



**Advanced Mathematics  
Support Programme®**



# Student use of technology for studying matrices

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Continuing Professional  
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Teaching of Mathematics



# Student use of technology for studying matrices

In this session we will investigate some student activities for matrices using:

- scientific calculators
- graphical calculators
- GeoGebra for studying matrices

# Multiplying matrices

A \ B	$\begin{pmatrix} \square \\ \square \end{pmatrix}$	$\begin{pmatrix} \square & \square \end{pmatrix}$	$\begin{pmatrix} \square & \square \\ \square & \square \end{pmatrix}$	$\begin{pmatrix} \square \\ \square \\ \square \end{pmatrix}$	$\begin{pmatrix} \square & \square \\ \square & \square \\ \square & \square \end{pmatrix}$	$\begin{pmatrix} \square & \square & \square \\ \square & \square & \square \end{pmatrix}$	$\begin{pmatrix} \square & \square & \square \\ \square & \square & \square \\ \square & \square & \square \end{pmatrix}$
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# Discussion

How is students' understanding of matrix multiplication developed by:

- Learning a pen and paper method
- Using the matrix multiplication function on a calculator

# Inverse matrices: Calculator tasks

## Determinant/Inverse matrix on a Casio 991EX

```
Define Matrix
1:MatA  2:MatB
3:MatC  4:MatD
```

```
MatA=
[ 1  -1 ]
[ 3   5 ]
```

Menu 4 > Define MatA

```
Det(MatA)
8
```

**AC** **OPTN** **▼** **2** (Determinant)

**AC** **OPTN** **3** (Matrix A)

```
MatAns=
[ 0.125  0.125 ]
[ -0.375 0.125 ]
```

**AC** **OPTN** **3** (Matrix A) **x<sup>-1</sup>**

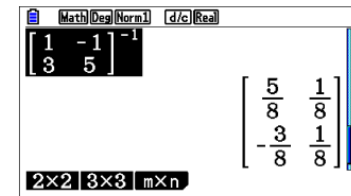
### MEI Casio Tasks for Further Pure

#### Task 3 – Matrices: Determinants and inverse of 2 × 2 matrices

1. In Run-Matrix mode enter:  $\text{Det} \begin{pmatrix} 1 & -1 \\ 3 & 5 \end{pmatrix}$

Determinant: Option > MAT/VCT (F2) > Det (F3)  
 Insert matrix: Press EXIT twice then MATH (F4) > MAT/VCT (F1) > 2×2 (F1)

2. To find the inverse enter:  $\begin{pmatrix} 1 & -1 \\ 3 & 5 \end{pmatrix}^{-1}$ .



#### Questions for discussion

- What is the relationship between the matrix, the determinant and the inverse?
- What is the answer when a matrix is multiplied by its inverse?
- Are there any matrices that don't have an inverse?

**Problem** (Try the question with pen and paper first then check it on your calculator)

For the matrices  $A = \begin{pmatrix} 3 & 2 \\ 1 & 4 \end{pmatrix}$  and  $B = \begin{pmatrix} 2 & -1 \\ -5 & 4 \end{pmatrix}$  find  $A^{-1}$ ,  $B^{-1}$  and  $(AB)^{-1}$ .

#### Further Tasks

- For other 2×2 matrices, A and B, investigate the relationship between  $A^{-1}$ ,  $B^{-1}$  and  $(AB)^{-1}$ .
- Investigate the determinants and inverse of matrices for standard transformations: reflection, rotation and stretches.

# Invariant points

- <https://www.geogebra.org/m/pb3rcdse>
- Invariance grid

		Invariant points	
		Only the origin	Line of invariant points
Invariant lines	none		
	finite number		
	infinite number		

# GeoGebra tasks

This task can be completed on:

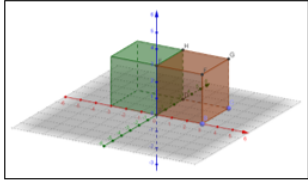
- the tablet/phone app  
(GeoGebra 3D Graphing Calculator)
- The web app:  
<https://www.geogebra.org/3d>

**MEI GeoGebra Tasks for Further Maths: Pure**

**Task 6 - Matrices: 3x3 matrices and transformations**

*GeoGebra Classic 3D view or GeoGebra 3D Graphing Calculator*

1. Create the matrix  $M = \begin{pmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$  by entering:  $M=\{-1,0,0\},\{0,1,0\},\{0,0,1\}$  in the input bar.
2. Use the Cube tool and click on the origin followed by the point (3,0,0) to create a cube of side length 3. The cube tool can be found in the 9<sup>th</sup> menu in Classic and the Solids tools on the app.
3. Create a list of the face names in the input bar by typing  $f = \{\text{faceABCD}, \text{faceABFE}, \text{faceADHE}, \text{faceBCGF}, \text{faceCDHG}, \text{faceEFGH}\}$
4. Create the image of  $f$  under the transformation  $M$  by typing: **ApplyMatrix**[ $M, f$ ] in the input bar.



**Questions for discussion**


- What transformation does  $M$  represent?
- What happens if you change the values on the leading diagonal of  $M$ ?
- What transformation is represented by the Matrix  $M = \begin{pmatrix} \frac{\sqrt{2}}{2} & -\frac{1}{2} & 0 \\ 0 & \frac{\sqrt{2}}{2} & 0 \\ 0 & 0 & 1 \end{pmatrix}$ ?

**Problem** (Try the question with pen and paper first then check it on your software)

What transformation is represented by the matrix:  $M = \begin{pmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ -1 & 0 & 0 \end{pmatrix}$ ?

**Further Tasks**

Construct some other matrices for standard transformations (reflections, rotations, enlargements) and check these by applying them to a cube.


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[mei.org.uk/geogebra-tasks](https://mei.org.uk/geogebra-tasks)

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# Reflections

Which of these activities would you use with your students?

# About the AMSP

- A government-funded initiative, managed by MEI, providing national support for teachers and students in all state-funded schools and colleges in England.
- It aims to increase participation in AS/A level Mathematics and Further Mathematics, and Core Maths, and improve the teaching of these qualifications.
- Additional support is given to those in priority areas to boost social mobility so that, whatever their gender, background or location, students can choose their best maths pathway post-16, and have access to high quality maths teaching.

# Contact the AMSP



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