

What is a graphics calculator and what is it for?

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Most students who enter university via school these days both own and can confidently use a graphics calculator, which are used extensively in all TEE mathematics units. In this hands-on workshop, we will explore some of the capabilities of graphics calculators, with a view to understanding their possible significance for undergraduate study. A common misconception of newcomers regarding graphics calculators is that their use is restricted to graphing. However, other areas of likely interest include descriptive statistics, inferential statistics, numerical work in calculus, equation solving, numerical recursive methods, matrices and financial computations. The workshop will be tailored to the particular needs and interests of the participants, and will not assume any prior experience with graphics calculators. We expect that a major workshop outcome will be an appreciation of the potential for students to continue to use their graphics calculators to help them learn quantitative aspects of their early undergraduate work and the potential for teachers to use graphics calculators effectively in lectures and tutorials.