

Developing, Researching, and Scaling Up SmartGraphs

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Two-minute movie overview

www.concord.org/smartgraphs



Our Mission

To develop, test, and scale up interactive objects and activities that are:

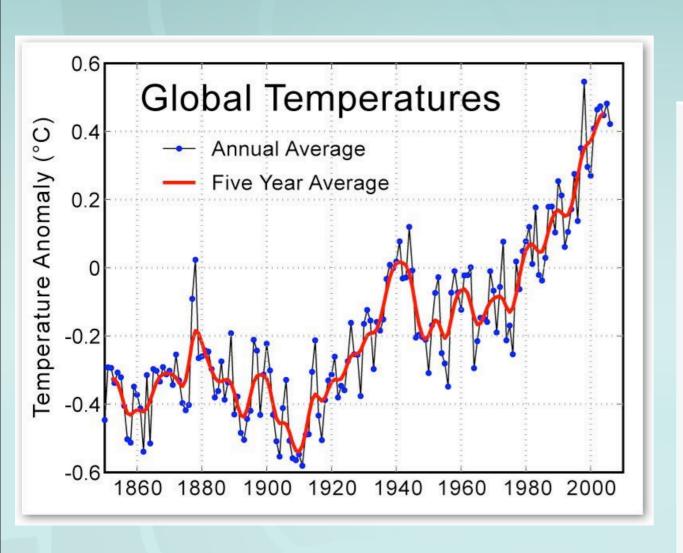
- open source
- browser-based
- authorable by teachers

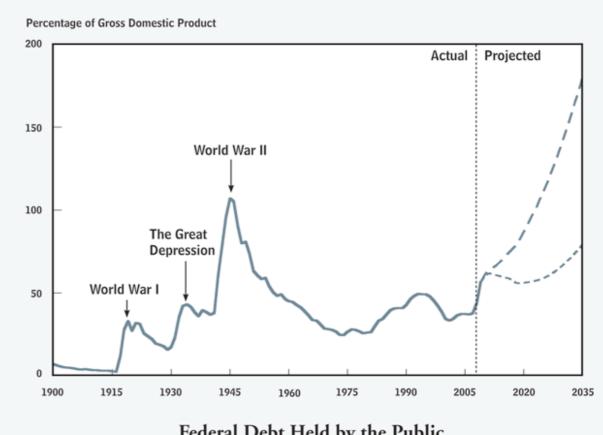
Accept inputs from:

- students' responses (point-and-click or multiple-choice)
- sketches
- probes
- functions
- models



Graphs are vital to all of us!

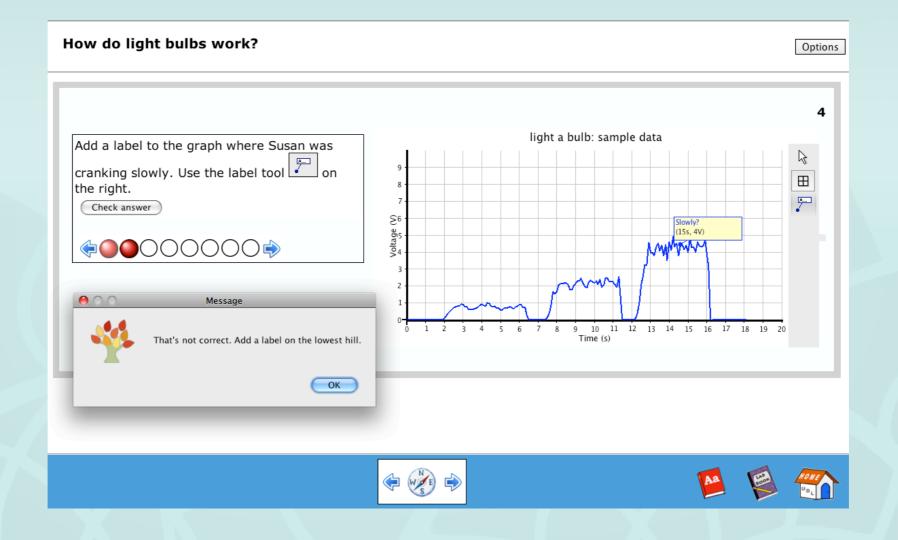






Origin of SmartGraphs

Universal Design for Learning (UDL) project
Grades 3-6 science activities
Scaffolds student learning, as needed
Prepares students for data collection and display





Design Principles

Help students learn the 'story' of the graph
Low barrier to entry for typical teachers (TPACK)
and students

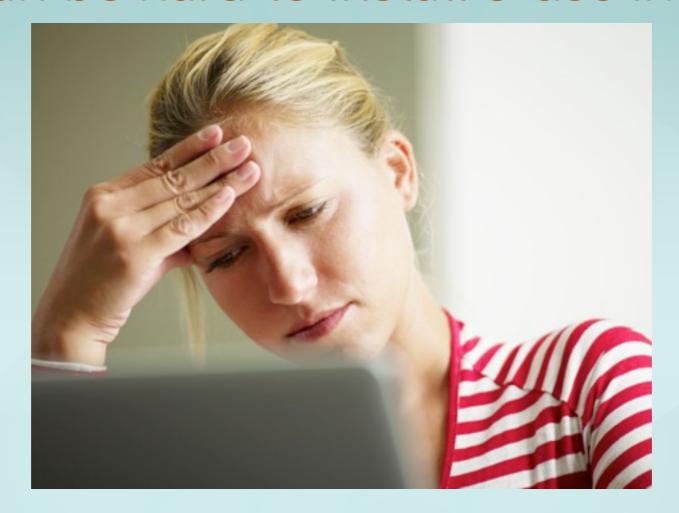
- Easy to use
- Authoring is vital but also raises questions
- Scaling up is part of our mission

Include multiple representations of data Use 'shape smartness' Consider a 'projector mode'



Javascript and Sproutcore

Software can be hard to install & use in schools



Solution was long thought to be Java Maturation of HTML5 and Javascript frameworks offers another solution



Research

School year 2010: Pilot SmartGraphs

- Local science and math teachers
- Pennsylvania science teachers

"I found that the hints for incorrect answers and instantaneous feedback for questions was terrific. When I do these types of activities on my own, I find a lot of my time is devoted to guiding students to a logical answer. The instantaneous feedback allowed the students to check what they had done wrong without having to ask for assistance."

School years 2011 and 2012: Summative research

Randomized experimental trial



Creative Tensions

Resources compared to features

Open source versus proprietary

Use of motion sensors in research







The End

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