



Algorithmic Geometry

Preparing Math Students as 21st Century Computational Thinkers

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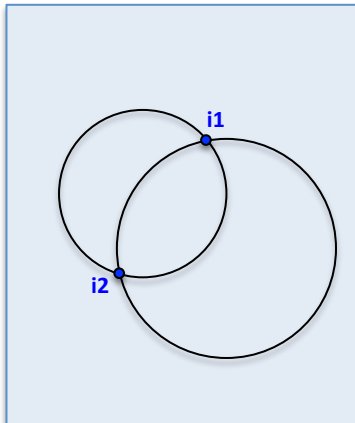
Will the advanced Math-CS skills that undergird high tech society will be passed along to the few, or the many? 9-12 is the pivot-point. This project has preliminary results showing that college-prep seniors can learn interdisciplinary Math-CS concepts and practices underlying spatial software apps, and apply them creatively and effectively to solve novel, “wicked-difficult” geometric problems.

The approach combines intensive sketching, vector math, pseudocoding, Java programming and computer-graphics testing of algorithms. Students commit their new math knowhow to software as it is being learned – a major paradigm shift from 20th century math. The math has been reshaped for ease-of-algorithm-writing. Learning to program is part of the math. No previous programming experience is needed. The current prerequisite is Pre-Calculus.

If dissemination / scale-up challenges can be surmounted, the payoff in coming years will be feeding the CS-STEM college pipeline with a cadre of undergrads equipped with advanced 3D problem-solving and simulation knowhow. Imagine the impact on scientific/engineering productivity of broadly disseminating a college-prep math foundation retooled for algorithmic problem-solving.

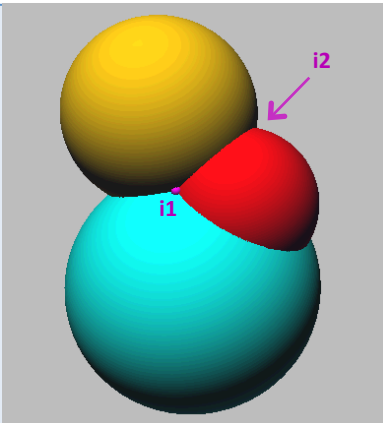
With algorithmic thinking, high-school *standard geometry content* advances to this level

Given: Cir1, Cir2
 Compute: i_1, i_2



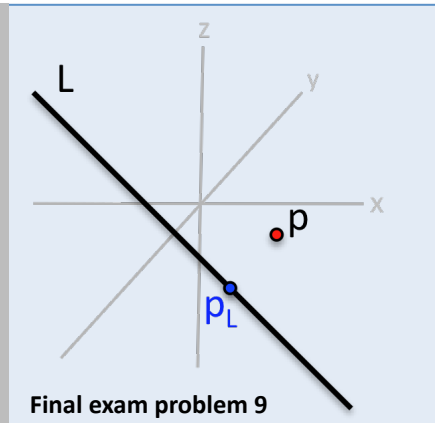
Relevance: robotics
 distance triangulation

Given: Sph1, Sph2, Sph3
 Compute: i_1, i_2



Relevance: Apollo navigation
 GPS positioning

Given: Line3D L, point p
 Compute: p_L (closest point to p on L)



Final exam problem 9

Relevance: shortest distance applications

Results: 10 students (7 girls, 3 boys) finished a 1-year pilot in a CA public school. To measure creative, algorithmic problem-solving, Final Exam problem 9 was omitted from the syllabus. All 10 students solved the problem in under 2-hours. AlgoGeom students presented 3D Graphics and Robot Arm projects at CS4HS@Cal 2011. Lawrence Livermore NL supported the Year-1 pilot. Year-2 Pilot with 18 students is underway 2011-12.

Opportunity: Welcome to our BHAG! Current needs: sustainable funding model, academic partner(s), Math-credentialed teachers, and standardized test R&D collaborators. Working together, we’re on the road to CS-STEM math education innovation and excellence.