

Mathematics and Associated Teaching Methods I

THE NATURAL NUMBER

Degree in Primary Education Teaching

What is the number?

- It is a property of the sets.
- It is an **abstraction**, a **reflexive concept**.
 - Primary concepts: linked to contexts, to perceptions.

Example: pipe



(Magritte, 1928)

- Reflexive concepts: go beyond the context. They require a higher intellectual task, which is more complex.

Number mathematical construction

- A coordinability relation is defined on the set of all possible sets.
 - A and B are coordinable sets if there exists an bijective mapping between their elements.
- Each **natural number** **n** is the common property shared by all the sets belonging to each class made up by the coordinability relation.

Uses of the natural number

- To count: cardinal aspect
- To order: ordinal aspect
- To identify: nominal aspect
- To value
- To measure

Counting techniques

- They are based on the existence of an ordered words sequence (one, two, three,...) recited always in the same order.
- They are used to communicate information about:
 - the size of the sets (cardinal).
 - the place an element takes up in the set (ordinal)
 - the identification of an element in a set.

The principal counting principles

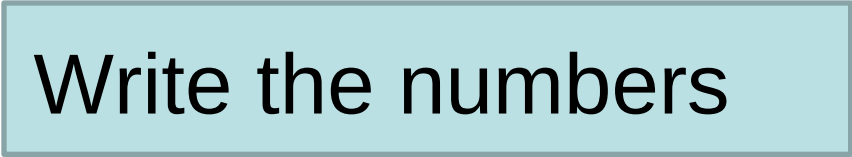
1. The abstraction principle
2. The stable-order principle
3. The order-irrelevance principle
4. The one-one principle
5. The cardinal principle

Verbal counting stages

1. Memory sound repetition without sense (ordinal sense of the number)
2. Objects counting
3. Quantity of objects in a set (cardinal sense of the number)

Numeral systems

- They appear as a way for representing the numbers in an **effective** way.



Write the numbers

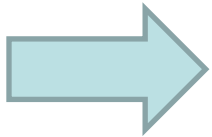
- They consist in a set of rules and agreements allowing to express in a verbal and graphical way **all the numbers** by means of words and symbols.

Primitive systems

- Quantities are represented by means of vertical marks.
- These marks are grouped together for large numbers.
- The system can be improved by using several equivalences.

Additive systems

- Different symbols are created for certain quantities.
- The value of all symbols involved in the description of a global quantity is added.



They are little practical for representing large numbers.

Egyptian numeral system

1	I
10	∩
100	∩
1 000	⌒
10 000	⌒
100 000	⌒
1 000 000	⌒

EXAMPLE:

200 000	3000	800
40 000	600	8
243 688		

Roman numeral system

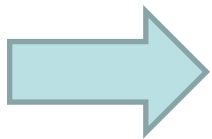
I	V	X	L	C	D	M
1	5	10	50	100	500	1.000

Chinese numeral system

一	二	三	四	五	六	七
1	2	3	4	5	6	7
八	九	十	百	千	萬	
8	9	10	100	1.000	10.000	

Positional numeral systems

- Different symbols are created for the first numbers (until a “base” number).
- The value of each symbol depends on the position in which it is placed in the number representation.



Very efficient systems, even for large numbers.

Positional representation systems

- Rules:
 - There are symbols from 1 to the base.
 - From the base: same symbols but in different positions.
- Important:

**NUMBER ZERO IS NECESSARY
FOR A PROPER FUNCTIONING
OF ANY POSITIONAL SYSTEM**



A symbol for zero is created

Example – base 6

In a beer factory, the small bottles are arranged in packs of 6; every 6 packs make up a package; every 6 packages make up a block; every 6 blocks make up a bundle, and every 6 bundles make up a pallet.

To simplify each order process the customers have to fill out the following form:

Pallets	Bundles	Blocks	Packages	Packs	Small bottles
...	...	...	...	...	...

Examples in other bases

- Base-60: first positional representation system -> **Babylonian system** (without symbol for zero).
- Base-2
- Base-4
- Base-12
- ...

Hindu-arabic numeral system

- Origin: **India** (from 3rd century B.C.)
 - At the beginning: without symbol for zero.
 - Symbol 0: Hindu mathematicians (beginning of 6th century A.C.)
- **Arabian** conquest in the North India (11th century)
 - spreading to western Europe.
- Permanently instituted in Europe at the end of the 18th century.

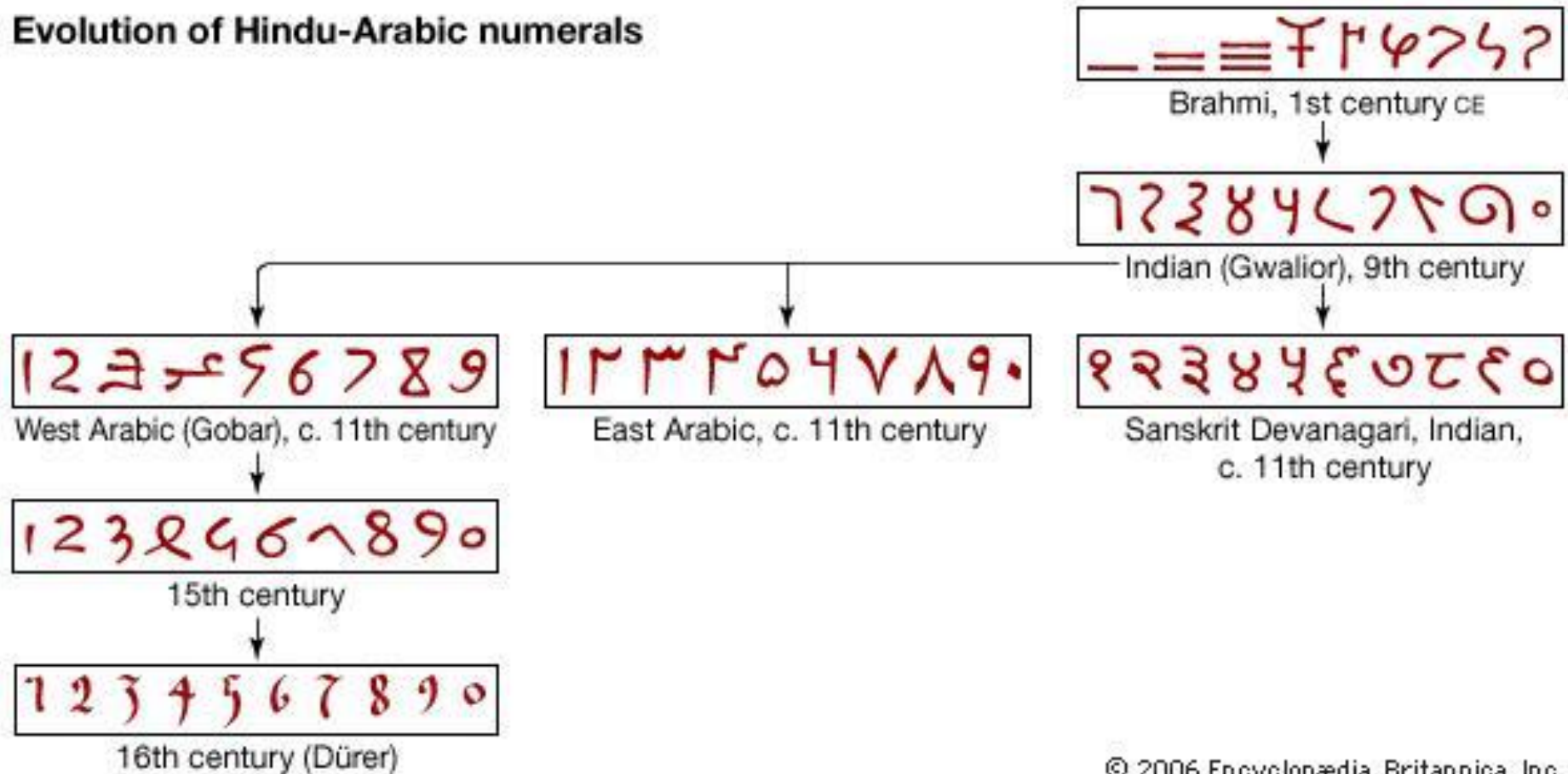
Base-10 positional system (decimal system)

Ten symbols (digits)

- Ten units of a specific order make up a unit of an immediately higher order:
 - Ten units = one ten
 - Ten tens = one hundred
 - Ten hundreds = one thousand
 - Ten thousands = a ten thousand
 - ...
- The order is related to the symbol position.

Graphical Hindu-Arabic symbols evolution

Evolution of Hindu-Arabic numerals



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Operations with natural numbers

Mathematics learning according to Bruner's theory

- Bruner's stages of representation:
 1. Enactive (or manipulative; action-based)
 2. Iconic (image-based)
 3. Symbolic (language-based: words and symbols)

Sum or addition

- To sum is to add up, to join together, to put together, to aggregate,...
- Mathematically, the sum of numbers corresponds to the union of disjoint sets.
- Operation result: addition – sum
- Components: addends

Basic properties

- Associative
- Commutative
- Neutral element
- Simplification

Difference or subtraction

- To subtract is to take off, to remove, to take away,...
- It is an operation bounded to the natural numbers order.
- Operation result: subtraction - difference
- Components: minuend and subtrahend

Subtraction definitions

1. Set definition
2. Comparing set cardinals
3. Arithmetic definition

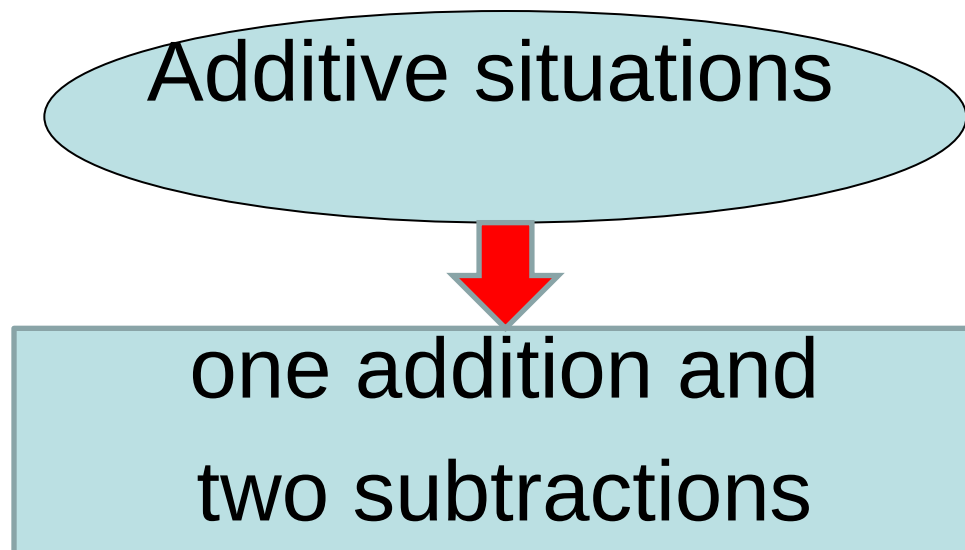
Basic properties

- It is not associative
- It is not commutative
- Neutral element
- Addition or subtraction of a quantity

ADDITION – SUBTRACTION

Conceptual field

- Conceptual field: set of situations whose treatment implies common concepts, procedures and symbol representations



Multiplication or product

- Repeated sum
- Operation result: multiplication – product
- Components: factors

Properties

- Associative
- Commutative
- Neutral element
- Distributive property of the product with respect to the addition/subtraction
- The distributive property of the addition/subtraction with respect to the product is not fulfilled
- Simplification

Division

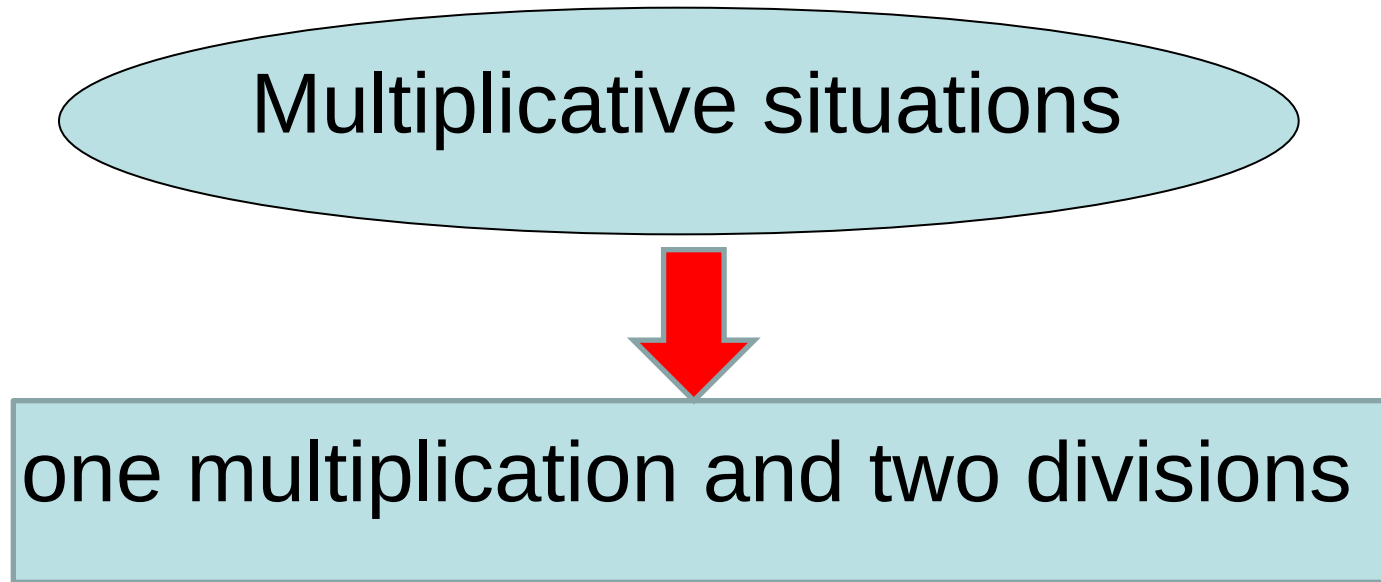
- To divide is to share out, to distribute, to separate,... always in equal parts.
- Two different conceptions
- Set definition
- Fundamental division relation: division check formula
- **Exact** or **integer** division
- Operation result: division
- Components: dividend, divisor, quotient and remainder

Properties

- Dividing by zero is impossible, and it has no sense
- It is not commutative
- It is not associative
- Multiplication or division by a quantity (“crossing out zeros”)

EXACT MULTIPLICATION – DIVISION

Conceptual field



Algorithms

- Etymology: *Al Kwaritzmi* (Persian mathematician, 9 A.C.)
- Definition: it is a finite series of rules applied in a specific order to a finite number of data in order to reach certain result in a finite number of stages, regardless of the data.

The algorithms corresponding to number operations are the result of a long historical process, which is constantly in progress.

abacus → algorithms → calculator → ?

Classical sum algorithm

- Basic rule: to sum units with units, tens with tens, hundreds with hundreds, and so on.



Position of the numbers

- Stages:
 1. separately
 2. in vertical
 3. to improve
 4. standarization

Classical subtraction algorithm

- Basic rule: to subtract units from units, tens from tens, and so on.



Position of the numbers

- Stages:
 1. separately
 2. standard
- Difficulty: “**carrying over**”  two methods:
 1. “to-borrow algorithm” (natural process)
 2. “to-ask-for-and-pay algorithm” (more artificial)

Classical multiplication algorithm

- Basic rules:
 - decomposition in units, cents, and so on
 - distributive property of the multiplication with respect to the addition
 - with more than two digits: associative property
- Stages:
 1. separately
 2. separately and vertically
 3. vertically
 4. standard
- Other algorithm: lattice method

Classical division algorithm

- Very different characteristics:
 - Position of the numbers
 - It is carried out from left to right
 - We look for two results instead of one
 - Other algorithms are required
 - It is a semiautomatic algorithm: **decompose-estimate-check-redo**

Manipulative work

- Educational materials to make operations from a manipulative point of view:
 - Abacus
 - Rods
 - Multibase blocks
 - ...