

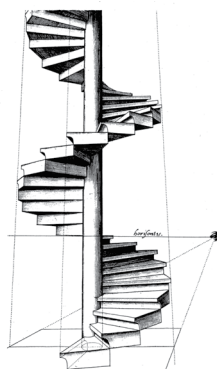


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O USO DO KIRIGAMI 3D NA DISCIPLINA DE GEOMETRIA DESCRITIVA

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ABSTRACT

The purpose of this paper is to present an alternative methodology to teach geometric concepts, using Kirigami 3D as motivational strategy. The Van Hiele Model of Development was adopted, observing and considering the five phases of learning: interrogation (questions are made by the professor); orientation (exploration of the topics by the students); explanation (students and professor express their views); free orientation (more complex tasks); and integration (each student summarizes about what he learned with the activity). The strategy adopted is presented by the models used during the first phase and by the orientations and explanations observed. Then, it is presented the complex task required by the professor and some results that illustrate the efficiency of this methodology. Concerning Kirigami 3D as a particular activity, this paper reports some observations about the specific concepts and skills developed through this technique, the students behavior observed while this approach, and the difficulties presented during this study.

