

Mathematizing a Contextual Problem In Algebra II Using Etoys

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In this study I asked *How did students mathematize a contextual problem about modeling their height off the ground while riding a Ferris wheel? How did students use a Computer Programming Environment [CPE] called Etoys to mathematize?* The data for this study came from students' work in pairs over two days in Algebra II. I found that students performed mathematizing activities including looking for essentials, recognizing a situation as belonging to a family of situations, abbreviating initial strategies, and reflecting on their solutions. Students used Etoys in their mathematizing activities to experiment and examine the different parameters of the problem.