

Mathematical Design, Fall 2020

Queens College, Math 128

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<http://qcpages.qc.cuny.edu/~chanusa/courses/128/20/>

# Housekeeping

## **For Freshmen: This is an FYE class**

- ▶ Congratulations!
- ▶ You're enrolled in both MATH 128 and ENGL 110.
- ▶ You get to know each other through both classes.
- ▶ You have people who you can turn to throughout QC.

## **This class satisfies the Pathways MQR requirement**

- ▶ Congratulations!
- ▶ Everyone has to take at least one at CUNY.
- ▶ You're getting it out of the way early! (And doing it in style!)
- ▶ Are you majoring in a major that requires calculus? (Bio? Physics?)  
You probably shouldn't be in this class. Set up a meeting with an Academic Advisor to find a better class to take.

# Graded Work

## There's some “math”

- ▶ 20–25 “standards” = content areas

**Standard 1. Cartesian Coordinates.** Can you determine the Cartesian coordinates of a given point? Can you place a point at a given coordinate pair?

- ▶ Show me that you master those concepts through assessments
- ▶ You have the opportunity to re-assess standards.

## There are projects and a final portfolio

- ▶ Three projects that use progressively more advanced tools.
- ▶ Deliverables: ● Digital Image ● Code ● Writeup of process
- ▶ Portfolio: Assemble artwork and analyze your journey.

## Class participation

- ▶ Participate in groups in class, Ask and answer Qs in Campuswire.

## So we're online ... what does that mean?

**A different feel from in-person.**

**“Flipped classroom” for “content”.**

- ▶ Video tutorials will be outside class time.
- ▶ Comprehension questions for practice on concepts.
- ▶ In class: Breakout rooms / Desmos to reinforce and challenge.

**Time management is important.**

- ▶ It's HARD! Set aside time **every day** to make progress.
- ▶ Follow the guidance to keep track of projects
- ▶ Study groups can keep you honest. Stick to a schedule.  
“We're going to work every Tuesday at 3pm. Join the Zoom!”

**Use Campuswire to ask and answer questions!**

**We will appeal to Flexibility and Humanity.**

## A normal day “in class”

### In class

- ▶ Arrive on time & Be ready to participate! (Designated Audience)
- ▶ Discussing sticking points from Campuswire
- ▶ **Problem Solving** or **Project Work**
  - ▶ More advanced problem-solving questions
  - ▶ Dedicated time to make progress and ask questions on project

### Outside class

- ▶ Learning outside class
  - ▶ Watch and work through tutorial, take notes
  - ▶ Ask and answer questions on Campuswire including Daily Question
  - ▶ Progress on your projects

## To do well in this class:

- ▶ **Form good study groups.**
  - ▶ Discuss tutorials and classwork.
  - ▶ Bounce around ideas, topics, questions.
  - ▶ It helps to have people to talk through things with.
- ▶ **Put in the time.**
  - ▶ Three credits = 6–9 hours/week out of class.
  - ▶ Project work is expected outside class too.
  - ▶ You only get out what you put in.
- ▶ **Come to class prepared.**
  - ▶ **Review** previous day's concepts.
  - ▶ **Do** the homework & work on your projects.
- ▶ **Stay in contact.**
  - ▶ If you are confused, ask questions (in class and out).
  - ▶ Don't fall behind in coursework or homework.
  - ▶ I need to understand your concerns.

Everything posted online; Another homework Monday (many parts).

# Creating a community

It's important to get to know each other.

## Breakout rooms!

- ▶ **5 minutes to chat** - introduce yourselves, what you're expecting from this semester, how life has been affected, anything.
- ▶ **3 minutes to play** / collaborate with a new technology.
- ▶ Jamboard? Jamboard! A collaborative whiteboard. Everyone will open the link for their group's Jamboard in another window and play/explore. One person should share their screen to the breakout room.
- ▶ **5 minutes to discuss** the experience.  
(I'll send a list of questions at that time.)
- ▶ We'll gather together to debrief.
- ▶ Back in the breakout room, we'll start exploring Desmos.

# Desmos

Desmos is

- ▶ A graphing calculator!
- ▶ A learning platform!
- ▶ A tool to create mathematical art!

Make sure you are always logged in. That lets you save your work!



## Part of Homework for Monday

Create three number pattern rules.

- ▶ Create a rule of the form  $x_n$  is a function of  $n$  that will be relatively simple to guess.
- ▶ Create a rule of the form  $x_n$  is a function of  $n$  that will be more difficult to guess.
- ▶ Create a recursive rule of the form  $x_{n+1}$  is a function of  $x_n$ .

Prepare to test your breakout-room-mates to see if they can figure them out during the next class.

See the rest of the homework on our course website.