Weekly Plan /Lesson Plan

Week	Topic/Outline
1	• Course Outline • Pretest • Introduction to dynamic software program in mathematics
2	• Principle of using the Geometer's Sketchpad (GSP) in mathematics and animation
3	• Transformation Geometry using GSP • Exemplar of Transformation Geometry using GSP
4	• Transformation, Symmetry, and Tessellations using GSP
5.	• Exploring Geometry: Circle with GSP
6.	• Exploring Geometry: Pythagorean Theorem with GSP
7.	• Exploring Geometry: Similarity with GSP • **Project Work Assignments & Activities**
8.	• **Mid-Term Test** • **Project Work Assignments & Activities**
9.	• Exploring Algebra with GSP/MathLab
10-12.	• Constructing Conic Sections: Parabola, Circles, Ellipse, and Hyperbola with GSP/Mathlab
13	• Developing instructional materials in mathematics using GSP incorporate with AR/AI.
14	• Exploring Trigonometric Ratio and Trigonometric Functions
15	• Discovering Statistics with TinkerPlots/Fathom
16	• Mark up classes • Students' Project Work Assignments & Activities
16	• **Final Examination**