



International Journal of Contemporary Research In Multidisciplinary

Review Article

Reimagining Mathematics Pedagogy: Constructivist and Technology-Driven Innovations for School and Higher Education

Asif Ul Rehman^{1*}, Nagma Nayer²

¹ Ph.D. Research Scholar, Department of Mathematics, Vikrant University, Gwalior, Madhya Pradesh, India

² MA English, Department of English, IGNOU University, New Delhi, India

Corresponding Author: * Asif Ul Rehman

DOI: <https://doi.org/10.5281/zenodo.17087238>

Abstract

Mathematics plays a crucial role in school education by fostering logical reasoning, analytical thinking, and problem-solving skills. Despite its significance, many students struggle with math due to traditional, rote-based teaching methods. This paper explores innovative and learner-centered approaches to mathematics education, including constructivist, inquiry-based, experiential, and problem-based learning, along with technology-enabled strategies such as WebQuests, blended learning, and mobile learning. These methods shift the focus from memorization to meaningful understanding by connecting mathematical concepts with real-life contexts. Additionally, traditional techniques like the Inducto-Deductive, Analytic-Synthetic, and Play-Way methods, when used creatively, can further enrich the learning experience. While these approaches offer great potential for improving student engagement and achievement, challenges such as overcrowded classrooms, lack of training, and limited infrastructure continue to hinder their full-scale implementation. The paper underscores the need for systemic reforms, including curriculum redesign and teacher training, to truly transform the mathematics classroom into a space for curiosity, creativity, and conceptual clarity.

Manuscript Information

- ISSN No: 2583-7397
- Received: 06-08-2025
- Accepted: 03-09-2025
- Published: 08-09-2025
- IJCRM:4(5); 2025: 45-48
- ©2025, All Rights Reserved
- Plagiarism Checked: Yes
- Peer Review Process: Yes

How to Cite this Article

Rehman AU, Nayer N. Reimagining Mathematics Pedagogy: Constructivist and Technology-Driven Innovations for School and Higher Education. Int J Contemp Res Multidiscip. 2025;4(5):45-48.

Access this Article Online



www.multiarticlesjournal.com

KEYWORDS: NEP 2020, Mathematics Education, Constructivist Approach, Experiential Learning, Technology-Enabled Learning

INTRODUCTION

Mathematics has always held an important place in school education, and for good reason—it's part of our daily lives in so many ways. From basic calculations to more complex problem-solving, math helps us think clearly and make informed decisions. Over the years, various education policies and commissions in India have recognized its value. For example, the National Policy on Education (1986) described math as a

tool that helps children learn how to think, reason, analyse, and express themselves logically. More recently, the National Education Policy (2020) also highlighted how mathematical thinking is becoming increasingly important in modern, research-based fields like artificial intelligence, machine learning, and data science.

Often, math is thought of as a subject with just one right answer, all about numbers and calculations. But in reality, it's

much more than that. At its core, math is about exploring ideas, making assumptions, drawing conclusions, and seeing patterns. It helps students develop critical thinking and problem-solving skills. Unfortunately, many students struggle with math and lose interest over time—especially when teaching focuses more on memorizing formulas than truly understanding the concepts. As Anthony and Walshaw (2009) pointed out, this lack of engagement can lead to frustration and disinterest.

In 2005, the National Focus Group on Teaching of Mathematics identified several problems in how math is taught and recommended changes to make it more effective and student-friendly. Despite these efforts, math performance across the country has continued to decline. According to the National Achievement Survey conducted in 2017, students in grades 3, 5, and 8 scored an average of 63%, 53%, and 43% respectively. These numbers show a clear drop in performance as students' progress through school.

To make math more meaningful and less intimidating, it's important to connect new ideas with students' prior knowledge and real-life experiences. Both the NCF (2005) and NEP (2020) encourage a shift toward hands-on, experience-based learning that sparks curiosity and reduces the fear of failure. Math should feel less like a burden and more like a fun, challenging puzzle. With the right teaching strategies—like group work, interactive discussions, and exploratory activities—we can help students see math in a new light.

Constructivist Approach

The National Focus Group on Teaching of Mathematics (2005) recommended the constructivist approach to make math learning more meaningful and student-centered. Despite its benefits, many teachers are still unaware of how to use it effectively. The NEP 2020 also supports this method for encouraging critical thinking over rote learning.

This approach focuses on students actively building their own understanding through exploration and real-life connections, rather than just memorizing formulas. The teacher's role shifts from being an instructor to a facilitator, guiding students to ask questions, investigate, and solve problems creatively.

Constructivist classrooms are interactive, democratic, and learner-driven, helping students become confident, independent thinkers. Teaching methods like inquiry-based, problem-based, and experiential learning align well with this approach and can greatly improve both performance and attitude in mathematics.

Inquiry-Based Learning

Inquiry-based learning is a student-centered approach that encourages learners to explore, question, and discover mathematical concepts on their own. Rather than starting with facts, this method begins with questions or problems, allowing students to develop critical thinking, creativity, and problem-solving skills.

Two well-known models used in this method are the 5E and 7E instructional models, originally developed for science but proven effective in math education too. The 5E model includes: *Engage, Explore, Explain, Elaborate, and Evaluate*. The 7E

model expands this with two more phases: *Elicit* and *Extend*, making it even more effective.

Experiential Learning

The National Education Policy (NEP) 2020 emphasizes the use of experiential learning across all stages of school education. This approach focuses on learning by doing, giving students hands-on experience rather than just relying on textbooks or lectures.

Experiential learning is unique because it includes a crucial step—reflection. Students not only participate in activities but also think about what they did and how it helped them learn. This method is especially useful in subjects like mathematics, where understanding improves when students are actively engaged in exploring concepts on their own.

Problem-Based Learning

Problem-Based Learning (PBL) is a student-centered method that starts with real-world problems, encouraging learners to explore and understand mathematical concepts deeply. Rather than solving routine textbook questions, students engage in creating, exploring, testing, and verifying solutions, which builds strong problem-solving and critical thinking skills (Lester *et al.*, 1994, as cited in Benjamin, 2011).

In a PBL classroom, the teacher acts as a guide, presenting meaningful problems that spark curiosity. Students follow a process—identifying the problem, planning a strategy, solving it, and reflecting on their approach. This method helps develop skills not only in math but also in decision-making and creative thinking—skills that are valuable in real-life situations.

Technology-Enabled Learning

Technology has transformed many areas of life by making tasks easier and more efficient, and education is no different. In teaching and learning, technology plays a vital role in enhancing effectiveness. Various technology-enabled learning methods exist, often categorized by the tools and purposes they serve.

Some popular strategies include web quests, mobile learning (m-learning), and blended learning. Integrating these approaches in mathematics classrooms can make learning more engaging, interactive, and enjoyable for students.

Webquest Learning

WebQuest learning is a technology-driven, inquiry-based approach where students build knowledge using online resources. It involves structured activities that guide learners to explore specific topics through internet-based tasks, promoting critical thinking and deeper understanding.

Originally introduced by Dodge in 1995, WebQuests combine technology with constructivist learning principles, encouraging group work, the use of prior knowledge, and collaboration. Teachers can create WebQuests using simple tools like word processors with embedded links to websites, making it easy to implement in the classroom. This method helps make learning more interactive, student-centered, and meaningful.

Blended Learning

Blended learning combines traditional classroom instruction with online resources, offering flexibility and enhanced engagement. It allows students to learn both face-to-face and digitally, using tools like Khan Academy and YouTube for topics such as algebra, trigonometry, and statistics. Platforms like Moodle support online discussions, assessments, and collaborative tasks.

Studies Lin, Tseng & Chiang, 2016; Awodeyi *et al.* (2014)^[6] show that blended learning not only improves students' academic performance but also positively influences their attitudes towards mathematics.

Mobile Learning (M-Learning)

M-learning enables learning anytime, anywhere through mobile devices such as phones, tablets, or laptops. Applications like Socratic, Photo, Math, and My Script Calculator 2 allow students to solve mathematical problems with step-by-step guidance, handwriting recognition, and support for complex operations like trigonometry and logarithms.

Research by Supandi *et al.* (2017) and Etcuban & Pantinople (2018) confirms that using mobile apps for math learning enhances student achievement. Tools like Google Classroom, Edmodo, and Moodle are widely used to stay connected with students beyond the classroom.

Effect on Mathematics in Middle Schools (GRADE 6–8)

Learning Is More Conceptual Than Mechanical

NEP 2020 encourages competency-based learning by moving away from rote memorization and toward knowledge. Through exercises, manipulatives, and practical applications, students are encouraged to interact with mathematical ideas. For instance, field of study through school gardening projects or ratios through cooking recipes

A Fundamental Introduction to Coding and Understanding

The development of coding and computational thinking in Grades 6 and up is one of the audacious measures under NEP 2020. This improves the understanding of students of algorithms and logical reasoning, which is a logical progression of mathematics. The basis for abstract thought, issue decomposition, and sequencing capabilities is laid by basic programming.

Combining Life and Vocational Skills:

These days, mathematics is combined with life skills like budgeting, financial literacy, and data interpretation to help students make real-world decisions. Students use math in social studies, economics, and environmental science through multidisciplinary projects.

Competency-Based Assessments Instead of testing procedural fluency:

Assessments are now tailored to assess conceptual clarity and analytical abilities. Students demonstrate their understanding

through problem-based learning, partnerships, and puzzles rather than standard evaluations.

The influence on grades 9–12 in higher secondary education Subject Choice Flexibility in NEP 2020:

Tough stream separation is dismissed. In order to promote transdisciplinary advancement, students can select a combination of math and music or math and economics and political science. This adaptability recognizes the importance of mathematics in a wide range of fields.

Applied Mathematics Overview:

Applied mathematics is currently offered as an elective in senior high school courses. It addresses problems such as: Mathematical finance, Statistics and probability, Linear programming that is linear, Analyzing data and business. This emphasizes practical application and makes mathematics simpler for students researching business and the humanities.

Creative Teaching Resources:

It suggested that complicated mathematical ideas be reinforced using interactive digital information, simulations, and ICT technologies. Interactive investigation of functions, transformations, and 3D geometry is made possible via platforms such as DIKSHA, Paschal, and GeoGebra.

A Focus on Critical Analysis:

Higher-order thinking skills are currently highlighted in curriculum frameworks (HOTS). Students work on projects that call for modelling real-world issues, interpreting graphical data, and examining data. "Why is this the answer and how did you arrive at it?" has replaced the question "What is the answer?"

Effect on postgraduate and undergraduate higher education

A Structure Focused on Research and Multidisciplinary:

There are several options for learning mathematics in the Four-Year Undergraduate Program (FYUP), including: An important A minor in a different field (such as computer science or economics) A research track that concludes with a senior thesis Students interested in professions in research, data science, finance, education, and technology are supported by this structure, thereby encouraging interdisciplinary learning.

Utilizing Modern Technologies:

These days, data science, AI, machine learning, and computational tools like MATLAB, R, and Python are all integrated into mathematics programs. The learners are exposed to mathematical applications in scientific simulations, AI algorithms, and real-time analytics.

A Focus on Innovation and Research:

Through project-based learning, modelling, and NEP fostered to conduct mathematical research at the undergraduate and graduate levels. Topics like nonlinear systems, Optimization of Cryptography, with the goal to keep up with worldwide research trends, and mathematical biology is incorporated.

Innovative teaching methods in mathematics

Apart from using technology, blending traditional methods can also foster better learning:

- **Inducto-Deductive Method:** Begins with examples that students observe to derive general rules, followed by applying these rules to new problems. It encourages conceptual understanding over memorization.
- **Analytic-Synthetic Method:** Combines analytical thinking (breaking down a problem) with synthetic reasoning (rebuilding the solution), offering a structured way to prove theorems or solve complex problems.
- **Play-Way Method:** Ideal for early grades, this method uses games, puzzles, and riddles to make learning enjoyable and reduce fear around mathematics.
- **Project-Based Learning:** Connects classroom concepts with real-world applications, helping students develop creativity, inquiry skills, and confidence through hands-on exploration.

Challenges in Implementation

Although learner-centered teaching methods in mathematics have shown promising results, their successful implementation often encounters several practical obstacles:

- **Overcrowded Classrooms:** With too many students per class, it becomes difficult for teachers to provide individual attention or conduct interactive and hands-on activities effectively.
- **Rigid Curriculum:** A heavily content-driven and exam-focused curriculum leaves little room for innovative teaching methods or exploration-based learning.
- **Lack of Teacher Training:** Many teachers have not received adequate training in modern pedagogical approaches, making it challenging for them to shift from traditional teaching practices to student-centered methods.
- **Limited Digital Infrastructure:** Especially in rural and under-resourced schools, the absence of reliable internet access, devices, and technical support restricts the use of digital tools and platforms.
- **Administrative Resistance:** School leadership and education authorities may be hesitant to adopt new methods, either due to unfamiliarity, risk aversion, or lack of policy support, further slowing innovation in the classroom.

CONCLUSION

Innovative pedagogical approaches in mathematics education are essential for shifting the classroom experience from fear and confusion to engagement and understanding. Strategies like constructivist learning, inquiry-based models, experiential activities, and technology integration have shown promising results in enhancing student learning outcomes and attitudes toward math. However, meaningful change requires more than just new strategies—it demands a supportive educational ecosystem, including flexible curricula, trained teachers, sufficient infrastructure, and open-minded school leadership. As recommended by the NEP 2020, a shift from rote memorization

to conceptual understanding must be prioritized across all educational levels. Empowering teachers with modern tools and training, along with policy-level support, can help make mathematics a subject that students not only understand but truly enjoy.

REFERENCES

1. Ministry of Education, Government of India. National Education Policy 2020. New Delhi: Government of India; 2020. Available from: <https://www.education.gov.in>
2. Mishra A. NEP 2020 and mathematics education in India. *Indian Journal of Mathematics and Education*. 2021;19(3):21-32.
3. Yadav R, Sharma K, Verma S. Digital integration in teaching mathematics under NEP 2020. *International Journal of Educational Research*. 2022;11(2):55-68.
4. Jain R, Mehta S, Choudhary A. Blended learning in mathematics education: Opportunities and challenges under NEP. *Technology in Education*. 2020;8(4):45-54.
5. Sharma M. Integrating financial literacy in school mathematics: A case study post-NEP 2020. *Journal of Economic Education in India*. 2023;12(1):16-27.
6. Awodeyi A, Akpan EB, Udo JJ. Enhancing teaching and learning of mathematics: adoption of blended learning pedagogy in the University of Uyo. *International Journal of Science and Research*. 2014;3(11):40-45.

Creative Commons (CC) License

This article is an open-access article distributed under the terms and conditions of the Creative Commons Attribution (CC BY 4.0) license. This license permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

About the Corresponding Author



Asif Ul Rehman is a Ph.D. Research Scholar in the Department of Mathematics at Vikrant University, Gwalior, Madhya Pradesh, India. His research interests lie in advanced mathematical modeling, applied mathematics, and interdisciplinary applications of mathematics in science and technology.