

7

Referências bibliográficas

ALSINA, C; NELSEN, R.B. **Math Made Visual: Creating Images for Understanding Mathematics**. Washington: The Mathematical Association of America, 2006.

ARNHEIM, R. **Visual Thinking**. Berkeley: University of California Press, 1997.

AXELRAD, B. **Toy Construction Element**. US Patent No.: 6508690 B2, May 11, 2001; Jan 21, 2003.

BARRATT, K. **Logic and Design in Art, Science & Mathematics**. New York : Design Press, 1980.

BROWNE, C. **Connection Games: Variations on a Theme**. Massachusetts: A K Peters Ltd, 2005.

CLEMENTS, D.H; BATTISTA, M.T. **Geometry and Spatial Reasoning**, ed. **D.A. Grows, Handbook of Research on Mathematics Teaching and Learning**. New York: MacMillan, 1992.

COFFIN, S. **Geometric Puzzle Design**. Wellesley, MA: A K Peters Ltd, 2007.

CHRISTIANSEN, G. K. **Toy Building Brick**. US Patent No.: 3005282, July 28, 1958; Oct 24, 1961.

CROWLEY, M.L. **O Modelo de Van Hiele de Desenvolvimento do Pensamento Geométrico**. In: SHULTE, A. P.; LINDQUIST M.M. (Org.) **Aprendendo e Ensinando Geometria**. Tradução de Hygino H. Domingos. São Paulo: Atual, 1996.

ELAM, K. **Geometry of Design**. New York: Princeton Architectural Press, 2001.

ERNST, B. **O Espelho Mágico de M.C. Escher**. Berlin: Taschen Verlag, 1991.

FREDERICKSON, G. **Dissections: Plane & Fancy**. Cambridge: Cambridge University Press, 2002.

FREUDENTHAL, H. **Mathematics as an Educational Task**. Dordrecht: Reidel, 1973.

GARDNER, M. **Sums of Squares** (Visual Proof). In: Scientific American, vol. 229, no.4, p115, October, 1973.

_____. **My Best Mathematical and Logic Puzzles**. New York: Dover Publications Inc, 1994.

_____. **Entertaining Mathematical Puzzles**. New York: Dover Publications Inc, 1986.

GEDDES, D., FUYS, D., TISCHLER, R. **The Van Hiele Model of Thinking In Geometry Among Adolescents**. Relatório Final, Research in Science Education (RISE), Program of the National Science Foundation, Grant #SED 7920640. Washigton, D.C.: NSF, 1998.

GOLOMB, S. **Polyominoes: Puzzles, Problems and Packings**. Princeton: Princeton University Press, 1994.

GOMEZ, A. **El método socrático y el modelo de van Hiele**. In: Lecturas Matemáticas. Volume 24, pp.99-121. 2003.

GRAVINA, M.A. **Geometria Dinâmica; uma nova abordagem para o aprendizado de geometria**. In: VII Simpósio Brasileiro de Informática na Educação 1996, Belo Horizonte, Anais 1996.

GUTIÉRREZ, A. **Exploring the links between van Hiele levels and 3-dimensional geometry**. In: Structural Topology n.18. University of Montreal, 1992.

KALMAN, D. **Sums of Squares** (Visual Proof). In: College Mathematics Journal, vol. 22, no.2, p.124, March, 1991.

KAPPRAFF, J. **Connections: The Geometric Bridge between Art and Science**. New York: Mc Graw Hill, 1991.

KÖHLER, W. **Psicologia**. São Paulo: Ática, 1978.

_____. **Psicologia da Gestalt**. Belo Horizonte: Itatiaia, 1980.

MACEDO, L. de; PETTY, A.L.S.; PASSOS, N.C., **Aprender com Jogos e Situações-Problema**. Porto Alegre: ARTMED Editora, 2000.

MARTIN, G. E. **Polyominoes: A Guide to Puzzles and Problems in Tiling**. New York: The Mathematical Association of America, 1996.

NASSER, L. **O desenvolvimento do raciocínio em Geometria**. Boletim do GEPEM, no. 27, Ano XV, 2º semestre, pp.93-99, 1990.

_____. **Using the van Hiele theory to improve secondary school geometry in Brazil**. Londres: Universidade de Londres. Tese de Doutorado, 1992.

NELSEN, R. B. **Proofs without Words: Exercises in Visual Thinking**. Washington: The Mathematical Association of America, 1993.

_____. **Proofs without Words II: Exercises in Visual Thinking**. Washington: The Mathematical Association of America, 2000.

OSBORN, J. A. L. **Variably assemblable figurative tiles for games, puzzles, and for covering surfaces**. US Patent No.: 5619830, Mar 13, 1995; Apr 15, 1997.

PIAGET, J. **Para onde vai a educação?** Rio de Janeiro: José Olympio, 1988.

PETERSON, I. **Fragments of Infinity. A Kaleidoscope of Math and Art**. New York: John Wiley & Sons, Inc. 2001.

POLYA, G. **Mathematics and Plausible Reasoning Volume I. Induction and Analogy in Mathematics**. Twelfth Printing. Princeton: Princeton University Press, 1990.

_____. **How to Solve It: A New Aspect of Mathematical Method**. Expanded Princeton Science Library Edition. Princeton: Princeton University Press, 2004.

POOK, L. **Flexagons Inside Out**. Cambridge: Cambridge University Press, 2003.

POPPER, K. **Autobiografia Intelectual**. São Paulo: Cultrix, 1997.

RODRIGUES, D.W.L. **i-Gami Toy: An addictive snack for geometry-hungry minds**. In: proceedings of ISAMA 2008 - Seventh Interdisciplinary Conference of

The International Society of the Arts, Mathematics, and Architecture. Valencia. p.135 -144, 2008.

SCHATTSCHEIDER, D. **M.C. Escher: Visions of Symmetry**. New York: W. H. Freeman and Company, 1990.

_____. Beauty and Truth in Mathematics. In: SINCLAIR, N.; PIMM, D.; HIGGINSON (Eds.) **Mathematics and the Aesthetic. New Approaches to an Ancient Affinity**. New York: Springer, 2006.

SHIH, S-M. **Polyomino Piece for Games**. US Patent No.: 6,679,780 B1, Oct 18, 2002; Jan 20, 2004.

SINGH, S. **O último teorema de Fermat**. São Paulo: Ed. Record, 1997.

USISKIN Z. Resolvendo os Dilemas Permanentes da Geometria Escolar. In: SHULTE, A. P.; LINDQUIST M.M. (Org.) **Aprendendo e Ensinando Geometria**. Tradução de Hygino H. Domingos. São Paulo: Atual, 1996.

VAN HIELE, P. **Structure and Insight: A theory of Mathematics Education**. London: Academic Press, 1986.

WERMUTH, N; SCHUH, H-J. **Sums of Squares** (Visual Proof). In: Student, vol.3, no.1, p.43, March, 1999.

WERTHEIMER, M. **Productive Thinking** Enlarged Edition. New York: Harper & Brothers Publishers, 1959.

WIRSZUP, I. **Breakthroughs in Psychology of Learning and Teaching Geometry**. In: Space and Geometry: Papers from a Research Workshop, editado por J.Martin, Ohio: ERIC/SEMAC, 1976.

WILMER, C.; PEREIRA, C. **Geometria para desenho industrial**. Rio de Janeiro: Interciência, 1978.