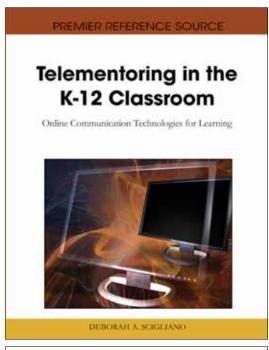
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Telementoring in the K-12 Classroom: Online Communication Technologies for Learning



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Technologic and virtual development is growing, creating an environment of online gaming that can be used as an effective and motivational instrument for math didactics in education.

Simulation and Gaming for Mathematical Education: Epistemology and Teaching Strategies provides leading research on ways for various learning environments to be created referring to math didactics through redefinition and reassessment of teaching experiences. A defining collection of field advancements, this publication gradually leads readers through the steps of planning innovative strategies in math education.

Topics Covered:

- Telementoring programs
- Project-based learning
- Telementoring relationships
- Construction of knowledge
- Online environments
- Telementoring benefits and limitations
- Software design
- Role of the subject matter expert
- Role of the online facilitator
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