UNIVERSITÄT BAYREUTH

CMLDT

Center for Mobile Learning with Digital Technology

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sketchometry

Geometry with your finger – Fascinatingly simple. Simply fascinating.

sketchometry is the dynamic math software with a difference:
- A tool for sketching and discovering,
- intuitive gestures instead of a complex menu structure,
- tailored to the requirements of teaching and learning,
- can be learned step by step without effort.

Students draw on a smartphone or tablet with their fingers. sketchometry automatically converts these (finger) sketches into exact geometric objects. The constructions can then be modified, and learners are encouraged to experiment and discover by themselves.

After intensive development and extensive testing, a new version of sketchometry goes online. With improved gesture recognition, interactive constructions can be created and explored even faster and easier with your finger. In addition to new gestures and objects, sketchometry can now also be used for calculations by touch or click with dimension recognition. The completely redesigned interface has a gallery with a folder structure and is customizable in many ways.

For more information on the software and the tried-and-tested sketchometry teaching modules it is worth visiting the updated website (https://sketchometry.org).

sketchometry is free of charge and can be used freely both at school and privately.

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sketchometry.org

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In the brief overview of teaching and learning with the sketching tool sketchometry the following topics are addressed:

1 Exploring your own learning paths – added value through digital tools

2 sketchometry with tablet or smartphone – an electronic sketchpad

3 Structure of the sketchometry teaching modules

4 Advantages of using sketchometry teaching modules

5 sketchometry teaching modules and the "think – pair – share"-method

6 Learning with the index finger