

## T<sup>3</sup> International Conference

- February 24-26, 2006. Denver - Colorado, USA.
- Learn to implement Texas Instruments handheld technology (Cabri Jr. on TI-84, TI-Navigator...) into your classroom through hands-on and inquiry-based instruction.



[www.education.ti.com/educationportal/sites/US/nonProductMulti/pd\\_conferences\\_denver.html](http://www.education.ti.com/educationportal/sites/US/nonProductMulti/pd_conferences_denver.html)

T<sup>3</sup>: Teachers Teaching with Technology

## SITE 2006 - 17<sup>th</sup> International Conference

- March 20-24, Orlando - Florida, USA.
- SITE focuses on the integration of instructional technologies into teacher education programs. It promotes the development and dissemination of theoretical knowledge, conceptual research, and professional practice knowledge.

[www.aace.org/conf/site](http://www.aace.org/conf/site)

SITE: Society for Information Technology & Teacher Education

AACE: Association for the Advancement of Computing in Education

## The Mathematical Association

- April 10-13, Loughborough University, UK.
- Annual Conference on the theme *Sailing through mathematics*. The MA conference is your opportunity to reach key opinion formers in mathematics education, and share experience related to teaching/using Cabri® products in your classroom.

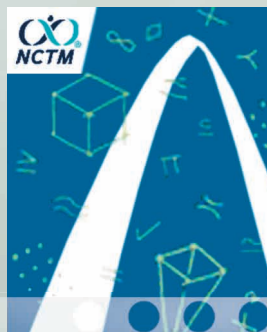


Supporting mathematics in education

[www.m-a.org.uk/resources/conferences](http://www.m-a.org.uk/resources/conferences)

## NCTM 2006

- April 26-29, St. Louis - Missouri, USA.
- The 2006 Annual Meeting and Exposition features more than 1,000 mathematics presentations, workshops, and minicourses that cover all grade levels, including Cabri® technology. Plenty of opportunities to learn, share, experience, develop, and explore.



[www.nctm.org/meetings/stlouis](http://www.nctm.org/meetings/stlouis)

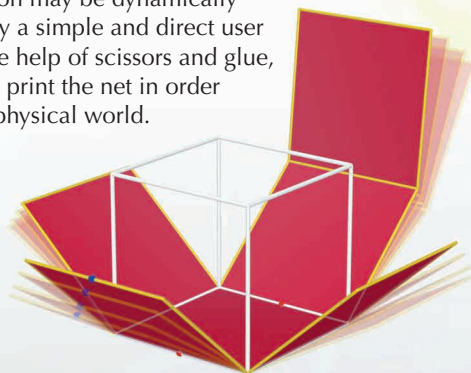
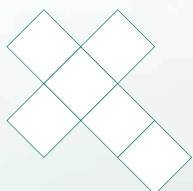
NCTM: National Council of Teachers of Mathematics

# New Cabri® 3D, version 1.2

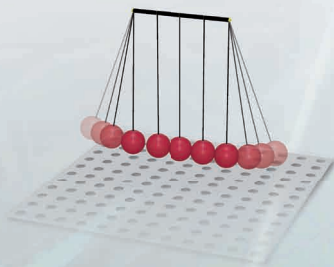
**Cabri 3D 1.2** is a new and improved update of Cabri 3D.

Among other features it introduces net folding and unfolding, animation and point redefinition:

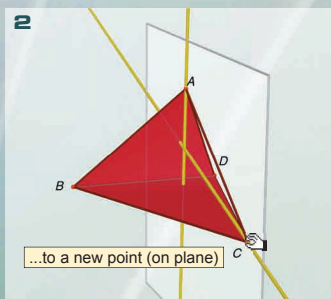
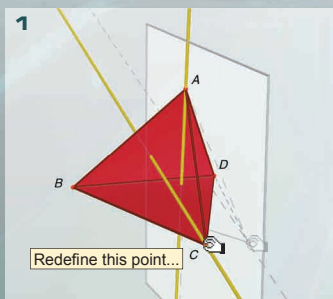
- Any convex polyhedron may be dynamically unfolded into a net, by a simple and direct user gesture. Then, with the help of scissors and glue, the student just has to print the net in order to fold it back in our physical world.



- **Animation** lets you construct simple ludic models, which deliver an extra opportunity of teaching geometry and connecting mathematics to real life.



- **Point Redefinition** is a very powerful pedagogical tool to demonstrate the valid domain of a property or a theorem.



## Construct a dodecahedron!

1. Cut
2. Fold
3. Glue

...and enjoy  
your dodecahedron!



1.



2.



3.

