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Geogebra and origami-connection between technology and hands-on activities

The ancient Japanese art of Origami can contribute that students' better understand of mathematical concepts. In our educational approach we combine origami and Geogebra and offer examples on how to use them in mathematics classrooms. We propose the use of dynamic mathematics software GeoGebra with origami. Our approach we combine problem solving by using hands-on models as well as in a digital environment. With this combination, the two approaches supplement each other. In our presentation, we will offer examples on how to combine Origami and GeoGebra in teaching perpendicularity, Pythagorean theorem, doubling the cube problem, and polyhedrons. We will share results of this study in our presentation together with engaging folding and digital problems.