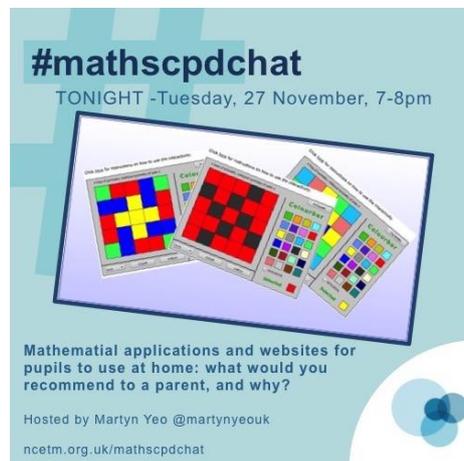


#mathscpdchat 27 November 2018

Mathematical applications and websites for pupils to use at home: what would you recommend to a parent, and why?

Hosted by [@martynyeouk](https://twitter.com/martynyeouk)

*This is a brief summary of the discussion – to see all the tweets, follow the hashtag **#mathscpdchat** in Twitter*



Some of the areas where discussion focussed were:

- the value of pupils using online sources (of mathematical environments, interactive-tasks, games ...) which provide opportunities for the pupils to **'play' mathematically**;
- websites providing **'little and often' opportunities** for pupils to use numbers;
- **avoiding** website games and tasks in which **'victory celebrations' last longer than any mathematical activity**;
- using online material in which pupils **compete against each other**;
- the **Key Stages** in which tasks and interactivities on various particular websites are **likely to support/enhance learning**;

- ways in which websites and associated Twitter accounts (@ClassDojo in particular) are being used by teachers to **'hearten' pupils** and support messages to them about **developing 'growth mindsets'**;
- **teachers developing their own applications** for pupils to use and their own **videos** to explain teaching methods to parents and pupils.

An interesting 'conversation' of tweets, about using some interesting applications from MEI, followed from this tweet by [Alison Hopper](#):



including this one from [Martyn Yeo](#):



this from [Alison Hopper](#):



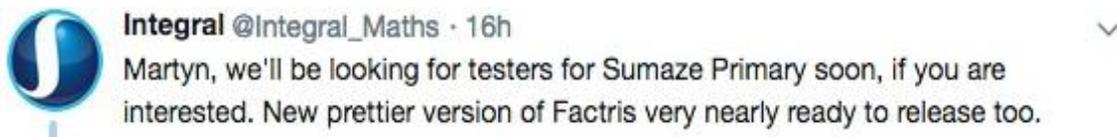
these two from [Martyn Yeo](#):



this from [Alison Hopper](#):



and this one from [Integral](#):



(to read the discussion-sequence generated by any tweet look at the 'replies' to that tweet)

Among the links shared were:

[Factris](#), which is a free classic risk reward high score game from MEI (Mathematics Education Innovation) in which the player resizes dropping rectangles according to factors of their areas and packs them together, shared by [Alison Hopper](#)

[Sumaze](#), which is a free puzzle app from MEI and Sigma Network; it is a place where mathematics is learnt, problem-solving skills are developed and fun is had. Link shared by [Alison Hopper](#)

[Using Digital Manipulatives and Interactivities to Develop Curiosity](#) which is a recently published NRICH article by Alison Kiddle and Liz Woodham providing research-based advice about pupils' interactions with digital environments, shared by [Mary Pardoe](#)

[Numberblocks](#) which are materials to support Early Years and Year 1 teachers, shared by [Gaynor Bahan](#)

[Tessellation Interactivity](#) which is an interactivity from NRICH that pupils of any age can use to investigate tessellations, shared by [Mary Pardoe](#)

[Repeating Patterns](#) which is an interactivity for young pupils from NRICH in which pupils can experiment and play in order to create their own repeating patterns, shared by [Mary Pardoe](#)

[Graspable Math](#) which is a website designed with the aim of enabling pupils to explore algebra, shared by [Martin Noon](#)

[Proofs Without Words](#) which is a collection of 30 different Proofs Without Words (which pupils can explore interactively) for the Pythagorean Theorem, developed in GeoGebra by Steve Phelps, shared by [Mary Pardoe](#)

[LUMIO](#) which is a digital teaching resource that tackles tough maths topics 'with a problem-solving approach', shared by [Peter Richardson](#)

[Isosceles Triangle Construction Puzzles](#) which are puzzles constructed using Desmos by Steve Phelps, shared by [Mary Pardoe](#)

[The Math Learning Center](#) which is a collection of free math apps, shared by [Ezy Maths](#)

[Whitestone Infant School: Mathematics Parent Guide](#) which is a collection of pdf Guides and demonstration videos, shared by [Martyn Yeo](#)

[ClassDojo](#) which is a US website that 'connects teachers with students and parents to build amazing classroom communities', shared by [Ezy Maths](#)