# ITEMS project: JSXGraph+FORMULAS (Moodle) High School Maths activities

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# E-A×M+S 2020



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# **Presentation outline**

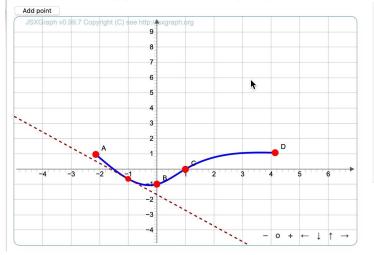
- 1. JSXGraph library
- 2. JSXGraph Moodle filter
- 3. ITEMS Project
  - JSXGraph and STACK plugin: see next talk
  - JSXGraph and Moodle Formulas plugin
  - JSXGraph book
  - JSXGraph Conference in 2020
- 4. Example course of JSXGraph and Moodle Formulas

## JSXGraph library

### Interactive geometry, plotting, visualization

JSXGraph is a cross-browser JavaScript library for interactive geometry, function plotting, charting, and data visualization in the web browser.

### Cubic spline interpolation



Constructs a cubic spline through given points. Points can be added by clicking on "Add point".

```
var board = JXG.JSXGraph.initBoard('box', {boundingbox: [-5, 10, 7, -5], axis:true});
var p = [];
p[0] = board.create('point', [-1,2], {size: 4, face: 'o'});
p[1] = board.create('point', [0,-1], {size: 4, face: 'o'});
p[2] = board.create('point', [1,0], {size: 4, face: 'o'});
p[3] = board.create('point', [2,1], {size: 4, face: 'o'});
var c = board.create('spline', p, {strokeWidth:3});
var g = board.create('glider', [1.5,0,c], {name:'',style:8});
var t = board.create('tangent', [g], {dash:2,strokeColor:'#aa0000'});
function addPoint() {
    p.push(board.create('point',[(Math.random()-0.5)*10,(Math.random()-0.5)*3],{size: 4, face: 'o'}));
    board.update();
}
```

# JSXGraph Moodle filter

- <u>https://moodle.org/plugins/filter\_jsxgraph</u>
- <u>https://github.com/jsxgraph/moodle-filter\_jsxgraph</u>
- Build constructions in Moodle Activities or Moodle Resources

Example:

```
<jsxgraph width="600" height="500" box="mybox">
  (function() {
    var brd = JXG.JSXGraph.initBoard('mybox', {boundingbox:[-5,5,5,-5], axis:true});
    var p = brd.create('point', [1,2]);
  })();
</jsxgraph>
```

### JSXGraph in Moodle as a tool for visualization

Every JSXGraph construction can be embedded in Moodle ٠

Input	<ul> <li>General Name</li> <li>Description</li> </ul>	● JSXGraph example in Resource <u>A_*</u> B I ✓→ Ⅲ Ⅲ ● ● ◎ ◎ ● ● ● ② <u>Ⅲ</u> ● x <sub>5</sub> x <sup>4</sup>	Result ITEMSprototype: MATHS (High School) Home / My courses / ITEMSprototype: MATHS (High School) / General / JSXGraph example in resource "page"
			JSXGraph example in resource "page" Five Circle Theorem The five circles theorem states that, given five circles centered on a common sixth circle and intersecting each other chainwise on the same circle, the lines joining their second intersection points forms a pentagram whose points lie on the circles themselves.
		Display description on course page 🕢	Construction:
	<ul> <li>Content</li> <li>Page content</li> </ul>	• • • • • • • • • •	Last modified: Wednesday, 17 June 2020, 2:59 PM

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# **ITEMS project**

### www: https://itemspro.eu/

### Objectives

- To create ICT STEM-based modules integrating e-assessment tools and assignments
- To research on the use of JSXGraph software
- To monitor the pedagogical effectiveness of materials by means of Learning Analytics tools
- To promote professional development training activities and the mentoring of educators involved.
- To distribute materials created as Open Education Resources (OER) and through MOOCs.

### ITEMS moodle

- https://moodle.itemspro.eu/
- accessible for everybody through Google account
- LTI connection possible on the content (used for **EAMS**)
- Content (using JSXGraph):
  - Physics
  - Mathematics
  - Science



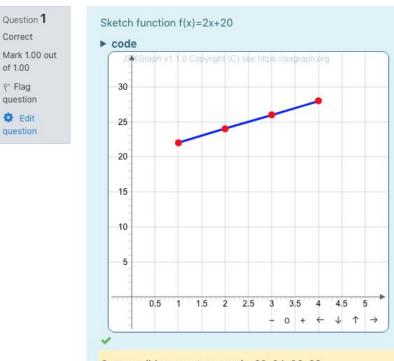
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ITEMS

project

### JSXGraph & MoodleFormulas plugin

- JSXGraph interacts with Moodle Formulas question type (https://moodleformulas.org/)
- introducing randomization in the questions
- saves user interaction



One possible correct answer is: 22, 24, 26, 28

Your answer is correct.

Correct

of 1.00 P Flag

question 🔅 Edit

auestion

Try another question like this one

# JSXGraph Book

- Introduction to programming with JSXGraph
- <u>https://ipesek.github.io/jsxgraphbook/</u>
- Under active development
- Multi-language (English, German, Spanish, Czech, Slovene, Finnish, ...)

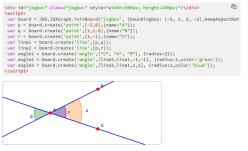
1. Introduction 2. How to setup 3 Basics 3.1. Drawing area 3.2. Creating points 3.3. Creating lines 3.4. Adding attributes to the objects 3.5. Example 3.6. Circles 3.7. Polygons 3.8. Intersections 3.9. Angles 3.10. Curves 3.11. Drawing functions 4. Animating 4.1. Moving objects 4.2. Example 4.3. Sliders 4.4. Animating with sliders 4.5. Example 4.6. Transformations 5. Advanced topics 5.1. Adding images 5.2. Capture the construction as image 5.3. |SXGraph options 5.4. Events 5.5. Saving user actions 5.6. Jessie Code 6. ISXGraph and Moodle 6.1. JSXGraph as a Moodle Filter

JSXGraph Bo

#### Angles

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When we need to emphasise some angle in our construction, we can do this with object Angle. As an input we need to provide three points  $p_1$ ,  $p_2$ ,  $p_3$  and the angle is drawn counterclockwise from  $p_1$  to  $p_3$  around  $p_2$ . Other combinations include two lines and a two direction (by +/- 1) or line and two coordinates.



In this example we first created three points and then through them created two lines with common/intersection point  ${\it A}.$ 

Then we created first angle with <code>var angle = board.create('angle', [r, p, q], {radius:2});</code> using three points. Remember, when defining angle with three points we have to provide them in

# JSXGraph conference in 2020

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Date: 6.-8. October 2020 Location: Online

### **Topics:**

- JSXGraph
  - for learning / teaching
  - moodle, ilias, STACK
  - dynamic visualizations
- Best practices
- Tools
- New developments

### www: https://jsxgraph.org/conf/

# 1. International JSXGraph Conference

About News Registration

#### 6.-8. October 2020

The 1. International JSXGraph Conference will bring together **developers** and **teachers**, **instructors** and **designers** who are interested or already experienced in using <u>JSXGraph</u> to enhance digital learning of STEM topics.

The 1. International JSXGraph Conference will take place online between the 6th October - 8th October 2020. More details will be announced soon.

### **Conference format**

The 1. International JSXGraph Conference is an entirely **online conference**. All participants are required to <u>register</u>.

We invite all participants to contribute a talk or workshop.

Details about the video software will be announced at a later stage.

#### Support

This event is supported by the **ERASMUS+ KA2** project <u>ITEMS</u> (Improving tools for E-assessment in Maths and Science).

### Questions?