

Pokémon Go – Hugfangandi læring í øktum veruleika

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**BIENVENIDO
AL FUTURO**



Spanish to English

**WELCOME
TO THE FUTURE**

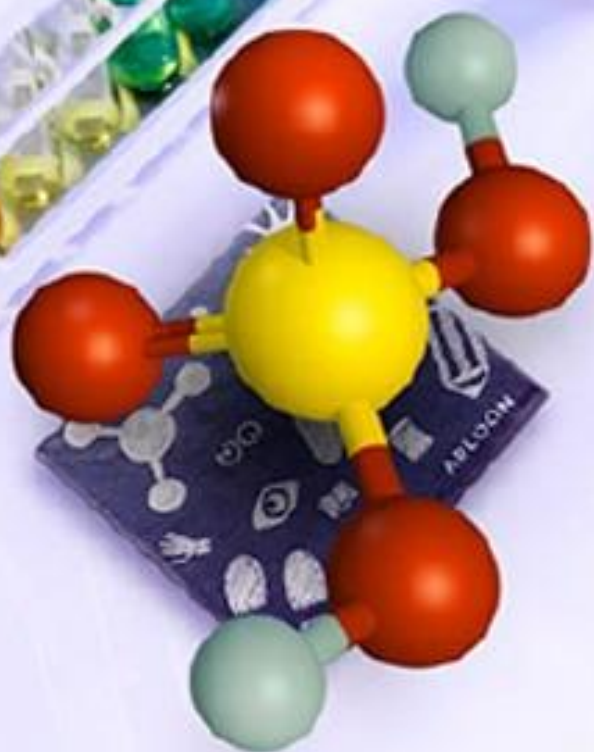




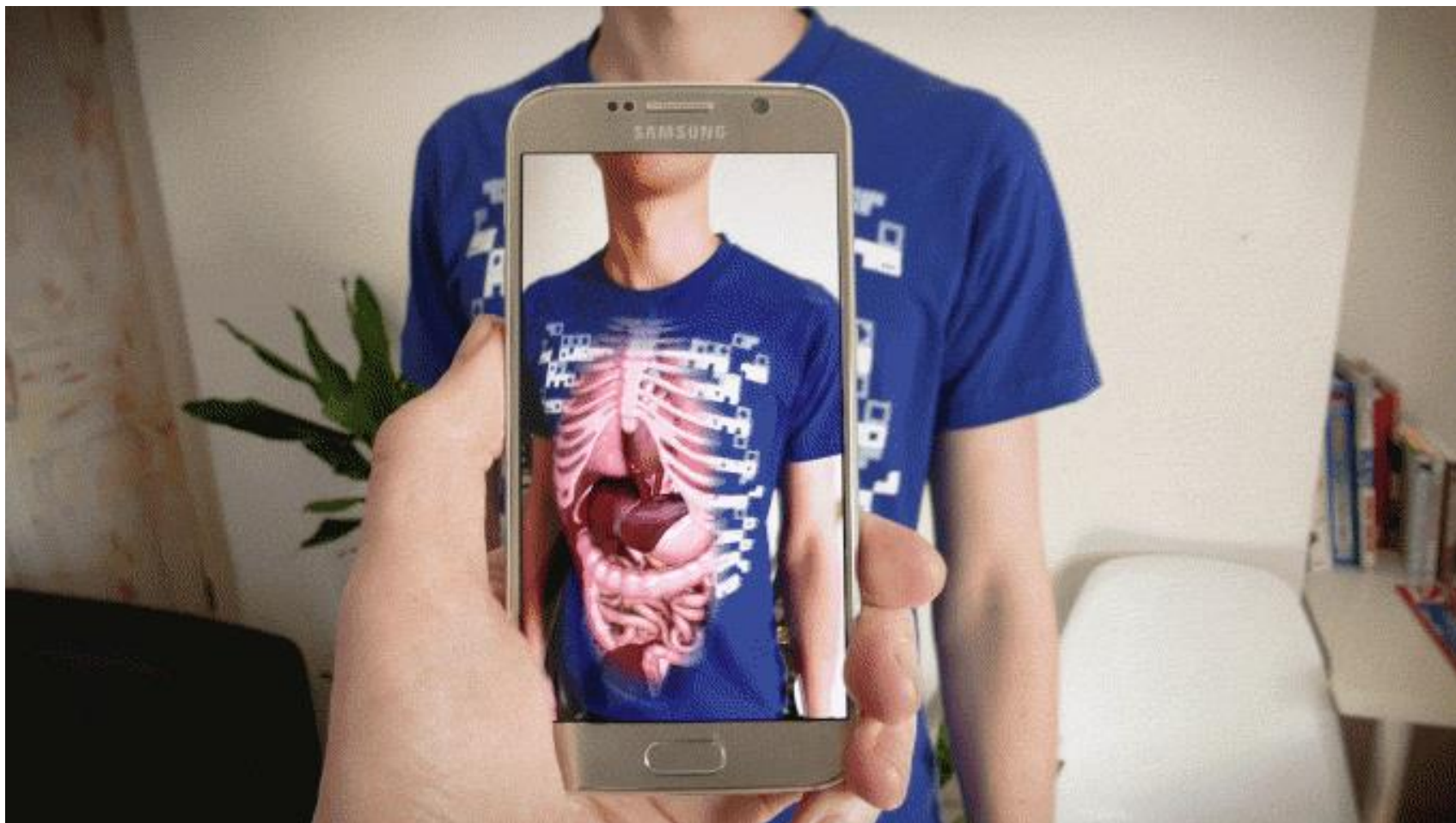




SULFURIC ACID



H



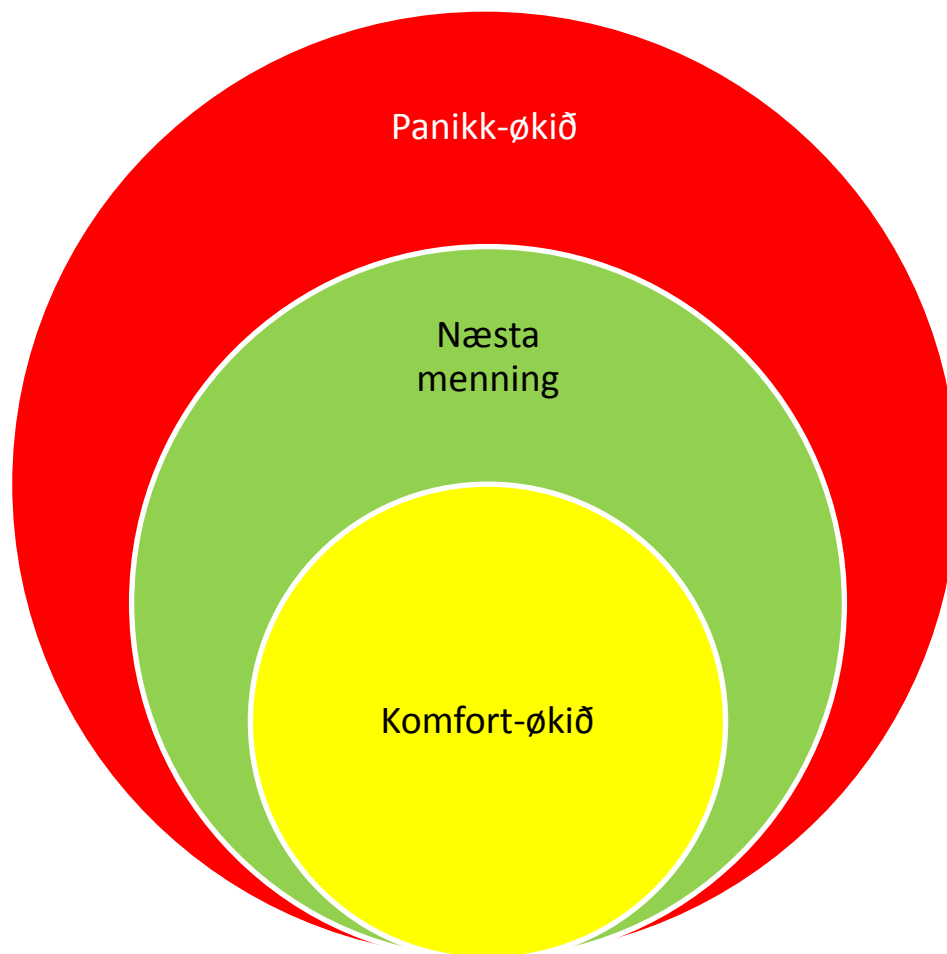




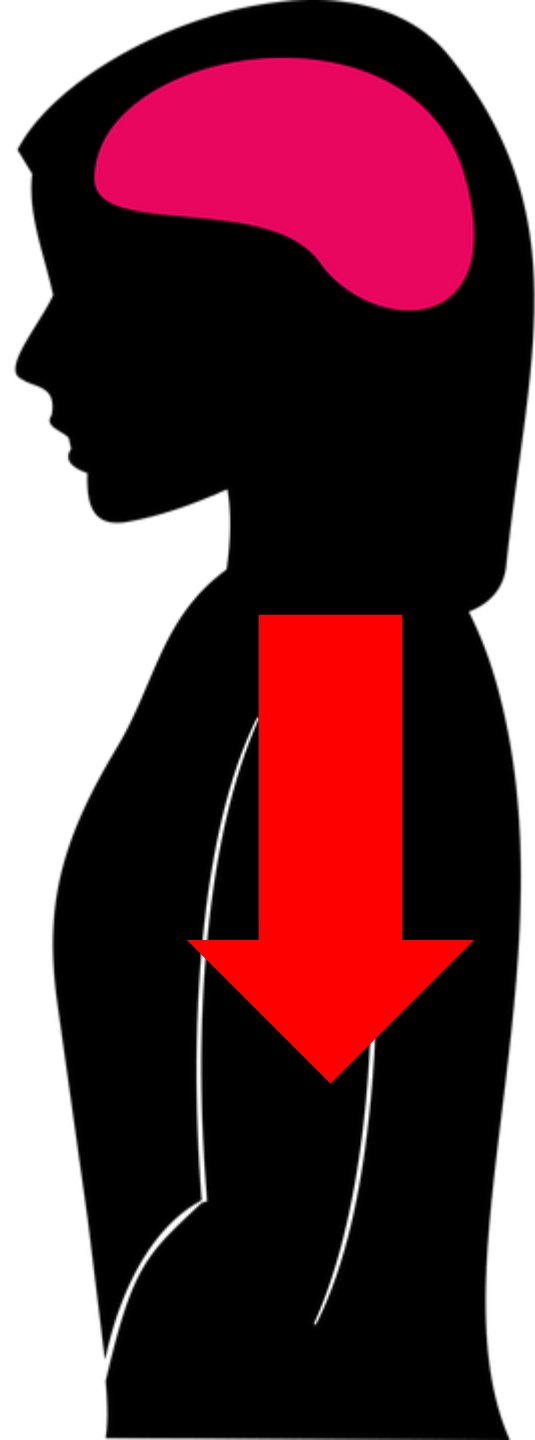
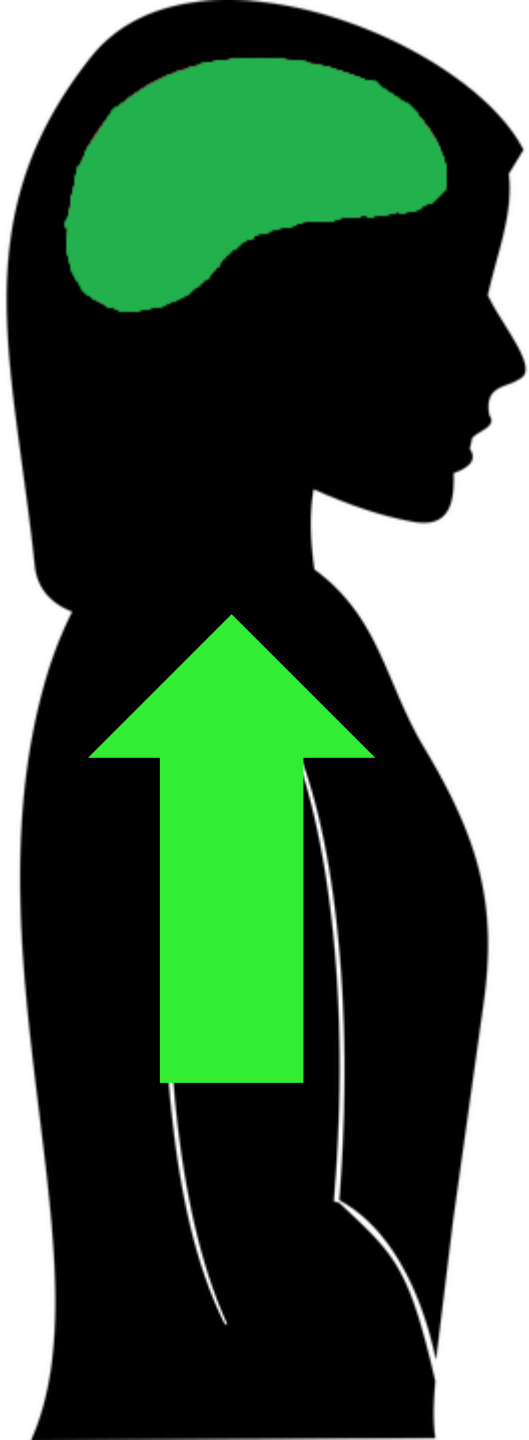




Vygotskij







$$\cos 2\theta = \cos^2 \theta - \sin^2 \theta$$

$$= 1 - 2\sin^2 \theta$$

$$= 2\cos^2 \theta - 1$$

$$\sin 2\theta = 2 \sin \theta \cos \theta$$

$$\sin^2 ax = \frac{1}{2} (1 - \cos 2ax)$$

$$\cos^2 ax = \frac{1}{2} (1 + \cos 2ax)$$

$$\sin^3 ax = (1 - \cos^2 ax) \sin ax$$

$$\cos^3 ax = (1 - \sin^2 ax) \cos ax$$

$$1 + \tan^2 ax = \sec^2 ax$$

$$\frac{d}{dx} \tan kx = k \sec^2 kx$$

$$\int \sec^2 ax \, dx = \frac{1}{a} \tan ax + c$$

$$u(x) = 4x-3 \Rightarrow u'(x) = 4$$

$$= 2(2x^2-3x+1)^{\frac{1}{2}} \Rightarrow u' = \frac{4}{\sqrt{2x^2-3x+1}}$$

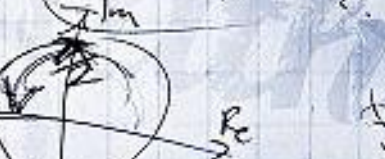
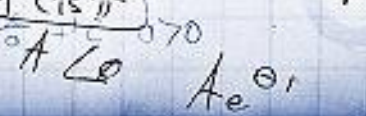
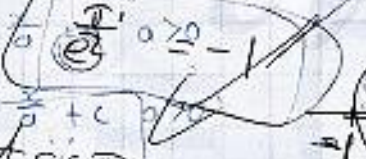
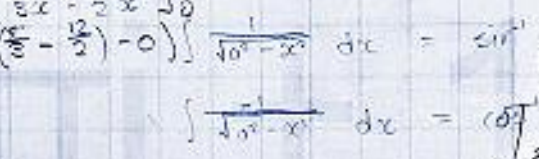
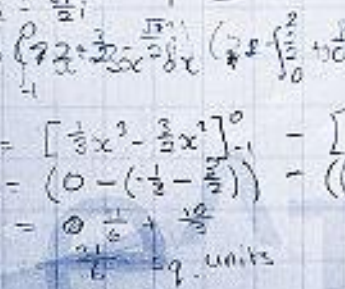
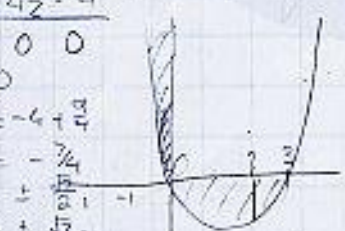
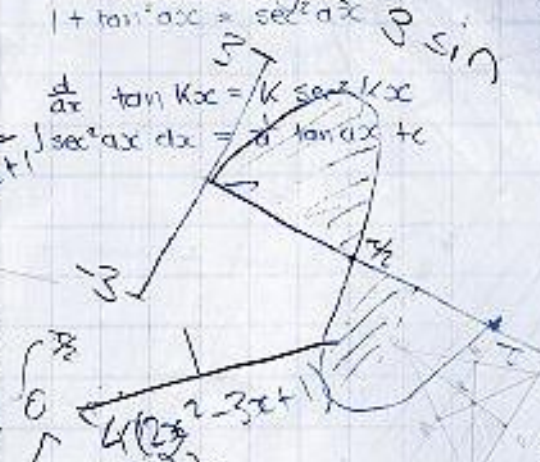
$$\frac{d^2 u}{dx^2} = \frac{8(2x^2-3x+1)^{\frac{1}{2}} - (4x-3)}{\sqrt{2x^2-3x+1}}$$

$$= \frac{8(2x^2-3x+1)^{\frac{1}{2}} - (4x-3)}{\sqrt{2x^2-3x+1}}$$

$$= \frac{16x^2 - 24x + 8 - (4x-3)}{\sqrt{2x^2-3x+1}}$$

$$= \frac{12x^2 - 28x + 11}{\sqrt{2x^2-3x+1}}$$

$$\frac{d}{dx} \arctan x = \frac{1}{1+x^2}$$



POLYHEDRONS

REG. PRISMS

BODIES OF REV.

Area

Volume

$$\frac{1}{2} \cdot A_{\text{base}} \cdot h$$

$$\frac{1}{3} \pi r^2 h$$

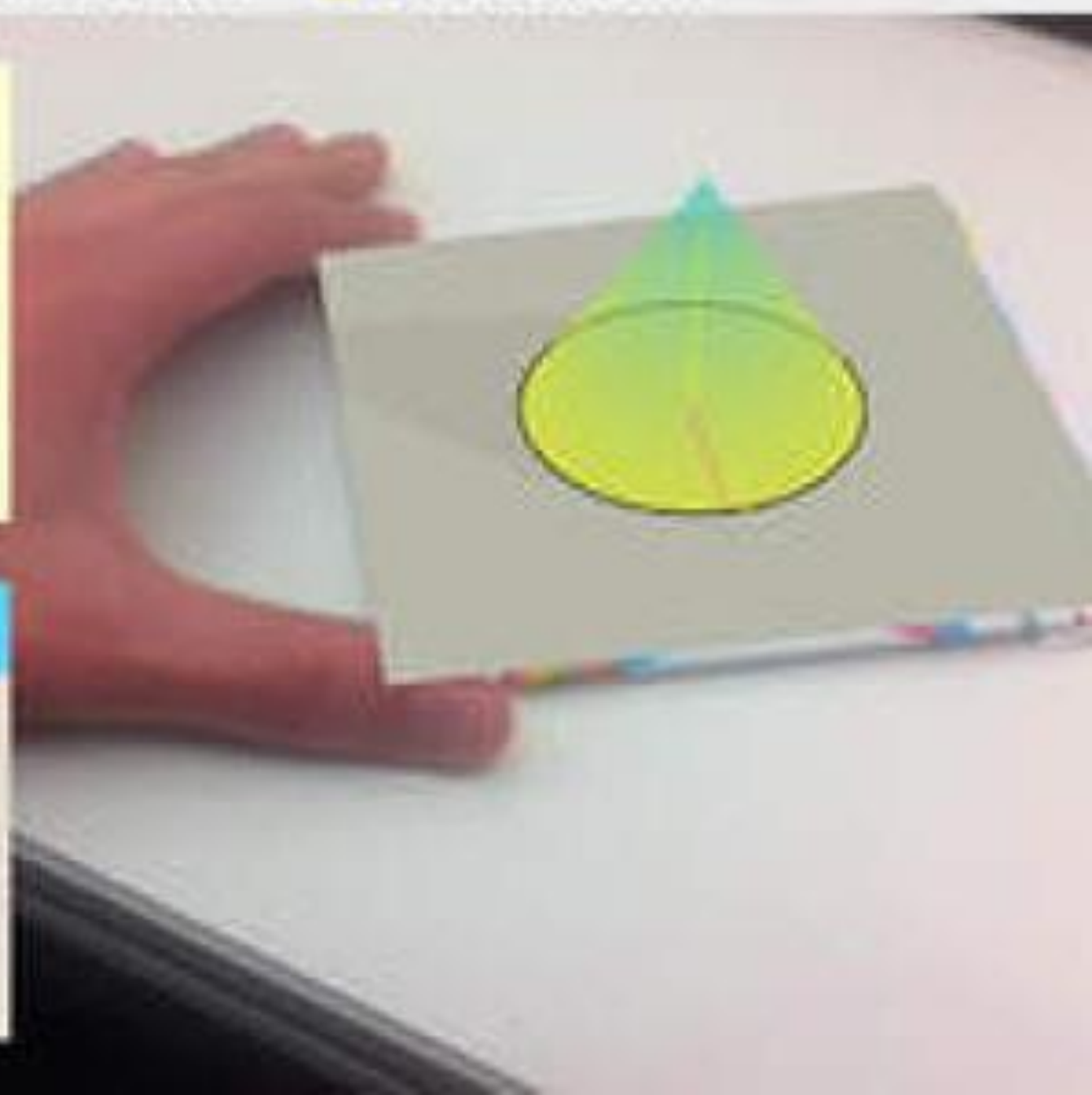
$$\frac{1}{3} \pi r^2 h$$

CONTROLS

Height (h)

Radius (r)

Show / Hide Info.



Pokémon Go

- Minkar um gjónna millum tað abstrakta og konkreta
- Brúkar líðandi avdúkan at fasthalda áhugan
- Stimbrar felagsskap
- Gevur ein vakstrarhugburð
- Gevur íblástur til, hvussu læring kann skipast frameftir