Improving Visual and Verbal Information Integration in Mathematics Textbooks

Virginia Clinton, Jennifer L. Cooper, Martha W. Alibali, & Mitchell J. Nathan
University of Wisconsin - Madison

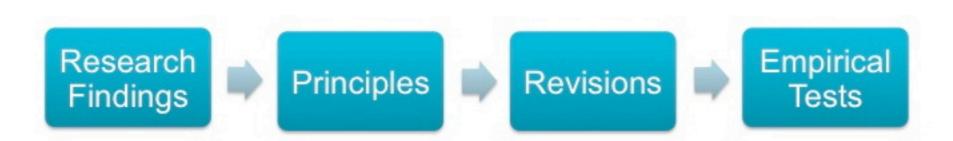
INTRODUCTION

Like many math textbooks, Connected Mathematics 2 has a wide variety of visuals.

We sought to improve the integration of visual and verbal information in modifying the CMP2 books.

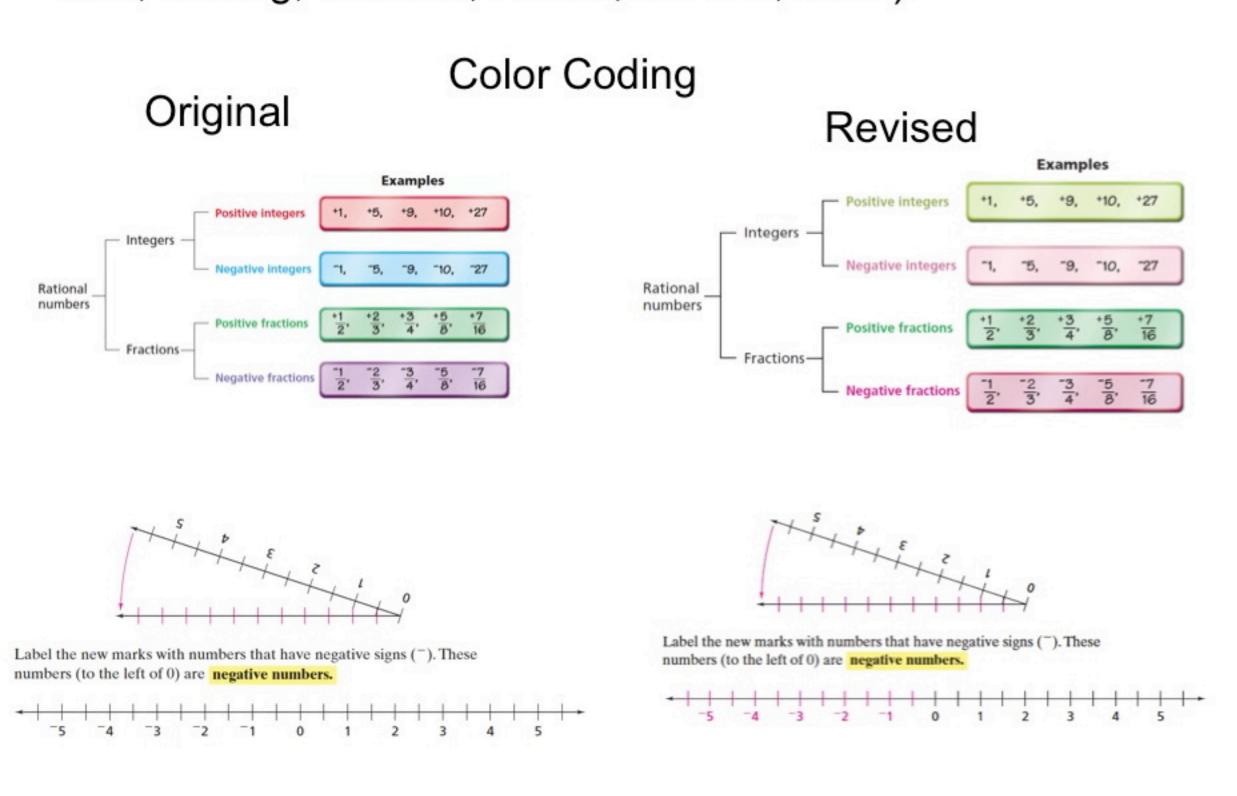
We based these modifications on three cognitive principles: signaling, contiguity, & coherence (Mayer, 2009).

Now we are in the process of empirically testing these modifications to determine their effectiveness.

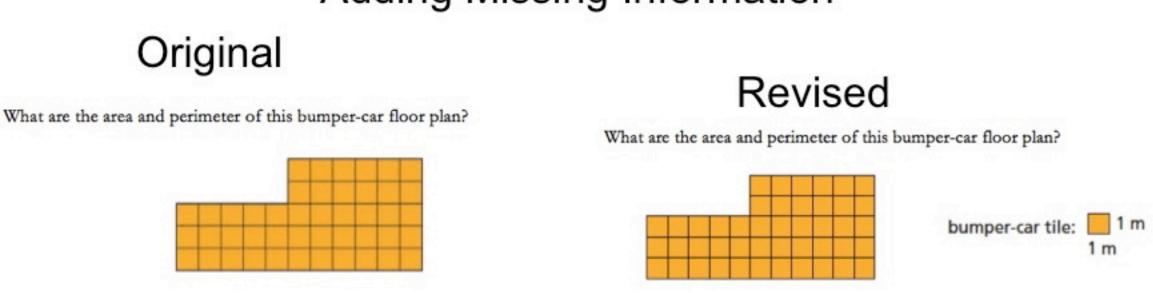


Signaling Principle

Learning is improved when there are cues to important information (Kalyuga, Chandler, & Sweller, 1999; Koning, Tabbers, Rikers, & Paas, 2009).



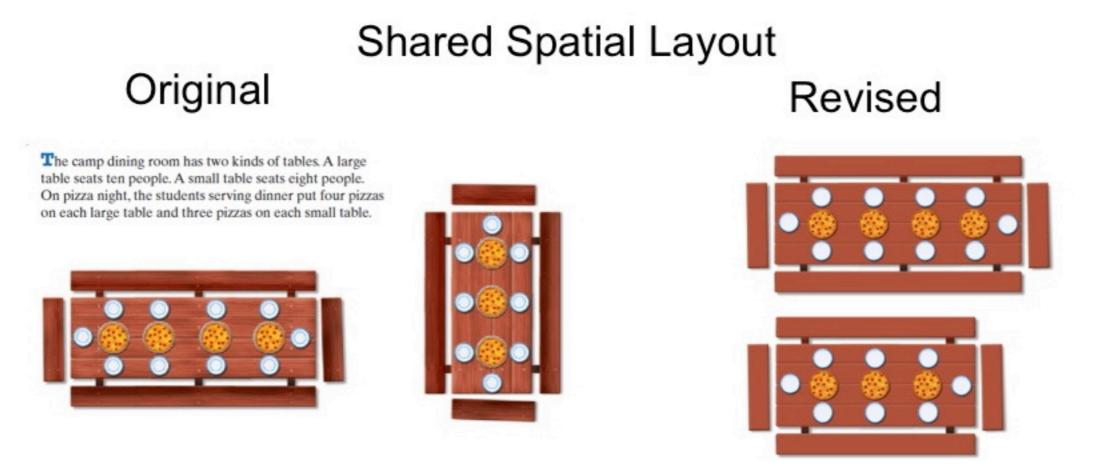
Adding Missing Information



The research reported here was supported by the Institute of Education Sciences, U.S. Department of Education, through Grant R305C100024. The opinions expressed are those of the authors and do not represent views of the Institute or the U.S. Department of Education.

Contiguity Principle

Learning is improved when multiple representations are aligned along important features (Ginns, 2006; Mayer, 2002).



Spatial Contiguity

Original

The problems and the table necessary to solve the problems are on different pages.

Revised

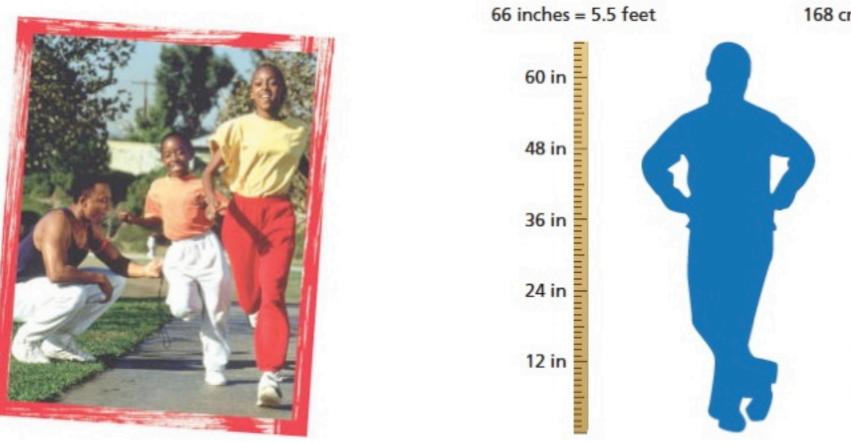
Integrate Verbal and Visual Information

Original	Revised
Jumping Jacks Over Time	Jumping Jacks Over Time
	Step 2 Select an axis to represent each variable.
Time (seconds)	Time (seconds)

Coherence Principle

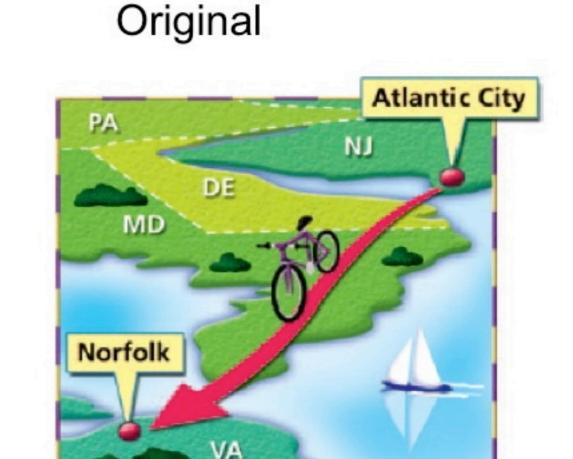
Learning is improved when interesting, but irrelevant words and pictures are removed (Harp & Mayer, 1998; Mayer, 2002).

Replace Math-Irrelevant with Math-Relevant Original Revised



Coherence Principle (continued)

Remove Seductive Details





Julia says that sometimes she uses estimation to decide where to place the decimal in an actual product. With the problem 0.9 × 1.305, a reasonable estimate is 1 × 1.3 = 1.3. Even 1 × 1 is a good estimate. I think that the actual product is a little more than 1. When I multiply 9 × 1,305 I get 11,745, so I know the actual product is 1.1745.

Use Julia's estimation strategy to find the product N.

a. 31.2 × 2.1 = N

b. If 6,946 × 28 = 194,488, then

694.6 × 2.8 = N.



Julia says that sometimes she uses estimation to decide where to place the decimal in an actual product. With the problem 0.9×1.305 , a reasonable estimate is $1 \times 1.3 = 1.3$. Even 1×1 is a good estimate. I think that the actual product is a little more than 1. When I multiply $9 \times 1,305$ I get 11,745, so I know the actual product is 1.1745.

Use Julia's estimation strategy to find the product N.

a. 31.2 × 2.1 = N

b. If 6,946 × 28 = 194,488, then

694.6 × 2.8 = N.

Empirical Tests

Two experiments to examine the effects of the revisions: Problem solving and lesson reading.

Problem solving:

- -50 seventh-grade students
- -8 story problems (4 revised and 4 original; between and within subjects)
- -Revisions did not affect problem-solving accuracy
- -Revisions also did not affect student's reports of their level of interest, confusion, or perceived difficult
- -Problem solving may involve different processing than does reading lessons.
- -More research needs to be done to reconcile these findings with others on the seductive details effect.

Lesson reading:

150 cm

100 cm

- -In progress with sixth- and seventh-grade students
- -Read lesson (original or revised) while eye movements were recorded, wrote recall, solved problems
- -Preliminary eyetracking data indicate revised lessons were easier to read than original lessons.

The findings from these experiments will contribute towards refining cognitive principles for future revisions.

