

## THE PROCESS OF DEVELOPING 3-DIMENSIONAL GEOMETRY ACTIVITIES FOR TABLETS AND INTERACTIVE WHITEBOARDS

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### Abstract

At this study, an application; which is compatible with interactive whiteboards and tablet computers, includes activities about 3-dimensional geometrical objects' features such as volume, total surface area, diagonal and edge lengths; is developed for mathematics lessons.

The application is developed based on ADDIE Instructional Design Model, as an Adobe AIR application through Adobe Flash Builder. At the analysis step; target, subjects and the achievements were determined. Misconceptions and most common mistakes that students make about the subjects were identified on literature, and activities were planned for reducing these errors. Design was completed with feedbacks from mathematics teachers and experts in the field of mathematics education. Application was used by teachers and students. Process of developing application was finished after correcting errors.

Considering FATİH Project; the application which is developed for mobile devices is important because of providing the integration of technology, especially in mathematics education. This application is also compatible with tablet computers and interactive whiteboards.

**Key Words** : Mobile Learning, 3-Dimensional Geometric Objects, Interactive Whiteboards.