

DUONUMERO: MULTILINGUALISM IN MATH

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ABSTRACT

In Northern Alaska, there is a town named Kaktovik where about 30 years ago middle school students and their teacher created a new numeral system. They named it after the town it was made in, and it's based on the Inuit language. My project is creating an app that teaches Kaktovik. I am using a programming language named SwiftUI to create an app that explains what Kaktovik is and how to use it then asks questions about Kaktovik. The students of Kaktovik learned both the Kaktovik numeral system and the Hindu-Arabic system, the most commonly used one today, and after one year they showed great improvements on standardized math test scores from below the 20th percentile to significantly above the national average. I assume learning another numeral system helps people learn math. My app is called DuoNumero and the current version has several features like buttons to click on the answers for the quizzes, arrows to move around the pages, random question generator, etc. A few testers found DuoNumero easy to understand and use. I also have extended the app to another numeral system by Mayan. This is a project that combines math, software engineering, education, cultural studies, and arts.

INTRODUCTION

In Northern Alaska, there is a small town called Kaktovik. In the early 1990s, 9 middle school students and their teacher in Kaktovik invented a new numeral system and named it after their town. The system is based on the Inuit language, and it is very visual, like tally marks. Due to it being visual, arithmetic is very simple. Even long division is intuitive. It is also similar to Roman Numerals. [1]



The region where Inuit language is spoken.



FIG 1. Inuit language is spoken in Northern Alaska, Canada, and Greenland; Kaktovik is a small town in Northern Alaska..

The Kaktovik system is base-20, meaning that instead of having 10 digits like 0-9, it has 20. (FIG 2.) One is a simple dash that turns into two with another dash creating a V shape. For 5, a stroke is turned around 90 degrees clockwise and put slightly above the digits 1-4. In that sense, the Kaktovik has a sub-base 5. The Kaktovik numeral system is 20 based because in Inuit language they use ten fingers and ten toes for counting. The addition and subtraction are simply adding and taking away strokes.

A few years after its invention, the Kaktovik middle students were taught both the Kaktovik numeral system and the standard Hindu-Arabic system, the most commonly used system today, And the students leaped from below the 20th percentile to significantly higher than average in the standardized math tests. This demonstrated the effects of learning two numeral systems.

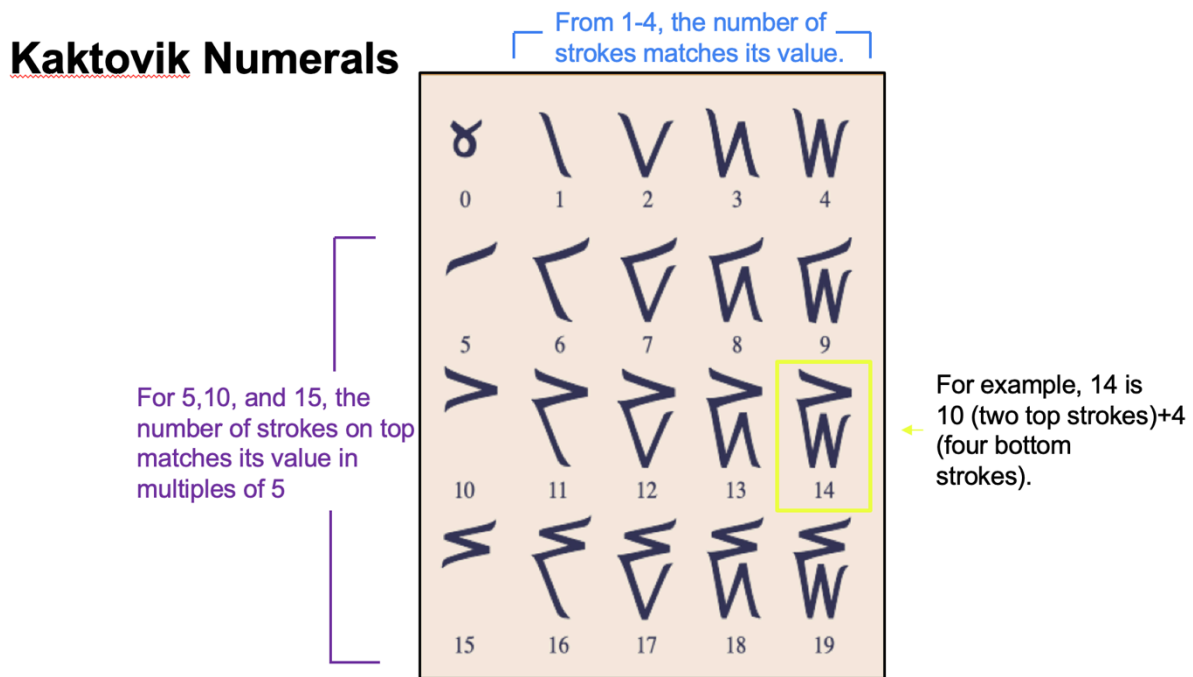


FIG. 2 The Kaktovik Numeral System is base-20.

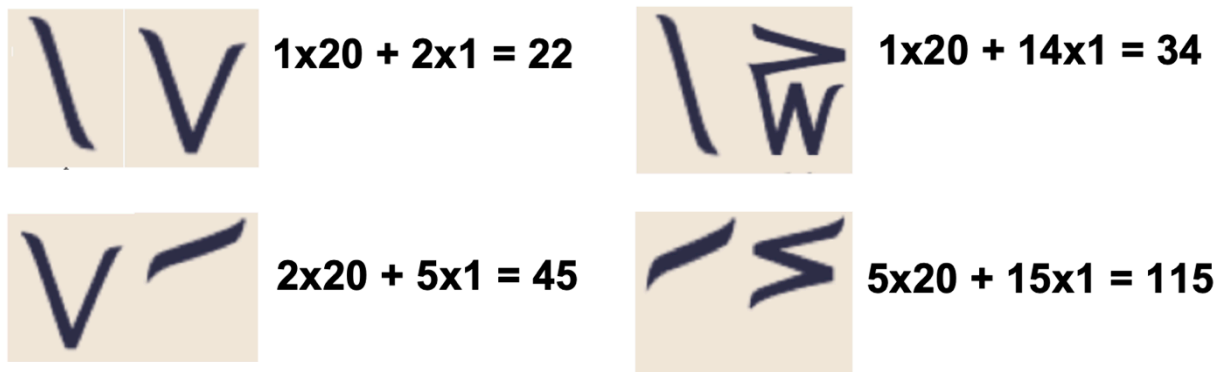


FIG. 2 Examples of the Kaktovik numbers

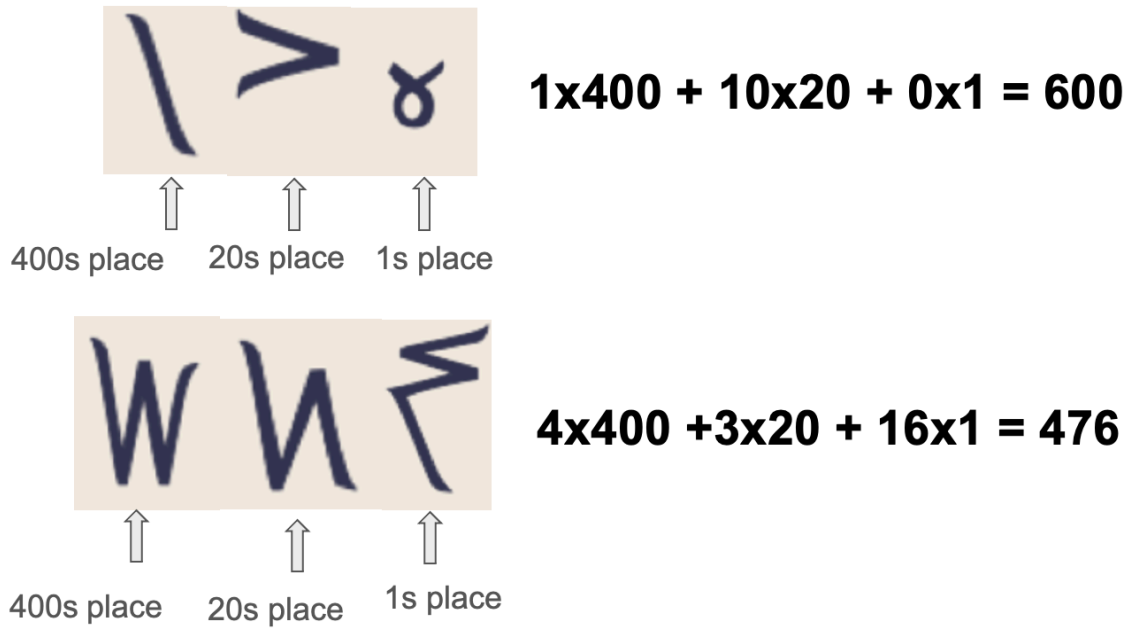


FIG. 3 Three-digit numbers in Kaktovik

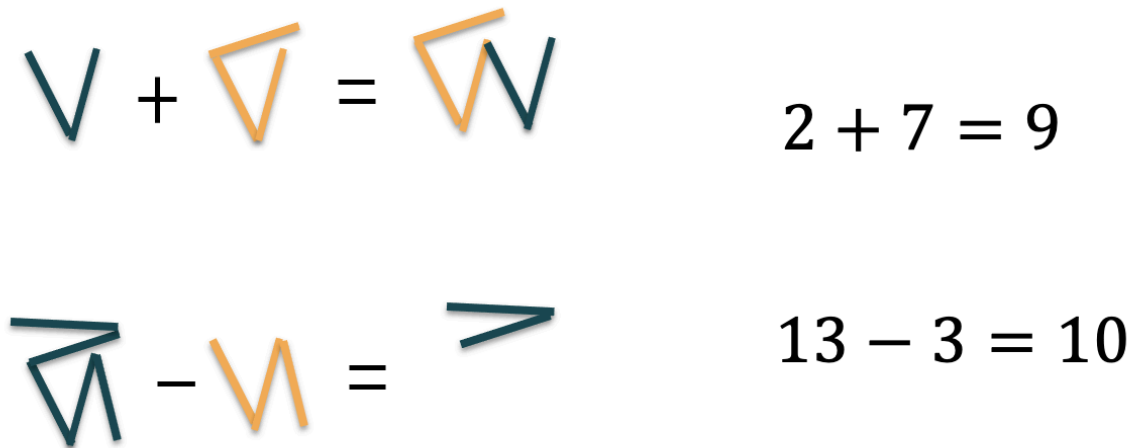


FIG. 4. Addition and subtraction are adding or removing strokes.

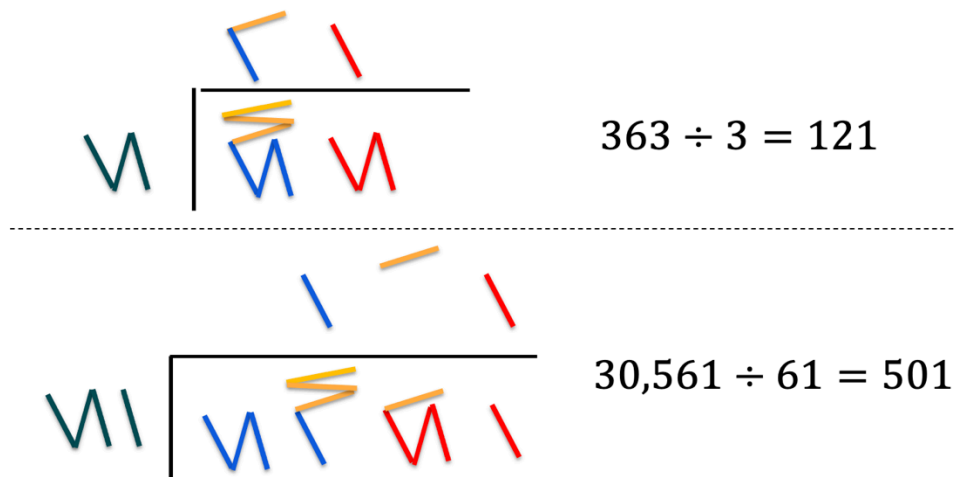


FIG. 5 Division is done by finding the same patterns.

The Kaktovik students had a few characteristics they wanted their numeral system to have and they are the following. [2]

- Visual Simplicity: The numbers are easy to remember
- Iconicity: The numerals have a clear relationship between the symbols and meaning
- Efficiency: They are easy to write quickly
- Distinctiveness: They are easily distinguishable from the Hindu-Arabic numerals

METHOD

The engineering goal of this project is to create an app called *DuoNumero* that teaches the Kaktovik Numeral system. The programming platform for creating an app is Xcode in mac ios and the programming language is Swift. I first downloaded Xcode and learned how to program in Swift by watching the tutorials on YouTube. I made the basic structure of DuoNumero as follows.

- 1) Home page
- 2) Introduction on Kaktovik
- 3) Lesson 1 and quizzes: addition
- 4) Lesson 2
- 5) Lesson 3
- 6) Lesson 4

Some of the features of DuoNumero are as follows.

- 1) The home page has the list of the contents. By clicking on the title of the topics, you can directly move to the corresponding page.
- 2) There are forward/backward arrows on each page for navigation.
- 3) The quizzes at the end of each lesson are selected randomly from a set of problems. Each time a user tries it, s/he will get a list of quizzes in a random order.

- 4) The quizzes are in a multiple-choice format and when the user clicks on an answer, it will tell you whether your answer was correct or not.

RESULTS

DuoNumero is working and is in its developmental stage. Currently, there is no published app to teach Kaktovik; it is the first app that teaches Kaktovik. All the features listed in the previous section are active. Here are some of the pages you can find in DuoNumero. (FIG. 6.) A few testers tried DuoNumero and they found it easy to use.

- The arrows are especially convenient when the user needs to review the previous contents and also when s/he wants to skip ahead.
- When the user clicks on an incorrect answer for a quiz, s/he can try again.

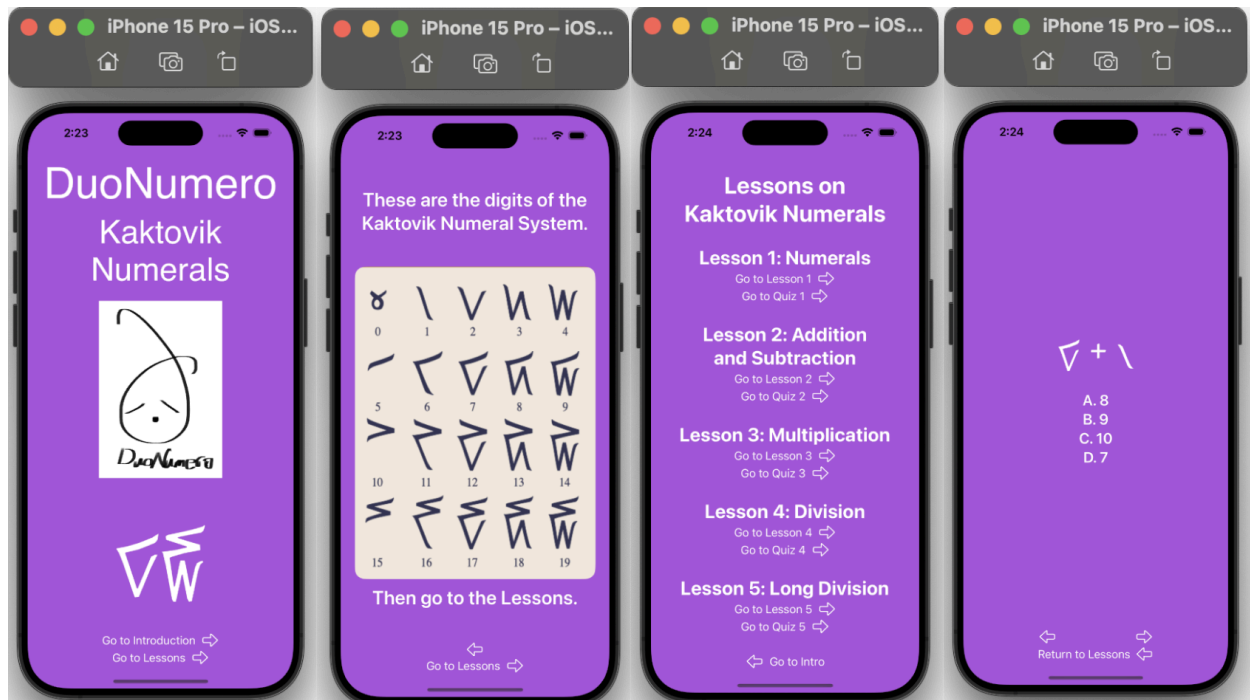


FIG. 6 Some pages in DuoNumero

DISCUSSION/CONCLUSION

As mentioned earlier, when the students in Kaktovik were taught both the Hindu-Arabic system and the Kaktovik system, their standardized test scores leaped from below the 20th percentile to significantly above the national average. This illustrates how learning math in a different numeral system can be beneficial. Research has shown that multilingualism in everyday language is related to brain development, higher academic performances, and cultural/social connections. [3,4] Learning another numeral system may help one understand their base numerals (like Hindu-Arabic) better. [3,4] It may also boost interest in math in general. Math is often regarded as abstract. But the cultural background of the Kaktovik and the story behind the invention of it is interesting. Nine middle school students and their teacher creating a completely new numeral system is incredibly inspiring as well. The intuitive nature of Kaktovik may allow for people to find math easier which can lead them to have a greater interest in it. Kaktovik is a great tool to use, especially if someone struggles in math. Multilingualism has its own benefits which is very likely similar to multilingualism in a mathematical sense.

DuoNumero is a tool that is easy to use to learn Kaktovik. A few test users tried DuoNumero and reported it is efficiently designed and easy to use.

In fact, Kaktovik is not the only indigenous numeral system. Mayan culture has a base-20 numeral system and Cherokee has their own as well. DuoNumero can have lessons in these in the future. Language is a central part of any culture. The numeric system unique to the associated language and people is an important way to understand them. DuoNumero is one tool to help such efforts.



FIG. 7 The Mayab numeral system; an example of Mayan in DuoNumero

ACKNOWLEDGEMENTS

I thank my dad, Bradley Plohr, for helping me learn to use Xcode and spending many hours helping me write the code for DuoNumero. I also thank my mom, JeeYeon Plohr, for telling me about the Kaktovik Numeral system, and her perseverance to help me learn about Kaktovik and Xcode.

REFERENCES

- [1] Tillinghast-Raby, A. (2024, February 20). *A number system invented by Inuit schoolchildren will make its Silicon Valley debut*. Scientific American.
<https://www.scientificamerican.com/article/a-number-system-invented-by-inuit-schoolchildren-will-make-its-silicon-valley-debut1/>
- [2] Wikimedia Foundation. (2023, December 24). *Kaktovik numerals*. Wikipedia.
https://en.wikipedia.org/wiki/Kaktovik_numerals
- [3] Aftunion. (2023, July 18). *Bilingual education*. American Federation of Teachers.
https://www.aft.org/ae/fall2015/goldenberg_wagner
- [4] The benefits of being bilingual (PDF). (n.d.-a).
<https://www2.ed.gov/documents/early-learning/talk-read-sing/bilingual-en.pdf>

APPENDIX

Here are samples of my code in SwiftUI with the simulator:

Kaktovik Introduction

main Kaktovik (In) iPhone 15 Pro (17.4) Finished running Kaktovik Introduction on iPhone 15 Pro

Quiz2_3 Quiz2_4 Quiz2_5 Quiz2_6 Quiz3_3 Quiz3_4 Lesson4_1 Cover Quiz3_5

Kaktovik Introduction

- fonts
 - GentiumKaktovik
- Kaktovik Introduction
 - Kaktovik-Introduction-Info
 - ContentView
 - Arrows
 - Buttons
 - Cover
 - Lessons
 - Intro_1
 - Intro_2
 - Lesson1_1
 - Lesson1_2
 - Quiz1_1
 - Quiz1_2
 - Quiz1_3
 - Quiz1_4
 - Quiz1_5
 - Quiz1_6
 - Lesson2_1
 - Lesson2_2
 - Lesson2_3
 - Lesson2_4
 - Quiz2_1
 - Quiz2_2
 - Quiz2_3
 - Quiz2_4
 - Quiz2_5
 - Quiz2_6

```

10 struct Cover: View {
11     var body: some View {
12         Spacer()
13
14         Text("DuoNumero")
15             .font(Font.custom("Roman", size: 64))
16             .fontWeight(.bold)
17             .foregroundColor(.white)
18
19         Spacer()
20
21         Text("Kaktovik")
22             .font(Font.custom("Roman", size: 48))
23             .fontWeight(.bold)
24             .foregroundColor(.white)
25
26         Text("Numerals")
27             .font(Font.custom("Roman", size: 48))
28             .fontWeight(.bold)
29             .foregroundColor(.white)
30
31         Image("Logo")
32             .resizable()
33             .scaledToFit()
34
35         Spacer()
36         Text("\u{1d2c7}\u{1d2d3}")
37             .font(Font.custom("Gentium Kaktovik", size: 128))
38             .foregroundColor(.white)
39             .padding()
40
41         Spacer()
42         IntroArrow(label: "Go to Introduction", navigation: navigation)
43         LessonsArrow(label: "Go to Lessons", navigation: navigation)
44     }
45 }
46
47 #Preview {
48     @StateObject var navigation = Navigation()
49 }

```

Kaktovik Introduction

main Kaktovik (In) iPhone 15 Pro (17.4) Finished running Kaktovik Introduction on iPhone 15 Pro

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 - Quiz1_6
 - Lesson2_1
 - Lesson2_2
 - Lesson2_3
 - Lesson2_4
 - Quiz2_1
 - Quiz2_2
 - Quiz2_3
 - Quiz2_4
 - Quiz2_5
 - Quiz2_6

```

8 import SwiftUI
9
10 struct Intro_1: View {
11     @ObservedObject var navigation: Navigation
12
13     var body: some View {
14         return ZStack {
15             Color.purple
16                 .ignoresSafeArea()
17
18             VStack {
19                 Spacer()
20
21                 Text("Introduction to")
22                     .font(.largeTitle)
23                     .fontWeight(.bold)
24                     .foregroundColor(.white)
25                 Text("Kaktovik Numerals")
26                     .font(.largeTitle)
27                     .fontWeight(.bold)
28                     .foregroundColor(.white)
29                 Text(" Kaktovik is a small town in Northern Alaska. About 30 years ago, middle
30 schoolers and their teacher created a base 20 math system that's named after the
31 town. It is based on the Inupiaq language and is a visual way to do arithmetic. The
32 students learned the Hindu-Arabic system, the most world wide used, as well as the
33 Kaktovik system, and the standardized test scores leaped from below the 20th
34 percentile to significantly above the national average.")
35                     .font(.title2)
36                     .foregroundColor(.white)
37                     .fontWeight(.medium)
38                     .padding(.all, 24)
39
40                 Spacer()
41                 ForwardArrow(navigation: navigation)
42                 LessonsArrow(label: "Go to Lessons", navigation: navigation)
43             }
44         }
45 }

```

Kaktovik Introduction

main

iPhone 15 Pro (17.4) Finished running Kaktovik Introduction on iPhone 15 Pro

Quiz2_3 Quiz2_4 Quiz2_5 Quiz2_6 Quiz3_3 Quiz3_4 Lesson4_1 Intro_2 Quiz3_5

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 - Quiz1_5
 - Quiz1_6
 - Lesson2_1
 - Lesson2_2
 - Lesson2_3
 - Lesson2_4
 - Quiz2_1
 - Quiz2_2
 - Quiz2_3
 - Quiz2_4
 - Quiz2_5
 - Quiz2_6

```

10 struct Intro_2: View {
11     var body: some View {
12
13         VStack {
14             Spacer()
15
16             Text("These are the digits of the")
17                 .foregroundColor(.white)
18                 .font(.title)
19                 .fontWeight(.semibold)
20
21             Text("Kaktovik Numeral System.")
22                 .foregroundColor(.white)
23                 .font(.title)
24                 .fontWeight(.semibold)
25
26             Spacer()
27
28             Image("KaktovikNumerals")
29                 .cornerRadius(15)
30                 .fontWeight(.semibold)
31
32             Text("Then go to the Lessons.")
33                 .foregroundColor(.white)
34                 .font(.title)
35                 .fontWeight(.semibold)
36
37             Spacer()
38             BackwardArrow(navigation: navigation)
39             LessonsArrow(label: "Go to Lessons", navigation: navigation)
40         }
41     }
42 }
43
44 #Preview {
45     @StateObject var navigation = Navigation()
46
47     navigation.current_page = 2
48     navigation.page_list = [navigation.current_page]
49 }

```

Kaktovik Introduction

main

iPhone 15 Pro (17.4) Finished running Kaktovik Introduction on iPhone 15 Pro

Quiz2_3 Quiz2_4 Quiz2_5 Quiz2_6 Quiz3_3 Quiz3_4 Lesson4_1 Lessons Quiz3_5

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 - Intro_2
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 - Lesson1_2
 - Quiz1_1
 - Quiz1_2
 - Quiz1_3
 - Quiz1_4
 - Quiz1_5
 - Quiz1_6
 - Lesson2_1
 - Lesson2_2
 - Lesson2_3
 - Lesson2_4
 - Quiz2_1
 - Quiz2_2
 - Quiz2_3
 - Quiz2_4
 - Quiz2_5
 - Quiz2_6

```

1 //
2 // Lessons.swift
3 // Kaktovik Introduction
4 //
5 // Created by Linus Plohr on 2/4/24.
6 //
7
8 import SwiftUI
9
10 struct Lessons: View {
11     @ObservedObject var navigation: Navigation
12
13     var body: some View {
14         return ZStack {
15             Color.purple
16                 .ignoresSafeArea()
17
18             VStack {
19                 Spacer()
20                 Text("Lessons on")
21                     .font(.largeTitle)
22                     .fontWeight(.bold)
23                     .foregroundColor(.white)
24                 Text("Kaktovik Numerals")
25                     .font(.largeTitle)
26                     .fontWeight(.bold)
27                     .foregroundColor(.white)
28                 Spacer()
29                 Text("Lesson 1: Numerals")
30                     .font(.title)
31                     .fontWeight(.bold)
32                     .foregroundColor(.white)
33                 Lesson1Arrow(label: "Go to Lesson 1", navigation: navigation)
34                 Quiz1ForwardArrow(label: "Go to Quiz 1", navigation: navigation)
35                 Spacer()
36                 Text("Lesson 2: Addition")
37                     .font(.title)
38                     .fontWeight(.bold)
39                     .foregroundColor(.white)
40                 Text("and Subtraction")

```

Kaktovik Introduction

Lesson1_1

```

1 //
2 // Lesson1_1.swift
3 // Kaktovik Introduction
4 //
5 // Created by Linus Plohr on 2/9/24.
6 //
7 //
8 import SwiftUI
9
10 struct Lesson1_1: View {
11     @ObservedObject var navigation: Navigation
12
13     var body: some View {
14
15         ZStack {
16
17             Text("Kaktovik Numerals Lesson")
18                 .foregroundColor(.white)
19                 .fontWeight(.bold)
20                 .font(.title)
21
22
23
24             ZStack {
25                 Color.purple
26                 .ignoresSafeArea()
27
28                 Text("
29                     The Kaktovik numerals are quite straight forward. The numeral one is
30                     simply one dash. This repeats up until four, and when you get to 5, you make a
31                     diagonal stroke. You can compare this to tally marks. To get 6-9, you simply
32                     put the five symbol and combine it with 1, 2, 3, or 4. For 10, you simply make
33                     2 diagonal strokes, and you follow the same rule for 10-14 as in 6-9. You
34                     repeat this from 15-20 as well.")
35                     .foregroundColor(.white)
36                     .fontWeight(.semibold)
37                     .font(.title3)
38                     .padding(.all, 30)
39                 Spacer()
40             }
41         }
42     }
43 }

```

Kaktovik Introduction

Quiz1_1

```

1 // KAKTOVIK_QUIZ1_1.swift
2 //
3 // Created by Linus Plohr on 1/2/24.
4 //
5 //
6 //
7 import SwiftUI
8
9 struct Quiz1_1: View {
10     @ObservedObject var navigation: Navigation
11
12     var body: some View {
13
14         ZStack {
15             Color.purple
16             .ignoresSafeArea()
17
18             VStack {
19                 Spacer()
20
21                 Text("What number is this?")
22                     .font(.title)
23                     .fontWeight(.bold)
24                     .foregroundColor(.white)
25                     .padding()
26
27                 Text("\u{1d2c1}")
28                     .font(Font.custom("Gentium Kaktovik", size: 64))
29                     .foregroundColor(.white)
30                     .padding()
31                     .padding()
32
33                 IncorrectButton(label: "A. 5", navigation: navigation)
34                 IncorrectButton(label: "B. 10", navigation: navigation)
35                 IncorrectButton(label: "C. 2", navigation: navigation)
36                 CorrectButton(label: "D. 1", navigation: navigation)
37
38                 Spacer()
39                 QuizBothArrows(navigation)
40                 LessonsBackArrow(label: "Return to Lessons", navigation: navigation)
41             }
42         }
43     }
44 }

```

