Abstract

This study can be summarized that the use of mobile applications strongly follows a learning and therefore also a teaching strategy. Studies, discussions, and review of the literature discussed in this study implicate that school mathematics demands substantial change. It also suggests coordination of curriculum, instructional and resource materials, teaching methodologies, and grades; school organization should drive the changes. An Instructional Tool for Grade VI Mathematics: A mobile application offers an action for changing mathematics education. The study aimed to design and develop a mobile application that would help the teachers in their math instruction and the students in their math learning. The developed mobile application was put into use by a Grade VI section in Central I Elementary School to purposely evaluate its effectiveness and usability.

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Index Terms

Computer Science

Information Systems

Keywords

Android OS, Comparison Group, Effectiveness (students), Effectiveness (teacher), Experimental Group, Flashcards, Functionality, Instructional Tool, Mobile Application, Operating System, Resource Material, Student’s grade, Software Development Life Cycle (SDLC), Teaching Methodology, Usability, VI-FCP, VI-CM, Waterfall Model.