

RESEARCH ON HIGH SCHOOL MATHEMATICS EXPERIMENT AND VISUAL TEACHING BASED ON GGB

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ABSTRACT

In the context of mathematical literacy and new media teaching as the current hot topics in teaching, this paper is based on the general high school mathematics curriculum and focuses on the teaching application of GGB software in high school mathematics experimental classes. It studies the high-efficiency visualization teaching content in the new curriculum and the expected effects of integrating GGB into high school mathematics experiments. It aims to improve the high school mathematics class better and provides course implementation strategies, offering ideas and methods for GGB visualization courses in various teaching applications.

Keywords: GGB; Mathematical experiment; Visual teaching; High school mathematics curriculum; Core competencies.