## Why the American Math Education fails and how to fix it By Jaivir Singh Baweja

I am a mathematically talented 15-year old who is capable of doing advanced mathematics such as differential geometry and differential forms in my free time. If it wasn't for my curiosity I wouldn't have been able to do all of this. However, it is prominent in teenagers and other K-12 mathematics students that they have a lack of this curiosity, as the way mathematics education is being done to our students fails. There are several reasons to this. First of all there is little *enlightenment* in textbooks. For example, look at the practice problems below from a Pearson *Algebra 2* textbook.



This book has "examples" that give the student *step-by-step solutions* to the problems. There is no way they can *figure out* what to do; mathematics as a study is about figuring out how to solve a certain conjecture; then who knows it could be based on

algebraic geometry for a number theoretic problem, just the like the recent proof of the *abc*conjecture ,or if it is just a simple thing to solve. Moreover, all the problems in this book involve *calculating*, and even worse *calculators*. Thus students at this level are

given the impression that mathematicians punch in huge numbers into gigantic computers, which is not even infinitesimally close to what they do. Finally, the last major

problem of many others in the system is *word problems*. They are trying their best in order to give *real-life* applications of mathematics, but the problems *are not realistic*, as can be seen in this next picture, taken from the same textbook as the example for the first



Problem mentioned in this paper. Now to fixing the system itself. First of all, we need to introduce mathematical reasoning at a much earlier level, through games and other activities. Note that this is not introduced until the beginning of *high school geometry*. Speaking of geometry, it should be taught at the elementary level using the logic gained in such a way children get to *figure out why* something works or something doesn't work. Secondly, we need to get rid of *calculating* and nonsensical *word problems* 

as they are the root of the wrong impression of what a mathematician is to children. These should be replaced by *interactives* that allow the user to use their mathematical reasoning along with their knowledge of applicable theorems in order to prove a proposition or solve a real-life problem. After all, it is just common sense.