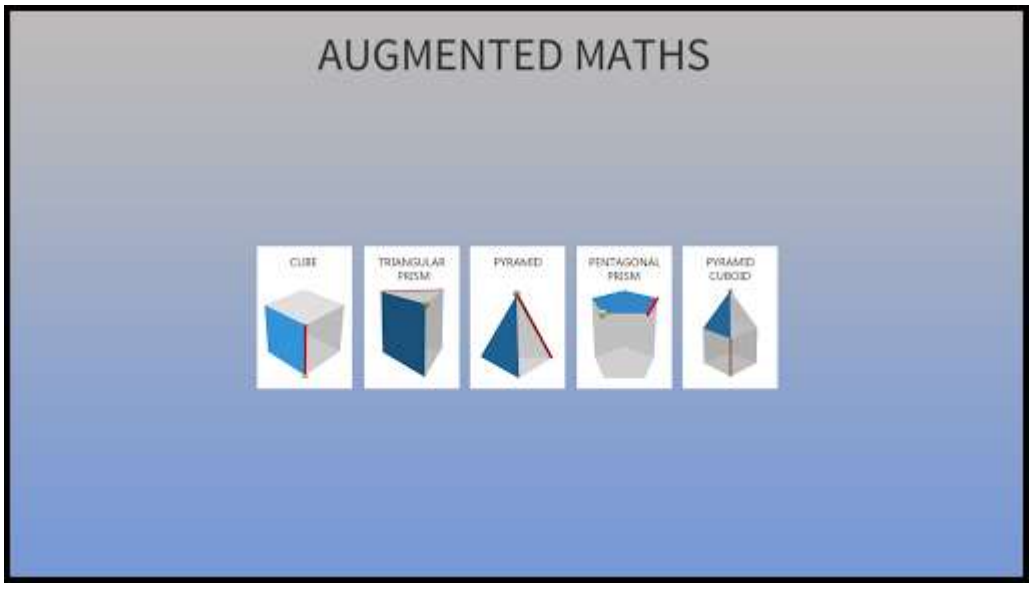
AUGMENTED MATHS

User manual pdf

In this file, you will find stepwise instructions on how to use the Augmented Maths app.

To get the count of vertices/edges/faces for a polyhedron:

Step 1 - Choose a polyhedron from the given panel on the 'Home' screen
We have provided a set of 5 polyhedrons taken from the NCERT textbook.



Step 2 - Count the vertex, edge & face of the polyhedron you have chosen
2.1: Activate Augmented Maths app

- Point the camera on page 165 in any NCERT Class 8 Mathematics textbook (The page functions as the marker). If you do not use NCERT textbooks, you can download the marker from 'Resources required' in the webpage.
- You can remove the marker once 3D object is tracked by the AR camera in the application.

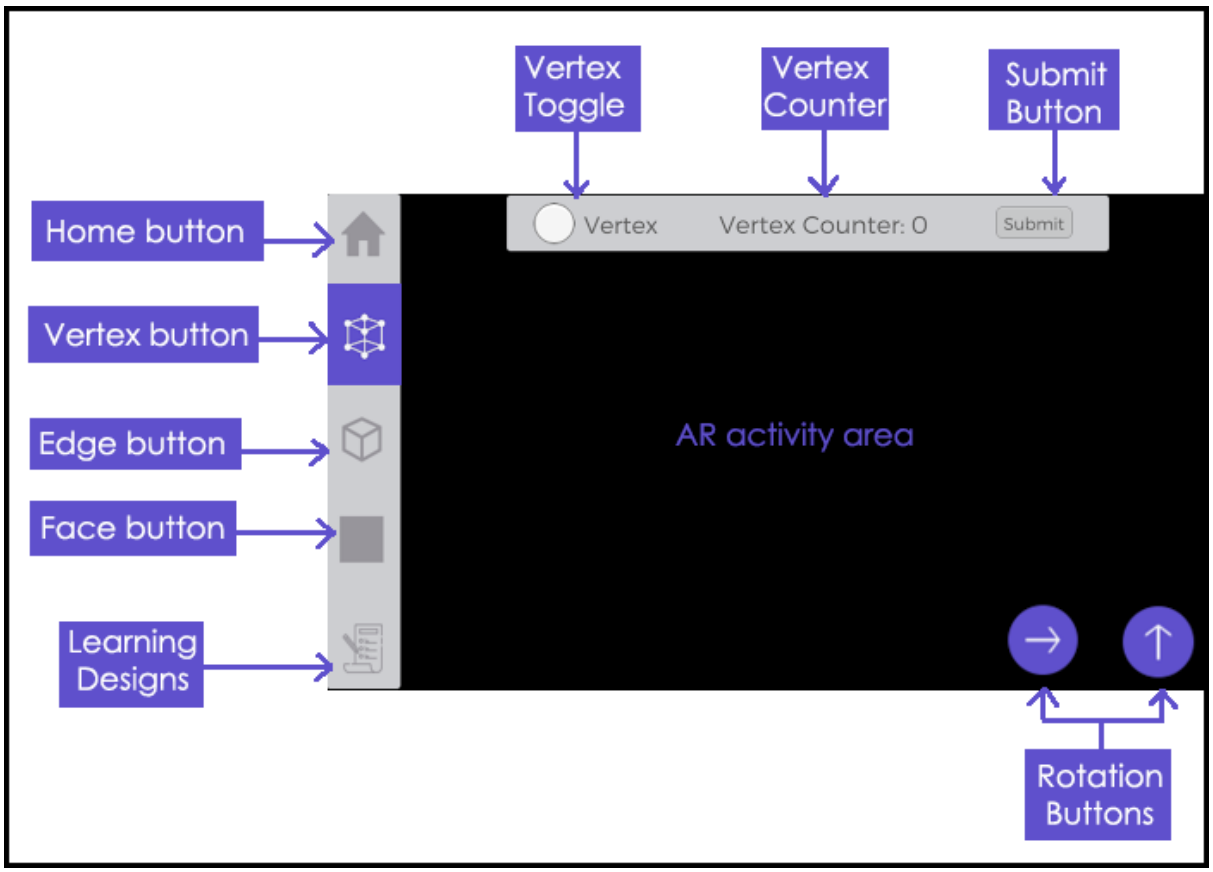


Figure 1: Layout of the AR app screen

2.2 : Choose which parameter to count (Vertices/Edges/Faces)

Vertex Toggle (V) -

- Click on the vertex toggle (fig 1) to start counting the vertices of your chosen shape.

Note : You have to click on the vertex toggle first, then only the vertex counter will get activated & you can start counting vertices. Follow the same for the edge toggle (E) and face toggle (F) for the polyhedron respectively (Fig.1).

Vertex Counter (VC) -

- This counter (circled in Fig. 2a) automatically keeps track of the number of correct vertices that you have clicked for your chosen polyhedron.

NOTE : The Edge counter (EC) and Face counter (FC) has similar function for count of edges and faces (Fig. 2a).

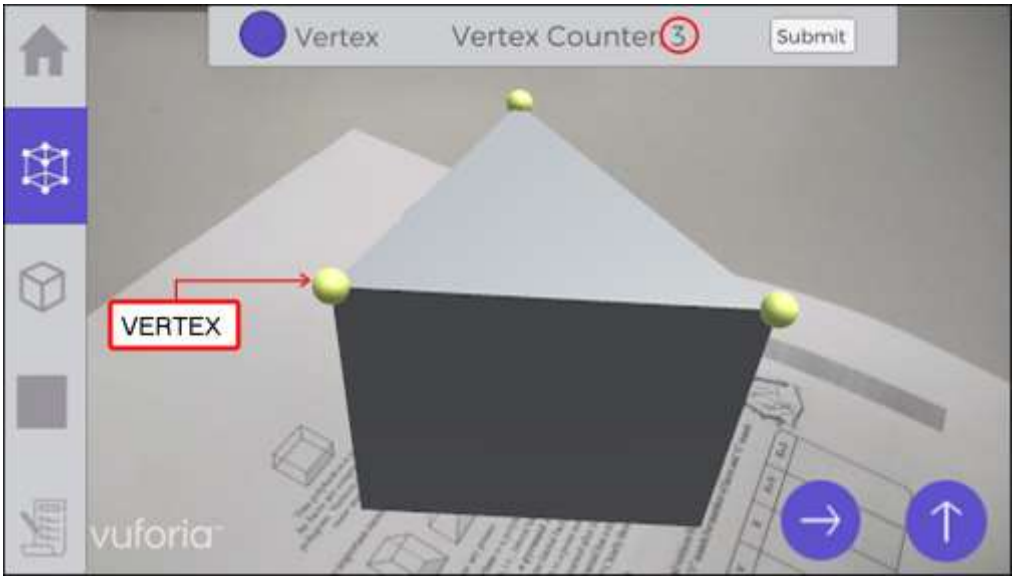


Figure 2a: Screenshot of counting vertices of a cube

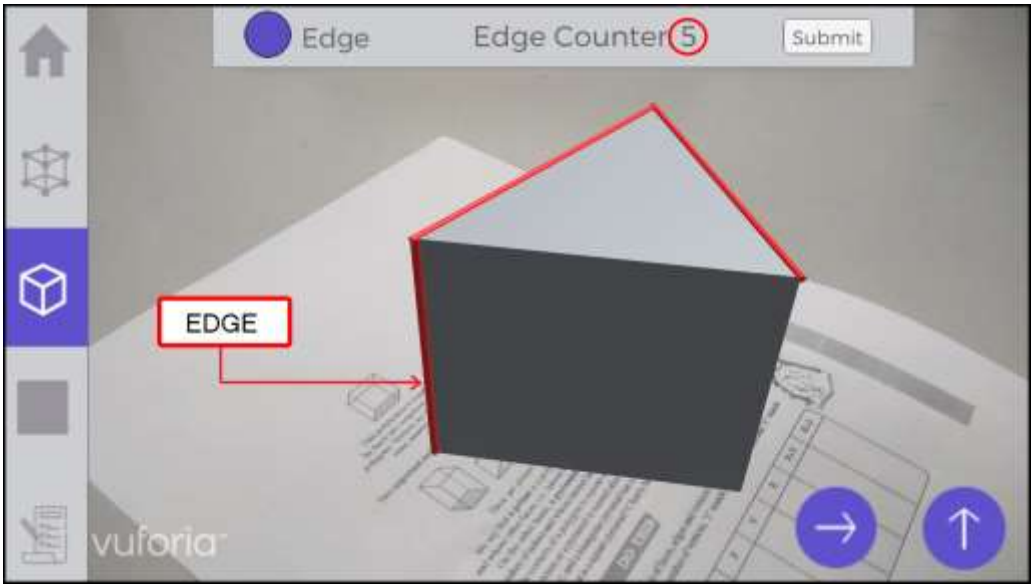


Figure 2b: Screenshot of counting edges of a cube

2.3 Start counting

- To count the vertices, simply tap on the corners i.e. vertices of the selected polyhedron with one finger tip. A successful count is indicated by appearance of a yellow ball. No ball will appear for an incorrect tap (Fig.2a).
- To select the edges, tap the the sides of the selected polyhedron with one finger tip. A successful count is indicated by appearance of a red line. No red line will appear for an incorrect tap (Fig.2b)
- To select the faces, tap anywhere within the the polyhedron with your finger. A successful count is indicated by appearance of a blue surface. No blue surface will be shown for an incorrect tap.

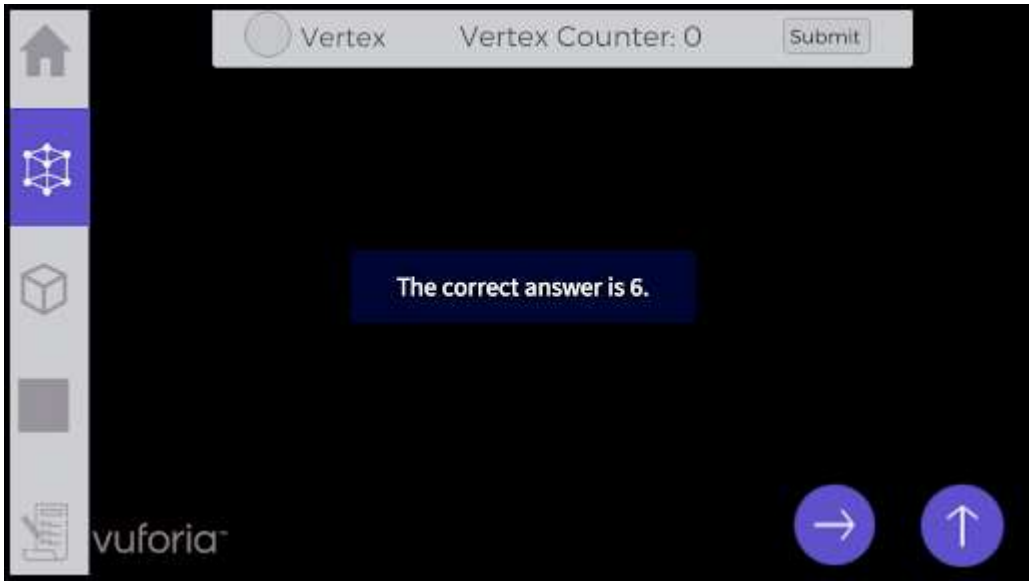
2.4 Rotation Button -

- Use the rotation buttons (Fig. 1) to rotate the 3D object along 2 axes. This will help you view the 3D objects from the different angles to check if you have missed counting any.
- Use your fingers on the touch screen to increase or decrease the size of the object as per your convenience by pinching.

Step 3

Submit Button -

- Click on the submit button (Fig. 1) once you have completed the count of vertices, faces and edges
- Press submit button to check if your answer is right or wrong.
  If your answer is wrong, you will be given 1 more try to get the correct answer. If you still get incorrect answer i.e. you exceeded the number of tries permitted (2 tries), the correct answer will be displayed (Fig.3).



Step 4

Back to Home - Once you have taken the counts for one polyhedron, you can proceed to do the same with another polyhedron. Simply click on the Home button on the top left (Fig.1) to see the panel of polyhedrons again.

Built-in Teacher Support

The ‘Augmented Maths’ app on topic, Euler’s rule can be used differently to achieve multiple different learning objectives. We provide built-in lesson plans(learning designs) for each of the HOTS level learning objectives possible with this app. Read below to see how to access these lesson plans at runtime while teaching in the class/lab with this app.

Choosing the Learning Design

Step 1 : Choose your learning objective

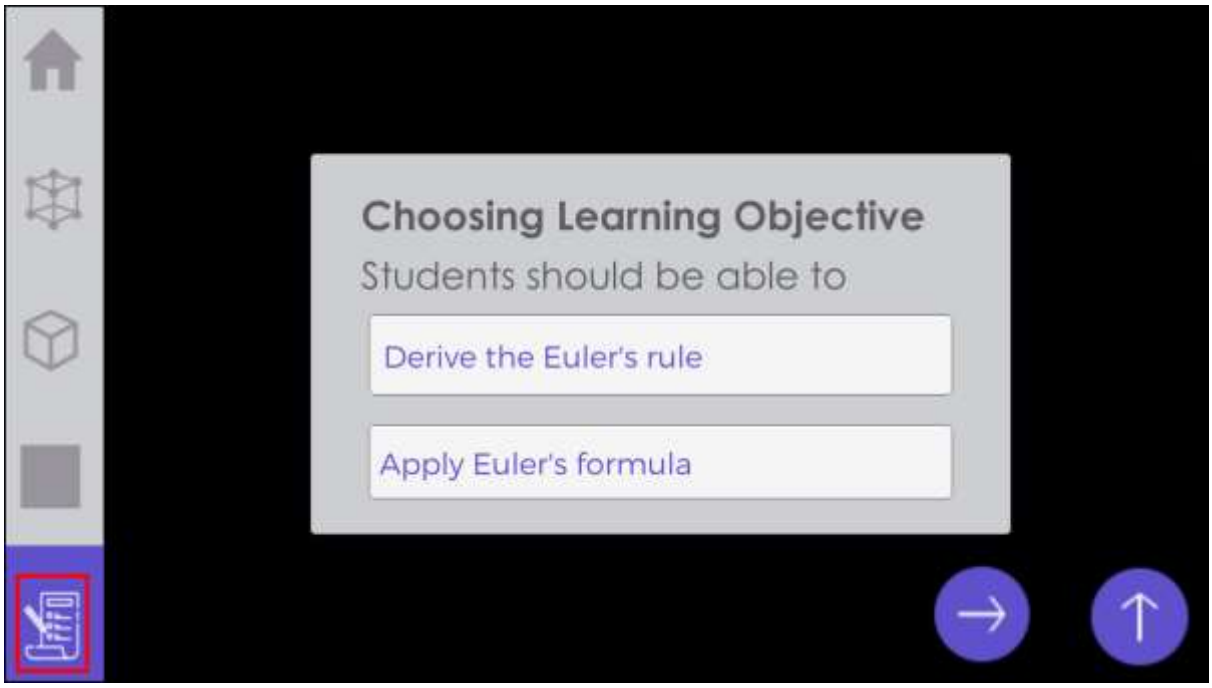


Figure 4: Screenshot for selecting Learning Objectives.

- Press the ‘Learning Design’ button from the side panel (Fig. 4, marked in red)
- Now choose your learning objectives from the options given.
- Once you choose, you will get a student-centered Learning Design with Augmented Maths that is mapped to your chosen objective.

Step 2 : Navigating through the Learning Design

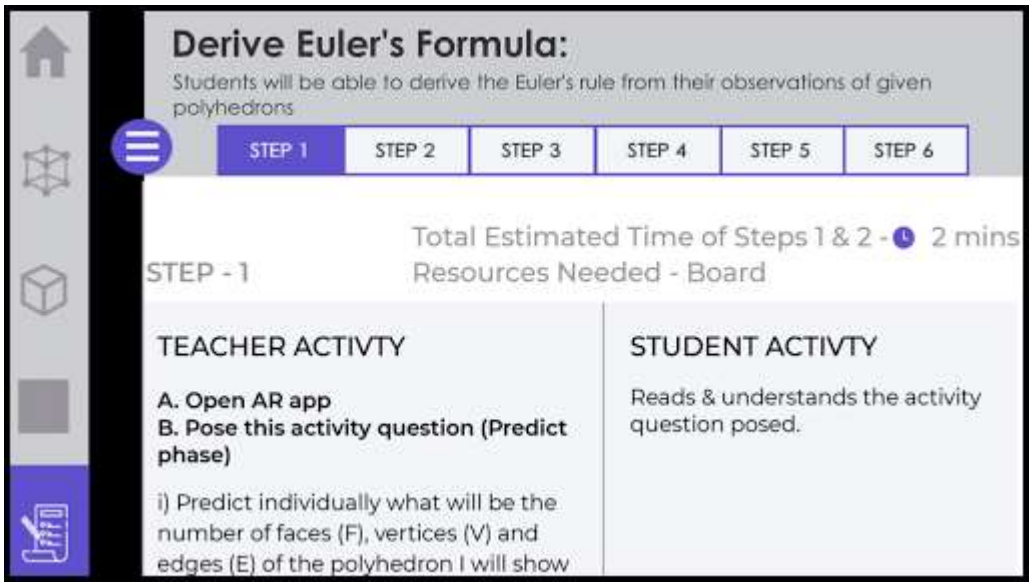


Figure 5: Screenshot of constructively aligned Learning Design with AR

- After selecting the learning objective, you will get a stepwise representation of the Learning Design on how to perform an activity in the classroom/laboratory (Fig.5).
- Click on the numbered tabs that correspond to the sequence of steps in the learning design.

During your class/laboratory i.e. at runtime, you can swipe the learning design in and out of your screen as you want. To do this, simply click on button present at top left of the screen, just beside the Home button (Fig. 5).