CHILDREN'S CONCEPT LEARNING IN SOLVING LOGIC PROBLEMS

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Outline

- Boolean concepts learning. Math complexity
- Algebraic structures. Boolean cube. Matrix
- Set game logic problem
- Function of regularity as Cognitive complexity
- Experiments
- Conclusions

Complexity of logic problem

- Mathematical complexity vs. Cognitive complexity
- Mathematical complexity of logic problems:
 - Shannon
 - Kolmogorov
- Feldman's complexity the number of literals in the minimal Boolean expression.

Boolean concepts



Boolean concepts



Boolean cube



6

Complexity of 4 elements recognition



What is more complex for humans?

$$xz + \overline{x} \overline{z}$$

 $\overline{y} \,\overline{z} + xyz + \overline{x}y\overline{z}$

Our study

- Use the Set game® cards to answer the question
 - Does the math complexity (Feldman) reflects the ability of young children in solving logic problems?
 - Does recognition of specific regularities support children success in solving logic problems (decrease the cognitive complexity)?

8





Boolean cube of cards for Set game



3x3 matrix of cards for Set game



Pre-test

Student prefer fill as a main characteristic up on number



Pre-test

Student prefer size (big or small) as a main characteristic up on number: "When it big it looks more..."



Pre-test

Student regarded number three as different from to two smaller numbers: "Three is different because it's a lot"



Research Methodology

 We propose a specific regularity function that measures the cognitive complexity of the task

 We study experimentally how children recognize regularity within the shapes' characteristics and how this recognition supports children in solving logic problems

 Our research hypothesis was that despite of high Feldman's complexity, children are able to solve logic successfully by recognizing some regularities in tasks

Set cards characteristics

SizeFillNumber

Set cards regularities

- Homogeneity
- Difference
- Monotony
- Symmetry

The regularities can be recognized in each of the characteristics



Example: of regularities of Fill



Function of regularity

•Function of regularity R measures the level of regularity of the sequence of cards in cases when a specific card is chosen from a set of cards-candidates

•The regularity of a specific characteristic of a card is a vector comprising values of all the regularities.

$$R_{S} = \sqrt{w_{h}r_{Sh}^{2} + w_{d}r_{Sd}^{2} + w_{m}r_{Sm}^{2} + w_{s}r_{Ss}^{2}}$$

$$R = \sqrt{w_s R_s^2 + w_N R_N^2 + w_F R_F^2}$$

Logic problem: to complete the set



Possible Choices

Possible Choices

Recognizing Regularities

Cognitive vs. Math Complexities

C(math) - choice according to the Feldman's complexity C(cog) - choice according to the cognitive complexity $\left(\frac{1}{R_{max}}\right)$

Conclusions

- We study ways students solve logic problems by comparing math and cognitive complexities of logic problems
- The specific function of regularity as a measure of cognitive was proposed
- The main findings of the study:
 - Recognizing of regularities support problem solving
 - The most recognized type of regularity was symmetry
 - The most recognized characteristic of set cards was the number
 - No correlation has been indicated between the math complexity the cognitive complexity in a considerable number of logic problems