

## eREAP – Learnlex 與波利亞解題循環（教學建議）

### 波利亞解題循環

Learnlex 平台著重學生運用邏輯思維和解難能力，以大約 15 分鐘完成題目，從而熟習以「波利亞解題循環」(Polya's Problem Solving Cycle)的模式解題，藉此訓練他們學懂彈性處理不同的數學問題。

使用 Learnlex 平台時，教師除了可鼓勵學生完成每日一題，亦可按教學進度製作課業 ([用戶手冊](#))，按 Learnlex 的 [解難學習內容](#) 以及 [數學學習內容](#) 教導學生。



The Polya's Problem Solving Cycle (波利亞解題循環)

## 1. 解難學習內容

以下列出「波利亞解題循環」中的理解和計劃階段、Learnlex 的解難學習內容及香港數學課程三者關係舉例：

波利亞解題循環	Learnlex 的解難學習內容	香港數學課程內的課題
理解	尋找關係	<ol style="list-style-type: none"> <li>1. 倍數和因數 (P4, JS)</li> <li>2. 近似值與估算 (JS)</li> <li>3. 方程 (P5 - JS)</li> <li>4. 不等式 (JS)</li> <li>5. 圖形分割和拼砌 (P4)</li> </ol>
	依數據及限制作出推論	<ol style="list-style-type: none"> <li>1. 不同的度量衡</li> <li>2. 量度的誤差(JS)</li> <li>3. 統計的應用及誤用(P6 - JS)</li> </ol>
	闡釋與重新表達	<ol style="list-style-type: none"> <li>1. 分類方法 (P1E)</li> <li>2. 分類圖表 (P4E)</li> <li>3. 有向數 (JS)</li> <li>4. 公式 (JS)</li> <li>5. 代數式 (P5, JS)</li> <li>6. 統計圖(P2 - JS)</li> <li>7. 直角坐標系 (JS)</li> </ol>
計劃	建立模型與推論	<ol style="list-style-type: none"> <li>1. 代數式 (P5, JS)</li> <li>2. 公式 (JS)</li> <li>3. 幾何 (JS)</li> <li>4. 直角坐標系 (JS)</li> </ol>

縮寫

P 小學

JS 初中

## 2. 數學學習內容

另外，Learnlex 中的數學學習內容與香港數學課程關係之舉偶如下：

Learnlex 數學學習內容	香港數學課程內的課題
數	<ol style="list-style-type: none"> <li>1. 數、分數、小數(P1- P6)</li> <li>2. 四則運算(P1- P6)</li> <li>3. 百分數(P6 – JS)</li> <li>4. 有向數及其四則運算(JS)</li> <li>5. 倍數和因數 (P4, JS)</li> <li>6. 近似值與估算 (JS)</li> <li>7. 有理數與無理數(JS)</li> </ol>
度量	<b>不同的度量衡</b> <ol style="list-style-type: none"> <li>1. 長度和距離(P1 -P3)</li> <li>2. 貨幣(P1 -P2)</li> <li>3. 時間(P1 -P3)</li> <li>4. 容量 (P3)</li> <li>5. 重量 (P3)</li> <li>6. 角(P6)</li> <li>7. 速率(P6)</li> <li>8. 量度的誤差 (JS)</li> </ol>
	<b>求積法</b> <ol style="list-style-type: none"> <li>1. 周界 (P4, P6, JS)</li> <li>2. 面積 (P4 - P6, JS)</li> <li>3. 體積 (P5 - P6, JS)</li> </ol>
代數	<ol style="list-style-type: none"> <li>1. 代數式 (P5, JS)</li> <li>2. 方程 (P5 - JS)</li> <li>3. 多項式 (JS)</li> <li>4. 恆等式 (JS)</li> <li>5. 公式 (JS)</li> <li>6. 不等式 (JS)</li> <li>7. 整數指數律(JS)</li> </ol>
數據處理	<ol style="list-style-type: none"> <li>1. 統計圖(P2 - JS)</li> <li>2. 集中趨勢的度量(P6 - JS)</li> <li>3. 統計的應用及誤用(P6 - JS)</li> <li>4. 概率(JS)</li> </ol>

縮寫

P 小學

JS 初中

Learnlex 數學學習內容	香港數學課程內的課題
圖形與空間	<b>平面圖形</b> 1. 點、線、面(P1 - P2) 2. 多邊形(P2 - P4) 3. 圖形分割和拼砌 (P4) 4. 圓 (P5)
	<b>立體圖形 (P1 - P2)</b> 1. 立體的面(P2) 2. 截面(P5, JS) 3. 摺紙圖樣(P5, JS) 4. 多面體 (JS) 5. 立體圖形的平面圖像 (JS)
	方向 and 位置(P1 - P2, P4)
	角 (P2)
	直角坐標系 (JS)
	三角學(JS)
幾何	角和平行線(JS)
	多邊形(JS)
	全等、相似(JS)
	畢氏定理(JS)

縮寫 <b>P</b> 小學 <b>JS</b> 初中
-----------------------------------

## eREAP – Learnlex and the Polya’s Problem Solving Cycle (Teaching Ideas)

### Polya’s Problem Solving Cycle

Learnlex is an interactive Mathematics learning platform for students to develop flexibility in problem solving. Students are advised to spend around 15 minutes only to solve each problem with their logic thinking and problem-solving skills. In other words, students would adopt the **Polya’s Problem Solving Cycle**.

When using the platform, teachers could encourage students to complete one question per day, and could also **distribute tailor-made assignments** ([User Guide](#)) according to the Learnlex’s **Problem Solving Learning Areas** and **Mathematics Learning Areas** they wish to teach.



The Polya’s Problem Solving Cycle (波利亞解題循環)

### 1. Reference on Problem Solving Learning Areas

Below are examples to illustrate the relationship among the ‘understand’ and ‘plan’ stages of the Polya’s Problem Solving Cycle, the problem solving areas on Learnlex and the local curriculum:

Polya’s Problem Solving Cycle	Learnlex’s Problem Solving Learning Areas	Topics in Local curriculum
<b>Understand</b>	Find relations	<ol style="list-style-type: none"> <li>1. Multiples and factors (P4, JS)</li> <li>2. Approximate values and numerical estimation (JS)</li> <li>3. Equations (P5 - JS)</li> <li>4. Inequalities (JS)</li> <li>5. Dissecting and forming shapes (P4)</li> </ol>
	Deductions according to data and restrictions	<ol style="list-style-type: none"> <li>1. Different units of measurements</li> <li>2. Errors in measurement (JS)</li> <li>3. Uses and abuses of statistics (P6 - JS)</li> </ol>
	Interpretation and representation	<ol style="list-style-type: none"> <li>1. Sorting methods (P1E)</li> <li>2. Sorting diagrams (P4E)</li> <li>3. Directed numbers (JS)</li> <li>4. Formulae (JS)</li> <li>5. Algebraic expressions (P5, JS)</li> <li>6. Statistical charts(P2 - JS)</li> <li>7. Rectangular coordinate systems (JS)</li> </ol>
<b>Plan</b>	Create models and deductions	<ol style="list-style-type: none"> <li>1. Algebraic expressions (P5, JS)</li> <li>2. Formulae (JS)</li> <li>3. Geometry (JS)</li> <li>4. Cartesian coordinate system (JS)</li> </ol>

**Key**  
**P Primary**  
**JS Junior Secondary**

Below are examples to illustrate the relationship between Learnlex's mathematics learning areas and the local curriculum:

Learnlex's mathematics learning areas	Topics in Local curriculum
<b>Number</b>	1. Numbers, fractions and decimals (P1- P6) 2. Four arithmetic operations (P1- P6) 3. Percentages (P6 – JS) 4. Directed numbers and their arithmetic operations (JS) 5. Multiples and factors (P4, JS) 6. Approximate values and numerical estimation (JS) 7. Rational and irrational numbers (JS)
<b>Measures</b>	<b>Different units of measurements</b> 1. Length and distance (P1 -P3) 2. Money(P1 -P2) 3. Time(P1 -P3) 4. Capacity (P3) 5. Weight (P3) 6. Angle/Degree(P6) 7. Speed(P6) 8. Errors in measurement (JS)
	<b>Mensuration</b> 1. Perimeter (P4, P6, JS) 2. Area (P4 - P6, JS) 3. Volume (P5 - P6, JS)
<b>Algebra</b>	1. Algebraic expressions (P5, JS) 2. Equations (P5 - JS) 3. Polynomials (JS) 4. Identities (JS) 5. Formulae (JS) 6. Inequalities (JS) 7. Law of integral indices (JS)
<b>Data Handling</b>	1. Statistical charts (P2 - JS) 2. Measures of central tendency(P6 - JS) 3. Uses and abuses of statistics (P6 - JS) 4. Probability (JS)

**Key**

**P Primary**

**JS Junior Secondary**

Learnlex's mathematics learning areas	Topics in Local curriculum
<b>Shape and Space</b>	<b>2-D shapes</b> 1. Points, straight lines, faces (P1 - P2) 2. Polygons (P2 - P4) 3. Dissecting and forming shapes (P4) 4. Circles (P5)
	<b>3-D shapes (P1 - P2)</b> 1. Faces of 3-D shapes(P2) 2. Cross sections (P5, JS) 3. Nets (P5, JS) 4. Polyhedra (JS) 5. Faces in 3-D shapes (JS)
	Directions and positions (P1 - P2, P4)
	Angles (P2)
	Rectangular coordinate systems (JS)
	Trigonometry (JS)
	<b>Geometry</b>
Polygons (JS)	
Congruence and similarity (JS)	
Pythagoras' theorem (JS)	

**Key**
**P Primary**
**JS Junior Secondary**