


| PRESENTER | TITLE/DESCRIPTION | TARGET <br> AUDIENCE | SIZE |
| :--- | :--- | :---: | :---: |
| Stewart Craven, <br> Retired | Session A6: In the Face of Technology Do We Need to Be <br> Numerate? This interactive session will focus on what citizens need to <br> know mathematically to be successful in their lives. If we as teachers do <br> not understand how mathematics is really used, how can we possibly be <br> relevant? | K-12 | 30 |
| Kathy Kubota- <br> Zarivnij, <br> Epiphany of Our <br> Lord CS, TCDSB | Session A7: Bansho: Developing a Collective Thinkpad (Beginner) <br> What does it really mean to teach and learn mathematics through <br> problem solving? Come and learn about Ontario Bansho (a variation of <br> Japanese Bansho), a key strategy for understanding and organizing <br> student solutions for their learning of mathematics. A formative <br> assessment tool will be used. This session is for beginners. | $1-6$ | 30 |
| Anthony Levy, <br> Math Coach, <br> TDSB | Session A8: Math and Technology - Let Your Fingers Do The <br> Talking The goals of this workshop are: <br> -To discover how the internet can enrich your program <br> -To explore how websites can differentiate your instruction <br> $\bullet$ To learn about computer software programs that will strengthen your <br> math instructional strategies | K - 8 | 20 |
| Dan Montanaro, <br> Precious Blood <br> CS, TCDSB | Session A9: Interact with Junior Math This presentation will focus on <br> using the SMART Board to allow students to interact with mathematical <br> concepts at the junior level. | $4-6$ | 35 |

## Session B 7:00-8:00

| PRESENTER | TITLE/DESCRIPTION | $\begin{gathered} \text { TARGET } \\ \text { AUDIENCE } \end{gathered}$ | SIZE |
| :---: | :---: | :---: | :---: |
| Roland Meisel, Retired | Session B1: Cheap CGI: Using The Geometer's Sketchpad for Computer Graphics Imagery Films such as Star Wars or Avatar create many of their special effects using Computer Graphics Imagery. You can use The Geometer's Sketchpad to produce similar effects, even in 3D. This introductory CGI tutorial will consider morphing, animating a figure to walk, creation and 3D flight of a wire-frame model, and custom path creation. Some previous experience with GSP is helpful. | 9-12 | 20 |
| Edward Rego, Royal Orchard MS, Peel DSB | Session B2: Bansho! And the Japanese Approach to Teaching Math. <br> Learn how to structure your math program using the Japanese lesson format, which places an emphasis on teaching through problem solving. Learn how to develop rich, open-ended problems and move from teacher-directed instruction to student-centered learning. Learn how to use story problems to frame your lessons and engage your students. The Japanese approach to teaching math lends itself well to differentiated instruction and will enhance your students' understanding of concepts. | 4-12 | 35 |
| Vera Sarena, Pleasant View JHS, TDSB | Session B3: Historical approaches to linear equations: teaching strategies to facilitate your students' learning Though algebra began very early in recorded history, old methods can provide practicing teachers with interesting contexts in which their students can learn how to write and solve equations. The presentation will highlight algebraic approaches from the ancient Egypt, Greece and Renaissance Europe. The presentation will provide listeners with materials that can be used directly in math classrooms. | 6-10 | 35 |
| Dan Montanaro, Precious Blood CS, TCDSB | Session B4: Interact with Junior Math This presentation will focus on using the SMART Board to allow students to interact with mathematics concepts at the junior level. | 4-6 | 35 |

