



EquatIO - Teacher Lesson Plan

Lesson 1 - Essential Digital skills to make maths digital

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| Teacher Notes: | | | |
| <p>This series of activities is designed to give students a practical experience of using EquatIO to make maths digital - providing a range of methods to type and insert maths and graphs in documents, slides and forms. Designed with progression in mind, the series of activities will build skills and context around the application of those skills in the learning process.</p> <p>In this activity learners will use the software to learn multiple ways to enter and manipulate maths into a Google document - including typing, prediction, voice and handwriting.</p> | | | |
| Age Group: | 11 - 15 | Time Required: | 30 Minutes |
| Resources Required: | EquatIO installed on all computers Internet access Optional - headphones/headsets Lesson 1 activity sheet | | |
| Curriculum: | This activity uses Pythagoras Theorem as a reference - this can be substituted by any age or level appropriate sample equation or formula. | | |
| Pupil Outcomes: | Pupils will: <ul style="list-style-type: none"> • Understand what EquatIO is and how to access it • Understand how to use key features such as text entry, prediction, speech entry and symbol libraries • Use the software to produce a simple graph and insert it into a document • Explore, discuss and understand how EquatIO can help them express, manipulate and understand maths | | |
| Preparation Required: | Teacher may wish to use this as a digital extension to a current task or standalone as a purely skills based task. Ensure EquatIO is installed on all machines and circulate activity sheets either electronically or physically. If you are unfamiliar in any way with EquatIO, check out this page for resources and help | | |
| Learning Objectives: | <ul style="list-style-type: none"> • Create and enhance core skills to effectively use EquatIO • Use digital tools to input and express maths • Self differentiate/personalise learning to | | |

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| | match individual needs |
| Starter: | <ul style="list-style-type: none"> • Discuss with the class how they currently write and show maths • Present the topic and explain that they will undertake the task using new software • Show the class how they can access EquatIO • Run a quick activity to refresh memories on using Pythagoras if you are not using this activity as part of the topic |
| Main: | <p>The class should have activity sheet 1 comprising of a set of three tasks to undertake:</p> <p>Task 1:</p> <ul style="list-style-type: none"> • Create a google doc and name it • Insert the formula using a combination of text, prediction, speech and touchscreen where available <p>Task 2:</p> <ul style="list-style-type: none"> • Show line by line working out and solving the formula when provided with a value for a and b <p>Task 3</p> <ul style="list-style-type: none"> • Insert a simple equation and express it as a graph, inserting the resulting image into their document. |
| Optional Extension: | <p>Pupils may share or swap documents to peers or teacher for assessment.</p> <p>Optionally they could undertake the scavenger hunt as an independently led task to build their skills.</p> |
| Plenary: | <p>Discuss: What features did you use? What did you find most helpful? How could we use these for other other maths tasks?</p> <p>Explain: When they can use EquatIO and that it can be used in any way they think it helps.</p> |
| Success Criteria: | <ul style="list-style-type: none"> • Activity sheet completed • Document saved • Visual or verbal evidence of use of the features • Plenary discussion showing understanding of context |