking 168-171, 174-176, 181-183, 190  
student thinking 97, 163, 172, 288, 321-326, 330,  
348, 361  
Sustained Intellectual Press 295, 299-300, 306, 311,  
315, 318  
symbolic understanding 202-203, 206

## T

teacher candidates 18, 286, 290, 353-367  
teacher intervention 58, 61, 65  
teaching practice 240, 246, 284, 323, 340, 373-374,  
376, 378-379  
Technological Content Knowledge (TCK) 240, 369  
Technological Knowledge (TK) 239  
Technological Pedagogical and Content Knowledge  
(TPACK) 23, 34, 235, 354  
Technological Pedagogical Knowledge (TPK) 240,  
360, 369

technology expert 268-269, 365  
 Technology in Statistics Education 168-169, 171, 181  
 technology integration 34, 107, 109, 171, 215, 217-218, 225-227, 235, 240, 246, 354, 363, 365  
 textual representations 283  
 ThExpians 285  
 Thinking Through a Lesson Protocol (TTLP) 322  
 traditional instruction 32, 44  
 transformational reasoning 79-81, 89-92, 95, 101  
 Trends International Mathematics and Science Study (TIMSS) 129  
 triangle congruence 1, 3-4, 10  
 Triangle Inequality Theorem 80, 89-90

## U

univariate 3, 8, 10-11, 13, 15  
 university supervisors 375-377, 379-380, 383  
 Using Squeak to Infuse Information Technology Project (USeIT) 128

## V

Varignon Parallelogram 309-310  
 virtual manipulatives 24, 28, 32, 37, 112, 147-148, 158, 164-165, 167, 173, 201-214, 241, 243-245, 301  
 visual representations 33, 150-151, 186-187, 196, 321-322, 324-326, 329  
 VoiceThread 242, 244, 339, 343, 346-352

## W

Web 2.0 258, 281, 346  
 Weblogs 259  
 whiteboard software 264, 267  
 WordPress 259  
 writing tools 258