



A Journey to Mathematics through Exploration

(E1MAT006C)

Introduction	Exploration is very important for the development of mathematical theories. However, traditional ways of learning fail to offer such experience adequately. In this course, participants will learn mathematics through observation of patterns, relations and connections in numbers as well as arithmetic and geometric figures. The course will also introduce classic problems and stories about theory development, in addition to mathematics integrated into our daily lives.		
Programme Type / Level	Across Domains and Interdisciplinary Course (Level I) (Token-required)		
Instructor(s)	<p>Dr LAU Chi Hin (Lecturer, Department of Mathematics, CUHK)</p> <p>Dr Lau obtained his BSc degree from CUHK and PhD degree from HKU. He has almost twenty years of experience in secondary and tertiary education. During his teaching career, he was involved in many different programmes in gifted education organised by CUHK, HKAGE, Education Bureau, etc.</p>		
Pre-requisite	<p>Students should be able to:</p> <ul style="list-style-type: none"> • have basic arithmetic of numbers including fractions, decimal and directed numbers; • calculate the areas of simple geometric figures, e.g. triangles, parallelograms and circles. 		
Target Participants	<ul style="list-style-type: none"> ➢ P4 to P6 HKAGE student members ➢ Class size: 30 <p>This programme is same as “Across Domains and Interdisciplinary Course (Level 1): A Journey to Mathematics through Exploration (MATP1421)” in 19/20 school year.</p>		
Medium of Instruction	English with English Handouts		
Certificate	<p>E-Certificate will be awarded to participants who have:</p> <ul style="list-style-type: none"> ❖ attended AT LEAST 3 sessions AND ❖ completed all the assignments with satisfactory performance. 		
Intended Learning Outcomes	<p>Upon completion of the programme, the participants should be able to:</p> <ul style="list-style-type: none"> • facilitate students to learn mathematics through exploration; • introduce to students how mathematical theories were discovered and studied; • enhance students’ skills in solving problem on their own; • enhance students’ knowledge and skills in consolidating and developing mathematical knowledge for solving mathematical problems. 		
Screening	<p>Please answer the screening question in the online application form. *The screening question is designed to help the applicant understands the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students’ performance in answering the question. Only students who can demonstrate motivation and the knowledge of logic in the screening question can be enrolled in the programme.</p>		
Application Deadline	<p>17 May 2021, 12:00 n.n</p> <p>31 May 2021, 12:00 n.n</p> <p>1st batch: 14 Jun 2021, 12:00 n.n</p> <p>2nd batch: 12 Jul 2021, 12:00 n.n</p>	<p>Application Result Release Date</p>	<p>28 May 2021</p> <p>11 Jun 2021</p> <p>1st batch: 18 Jun 2021</p> <p>2nd batch: 16 Jul 2021</p> <p>19 Jul 2021</p>

If student members withdraw from the programme after the Application Deadline, the token will be deducted.

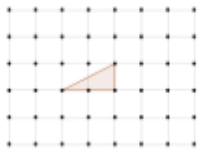
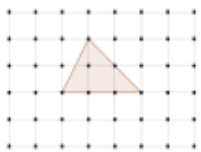
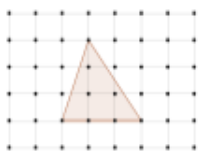
Schedule

Session	Date	Time	Venue (HKAGE)
1	26 Jul 2021	2:00 p.m. - 5:00 p.m.	Room 303
2	27 Jul		
3	28 Jul		
4	29 Jul		

Sample Notes

1 Pick's formula

A lattice point on the coordinate plane is a point with integer coordinates. A lattice polygon is a polygon whose vertices are lattice points. An interior point of a lattice polygon is a lattice point lying inside the polygon. A boundary point of a lattice polygon is a lattice point lying on the boundary of the polygon. Given a lattice polygon, denote by A , I and B the area, number of interior points and number of boundary points of the polygon. Complete the following table.

Polygon	I	B	A
	0	4	1
	1	6	3
			

Enquiries

For enquiries, please contact Academic Programme Development Division at 3940 0101 after language selection, press "1".