



**DEVELOPMENT OF MATHEMATICAL CREATIVE INQUIRY LEARNING  
MODEL FOR SECONDARY SCHOOL MATHEMATICS LEARNING**

By

**NOR HANIZA BINTI ABDUL HAMID**

**Thesis Submitted to the School of Graduate Studies, Universiti Putra  
Malaysia, in Fulfilment of the Requirements for the Degree of Doctor of  
Philosophy**

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Abstract of thesis presented to the Senate of Universiti Putra Malaysia in fulfillment of the requirement for the Degree of Doctor of Philosophy

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**January 2023**

**Chair : Nurzatulshima binti Kamarudin, PhD**  
**Institute : Mathematical Research**

Inspiring creativity through the curriculum is the result of ongoing efforts in the 21st century's educational development of worldwide change. As shown in the 2013-2025 National Education Blueprints, efforts are underway in Malaysia to improve the quality of the students' creativity. The purpose of this study is to develop the Mathematical Creative Inquiry Learning Model for secondary school mathematics learning. The development of the model is aimed to support formal learning in aiding students to achieve both learning needs and learning outcomes through mathematical creative inquiry learning activities.

The study applies the Design and Development Research (DDR) approach, and the research is implemented in three phases; needs analysis, design and development, and evaluation. Phase 1 utilized the needs analysis using a survey questionnaire involving 120 secondary school Mathematics teachers to determine the need to develop the Mathematical Creative Inquiry Learning Model. Phase 2 obtained the views of 12 experts through the Nominal Group Technique (NGT) and the Interpretive Structural Modeling (ISM) method to design and develop the model. The evaluation phase included the use of the Fuzzy Delphi method (FDM), which involves 25 Mathematics teachers to evaluate the model. The threshold value ( $d$ ) is determined to establish the consensus of the experts for all the arrangement of the learning elements.

The findings in Phase 1 revealed that the mathematics teachers agreed with all items regarding their views on creativity in mathematics learning (Mean = 4.42, SD = 0.691). The results also concluded that the mathematics teachers showed a high positive agreement on their views of all the creative learning elements in Mathematics based on the person (Mean = 4.35, SD = 0.774), process (Mean = 4.36, SD = 0.733), product (Mean = 4.28, SD = 0.848), and press (Mean = 4.26, SD = 0.845) perspectives. The overall findings for Phase 1 indicated a high

acceptance among Mathematics teachers to use the Mathematical Creative Inquiry Learning Model in their formal Mathematics syllabus (Mean = 4.52, SD = 0.608) and the need to develop the model. Findings from Phase 2 resulted in the model's design and development, consisting of 27 creative inquiry learning activities determined by a panel of experts. The experts also viewed that the activities could be grouped into six learning domains and four learning clusters to interpret the representation of the learning activities.

Finally, the findings from Phase 3 showed consensus agreement between the experts in terms of the arrangement of the learning activities, the suitability of the main domains, the cluster classification of the learning activities, and the overall evaluation of the model. The threshold value,  $d$  for all the items in this phase, is less than 0.2 and has more than 75 percent consensus between the experts. The model proposes how the mathematical creative inquiry learning activities could be incorporated into formal Mathematics learning to achieve the learning outcomes. Additionally, the research results may guide mathematics educators to integrate creativity inquiry learning activities among secondary school students.

Keywords: Design and Development Research, Mathematical Creative Inquiry Learning, Model, Creativity, 21st Century Learning.

Abstrak tesis yang dikemukakan kepada Senat Universiti Putra Malaysia  
sebagai memenuhi keperluan untuk Ijazah Doktor Falsafah

**PEMBANGUNAN MODEL PEMBELAJARAN INKUIRI KREATIF  
MATEMATIK UNTUK PEMBELAJARAN MATEMATIK SEKOLAH  
MENENGAH**

Oleh

**NORHANIZA BINTI ABDUL HAMID**

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Pengilhaman kreativiti melalui kurikulum adalah hasil usaha berterusan dalam perubahan pembangunan pendidikan dunia bagi abad ke-21. Usaha sedang dilaksanakan di Malaysia untuk meningkatkan kualiti kreativiti pelajar seperti yang disasarkan dalam Pelan Pembangunan Pendidikan Malaysia 2013-2025. Tujuan kajian ini dijalankan adalah untuk membangunkan Model Pembelajaran Inkuiri Kreatif Matematik bagi pembelajaran matematik sekolah menengah. Pembangunan model ini bertujuan untuk menyokong pembelajaran formal dalam membantu pelajar mencapai kedua-dua keperluan pembelajaran dan hasil pembelajaran melalui aktiviti pembelajaran inkuiri kreatif matematik.

Kajian ini menggunakan pendekatan Penyelidikan Reka Bentuk dan Pembangunan (DDR), dan penyelidikan dilaksanakan dalam tiga fasa; analisis keperluan, reka bentuk dan pembangunan, dan penilaian. Fasa 1 melalui fasa analisis keperluan menggunakan kaedah soal selidik tinjauan yang melibatkan 120 orang guru Matematik sekolah menengah bagi menentukan keperluan untuk membangunkan Model Pembelajaran Inkuiri Kreatif Matematik. Fasa 2 bertujuan mendapatkan pandangan 12 pakar melalui kaedah Nominal Group Technique (NGT) dan Interpretive Structural Modeling (ISM) untuk mereka bentuk dan membangunkan model tersebut. Fasa penilaian pula merangkumi penggunaan kaedah Fuzzy Delphi Method (FDM), yang melibatkan 25 orang guru Matematik untuk menilai model yang telah dibina. Nilai ambang ( $d$ ) ditentukan untuk memperoleh persetujuan semua pakar bagi penyusunan elemen pembelajaran.

Dapatan daripada Fasa 1 menunjukkan bahawa guru matematik bersetuju dengan semua item berkaitan pandangan mereka terhadap kreativiti dalam pembelajaran matematik ( $Min = 4.42$ ,  $SD = 0.691$ ). Hasil kajian juga merumuskan bahawa guru matematik menunjukkan persetujuan positif yang

tinggi terhadap pandangan mereka bagi semua elemen pembelajaran kreatif dalam Matematik berdasarkan persepsi individu (Min = 4.35, SD = 0.774), proses (Min = 4.36, SD = 0.733), produk (Min = 4.28, SD = 0.848), dan tekanan (Min = 4.26, SD = 0.845). Dapatan keseluruhan bagi Fasa 1 menunjukkan penerimaan yang tinggi dalam kalangan guru Matematik untuk menggunakan Model Pembelajaran Inkuiri Kreatif Matematik dalam pembelajaran sukatan pelajaran Matematik formal (Min = 4.52, SD = 0.608) dan terdapat juga keperluan untuk membangunkan model tersebut. Dapatan kajian daripada Fasa 2 menghasilkan reka bentuk dan pembangunan model, yang merangkumi 27 aktiviti pembelajaran inkuiri kreatif yang telah ditentukan oleh panel pakar. Pakar juga menafsirkan bahawa aktiviti boleh dibahagikan kepada enam domain pembelajaran dan empat kelompok pembelajaran dalam mentafsir klasifikasi aktiviti pembelajaran.

Akhir sekali, dapatan daripada Fasa 3 menunjukkan persetujuan keseluruhan antara pakar dari segi penyusunan aktiviti pembelajaran, kesesuaian domain utama, klasifikasi kluster bagi aktiviti pembelajaran, dan penilaian keseluruhan untuk model. Nilai ambang ( $d$ ) untuk semua item dalam fasa ini, adalah kurang daripada 0.2 dan mempunyai lebih daripada 75 peratus persetujuan keseluruhan antara pakar yang terlibat. Model ini mencadangkan bagaimana aktiviti pembelajaran inkuiri kreatif matematik boleh dilaksanakan dalam pembelajaran Matematik formal untuk mencapai hasil pembelajaran yang berkesan. Selain itu, hasil dapatan dapat membantu guru Matematik untuk mengintegrasikan aktiviti pembelajaran inkuiri kreatif di kalangan pelajar sekolah menengah.

Kata kunci: Penyelidikan Reka Bentuk dan Pembangunan, Pembelajaran Inkuiri Kreatif Matematik, Model, Kreativiti, Pembelajaran Abad ke-21.

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This thesis was submitted to the Senate of Universiti Putra Malaysia and has been accepted as fulfilment of the requirement for the Degree of Doctor of Philosophy. The members of the Supervisory Committee were as follows:

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## Declaration by Members of the Supervisory Committee

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## LIST OF ABBREVIATIONS

KSSM	Kurikulum Standard Sekolah Menengah
KSSR	Kurikulum Standard Sekolah Rendah
MCILM	Mathematical Creative Inquiry Learning Model
MOE	Ministry of Education of Malaysia
PISA	Programme for the International Students Assessment
STEM	Science, Technology, Engineering, and Mathematics
TIMMS	Trends in International Mathematics and Science Study
UPM	Universiti Putra Malaysia

# CHAPTER 1

## INTRODUCTION

### 1.1 Introduction

This study relates mathematics education in Malaysia to the necessity to encourage creativity and develop mathematical creative inquiry learning activities for secondary school students. Another factor motivating this study is the issue that creativity in mathematical education is not well explored. Thus, the study aims to develop the Mathematical Creative Inquiry Learning Model for secondary school mathematics learning. This chapter outlines the main thrust of this research and is allocated into several sections. The first part is the introduction to the topics and the discussion of the information related to the background of the research study.

The research problems are described in this chapter and then linked to the purpose and rationale of developing the Mathematical Creative Inquiry Learning Model for secondary school mathematics students. These subchapters also demonstrate the necessity of this study that focuses on the study's objectives, followed by a discussion of research questions. The significance of the study, the study's scope, and its limitations are discussed in more detail in the following section. The chapter then proceeds to explain the conceptual and operational definitions of the key terms used in the study. Finally, this chapter concludes with a summary by emphasizing the importance of the Mathematical Creative Inquiry Learning Model and its incorporation within formal mathematics classroom learning.

### 1.2 Background of the Study

Malaysia is moving towards the development of its human capital in a bid to achieve the status of a developed nation (Ali et al., 2021; Wan et al., 2018). It is the intention of the government to improve the level of our education system to the international level to prepare for a better future and enhance economic growth. As a fundamental aspiration, Malaysia Education Blueprint 2013-2025 specifies a major change in producing a balanced education for students. A highly successful education system is essential to prepare the country for better performance at an international level.

The aspirations of each student are shared in accordance with a national philosophy of education which includes knowledge, thinking, leadership, bilingual skills, spirituality, ethics, and national identity (Ministry of Education, 2019). The students' thinking skills are the second aim of the Malaysia education plan. Each student will learn a wide range of cognitive abilities, including critical

thinking, creative, innovative, problem-solving, and reasoning (Ilha Villanova & Pina e Cunha, 2020; Yang & Homg, 2018). Thus, the development of creativity is a well-discussed topic in the education field including Malaysia, that should be enhanced among students. Students should be encouraged to think independently and use the Mathematical problems in real-life situations to stimulate their understanding and enhance their interest in learning the mathematics syllabus.

The improvement of the students' creativity and the quality of teaching are also one of the focuses in Mathematics learning and initiatives involve moving away from traditional learning that encourages students to memorize content for the purpose of scoring in testing for more creative understanding and conducting assessment in Mathematics (Abdul Hamid & Kamarudin, 2021). Consequently, the emphasis on creative learning in Mathematics will improve students' higher order thinking and critical skills. The school curriculum in Malaysia has been revised to focus more on creative activities to enhance creativity, innovation, problem-solving, and leadership among the students. The aspiration is part of the effort to lift global educational standards to an international level.

According to Benedek et al. (2020), educators play important roles in ensuring positive teaching practice. Educators organize, direct, assess teaching and become the facilitators where they decide what to teach, the strategies and techniques to adapt, the collection of syllabuses, and the assessment methods. Interesting and creative content should be promoted amongst students to participate in activities and various pedagogies to deliver lessons effectively. Nevertheless, the current education system remains committed to the conventional formal education approach, which has always been unidirectional and teacher-oriented, focusing on a standard curriculum and structured learning methods (Ying Qin & Md Nor, 2018). Therefore, a more creative learning model that incorporates creative learning in mathematics secondary school syllabus should be developed.

Creative inquiry learning is necessary because it allows mathematics educators to apply their theoretical knowledge in various contexts, narrowing the gap between theory and practice. One of the issues that mathematics teachers must address is bridging the gap between theories and the actual demands of creative learning (Abdul Hamid et al., 2021). Numerous mathematics educators are attempting to bridge the gap between theory and practice. Mathematics teachers will have intuitive abilities to integrate creative inquiry learning in the classroom by using learning activities that are relevant to practice (Johansen et al., 2022). According to Rubenstein et al. (2019), the strength of model development is that it bridges the gap between the theory and practice of creative inquiry learning.

It is crucial to create the Mathematical Creative Inquiry Learning Model to bridge the gap between creative inquiry theories and practices (Murcia et al., 2022). Additionally, this study aims to fill the research gap by allowing mathematics teachers to encourage the use of creative inquiry learning activities of the

developed model. It focuses on assisting students in improving their creative abilities, building the capacity to bridge theory and practice and preparing them for creative inquiry learning. This study is essential because it provides insights into the possibility of utilizing mathematical creative inquiry learning activities to foster higher-order thinking abilities, enhance pedagogical material knowledge, and build creative talents. This study develops the Mathematical Creative Inquiry Learning Model to engage students in creative inquiry practices.

This study proposes the development of the Mathematical Creative Inquiry Learning Model for secondary school mathematics learning to address the problems of enhancing creative skills and being sufficiently prepared for mathematics learning. Incorporating the creative inquiry learning activities of the developed model for secondary school mathematics learning is intended to improve creative abilities and pedagogical content understanding and bridge the theory and practice gap among mathematics teachers. This study is significant because it gives insight into the prospect for students to learn through creative inquiry learning, including the potential for developing creative and higher-order thinking skills and preparing students for 21st-century learning.

Specifically, creativity in mathematics is also measured as a binding force for the future and seen as one of the main priorities in a research area (Regier & Savic, 2020; Schoevers et al., 2020; Amponsah et al., 2019). All students can become creative in a conducive environment (Hieu et al., 2020; Kozlowski & Si, 2019). Educators should develop mathematical creativity in all students to excel in their fields of interest and lead the nations in progress. Enhancement in mathematical creativity requires motivation, encouragement, equity, and strong support for all students. Mathematics educators embrace the interpretation that mathematical creativity can be developed if the students are assisted with the right learning approaches.

A few studies have also been written about the different aspects of mathematical creativity: fluency, flexibility, uniqueness, and elaboration among students. Kandemir et al. (2019) proposed that environmental factors involve creative situations, social, natural, cultural, and organizational environments. The creative mathematical approach in a Mathematics classroom also creates an environment for creative thinking (Abdul Hamid et al., 2021). Studies should be done to explore the best model to improve students' mathematical creativity. The literature suggests that the accuracy of a student in mathematical computation with little emphasis on creativity is frequently used to measure student creativity in Mathematics.

Guiding students attached to mathematics and enhancing their mathematical creativity may change this tendency. Thus, this research attempts to develop a Mathematical Creative Inquiry Learning Model in Mathematics among secondary school students. Besides, the observation also influenced by the fact that the issue of creativity in mathematics education is not well explored (Wijaya et al., 2021). This study attempts to report this deficiency too. This study also relates

mathematical education in Malaysia to the necessity to encourage creativity and develop mathematical creative inquiry learning activities among secondary school students. The issue that creative inquiry learning activities in mathematical education is not well explored also gives reason for this study.

### **1.3 Problem Statement**

There is a concern about Malaysian students' creativity performances at the international level, especially in Mathematics. This statement is supported by the Programme for the International Students Assessment (PISA) report and the Trends in International Mathematics and Science Study (TIMSS) report. Referring to TIMSS 2015, and 2019, the Malaysian students' performances were below the international average in Mathematics (Foy et al., 2020; TIMSS & PIRLS, 2016). It is stated that the students failed to meet the proficiency level in Mathematics and were also identified to have limited mastery of mathematical concepts that involve mathematical creativity and critical thinking skills.

According to the Malaysian Education Blueprint 2013-2025 report, this aspect is attributed to the facts and formulas of memory learning in Malaysian schools. There was also a lack of skills to solve mathematics problems with mathematical creativity, which could not be easily developed by collecting the facts and formulas (Kim How et al., 2022; Yuanita et al., 2018). The result shows that any creative intervention or approach that contributes to the increase of the mathematical skills would be strongly encouraged among students.

Teaching approaches that emphasize creativity in Mathematics problem solving can be implemented to advance the students' mathematical thinking abilities (Bahar & Maker, 2020; Nufus et al., 2018). Students are encouraged to think independently and use the mathematics problem in real-life situations to stimulate their imagination and improve their thinking skills. Educators could offer and support the students through investigations and gather all information about mathematical knowledge and strategies. This statement is a very vital phase and will stimulate the students' mathematical thinking too.

One of the aims of Malaysian education at all levels of schooling, especially in mathematics, is to improve creative thinking ability. Enhancement in students' thinking skills is the second aspiration indicated in the Malaysia Education Blueprint 2013-2025 (Ghazali et al., 2020). It outlines the necessity for each student to master a range of cognitive skills, including critical thinking, creative thinking, problem-solving, reasoning, and learning. The researcher is aware that creativity remains one of the most important things to all disciplines and fields of work and study. However, not much research has been conducted to explore the importance of creativity through creative learning to enhance students' mathematical creativity in Malaysia.

Conradty et al. (2020) stated that limiting the use of creativity in the classroom reduces the natural curiosity of students and the enthusiasm for mathematics, creating a huge problem for educators in mathematics who are trying to instill these qualities themselves. Confining the topic of mathematics into conventional teaching methods ignores students who offer the highest potential for creativity advancement in mathematics. The literature proposes that precision of the computation of a student in Mathematics with less prominence on mathematical creativity and divergent thinking is often used to measure students' mathematical achievements. Such an approach diminishes students' natural interest in mathematics and restricts the use of in-class creativity. Keeping students engaged by valuing their mathematical creativity can reverse this trend.

Harris and De Bruin (2018) stated that although it is important to develop students' structured creative problem resolution skills at the secondary school level, it is also difficult for many educators to construct such a learning environment. The reason might be the lack of appropriate resources available as a guide for educators and research-based knowledge to develop a model for facilitating creative learning (Hornig et al., 2016). Hosseini & Watt (2010) recommended that further research into the implementation of developing a mathematical creative inquiry model in the context of secondary school education should be proposed to address those issues. A creative pedagogical model is essential to fill a gap between mathematics and solving real problems. Thus, this study attempts to develop and study the mathematical creative inquiry learning model for secondary school mathematics learning.

In this study, a model for the implementation of creativity as a learning solution will be developed for the purpose of filling the study gap, which focuses on the idea of creativity as the learning method to support students in their Mathematics learning needs. The implementation model consists of creative learning activities in mathematics, linking the learning lesson, formal creative Mathematics learning strategies, resources, and evaluation method. Selecting the Mathematics creative inquiry learning activities will be assigned to a panel of experts. Nevertheless, it is not sufficient to classify the learning activities alone without assessing the relationships between them. The connection will direct both educators and learners through mutual experiences and collaborative interactions to achieve learning outcomes. Furthermore, the elements and learning activities will be selected according to creative learning in a classroom to assist students with mathematics knowledge needs. The model is also designed to demonstrate how creative inquiry learning can be related to combining formal and informal activities in Mathematics education.

#### **1.4 Purpose of the Study**

This study is aimed primarily at developing the Mathematical Creative Inquiry Learning Model for secondary school mathematics learning. The model is designed to develop a guideline on how mathematical creative inquiry learning can be incorporated in formal Mathematics in assisting students in their

Mathematics knowledge needs according to the mathematics syllabus outcomes through mathematical creative inquiry learning activities. The research emphasis on secondary school Mathematics syllabus for model development. The model development process is constructed using the design and development research (DDR) approach, which comprises three phases; needs analysis, design and development, and the evaluation stage. The model was developed with the help of expert decisions and opinions to decide the relationships in the model framework between the elements. Another team of experts were also consulted to evaluate the developed model.

### **1.5 Rationale of the Study**

Creativity is considered as one of the most valued learning skills in the 21st century. The development of creativity is necessary for effective and high-level learning. The purpose of this study was to investigate how mathematical creative inquiry learning activities could be included as the learning guidelines in mathematics lessons for secondary school students. The difficulty to solve creative problems in Mathematics has been identified as one of the major issues among the students (Sesriani, 2022; Khalid et al., 2020). Several studies have indicated that students' lack of creative skills in solving mathematics problems relates to poor performance in mathematics achievement (Abdul Hamid et al., 2021).

The study focused on secondary school students due to increasing concerns regarding inadequate creativity skills in problem-solving, which the researchers have repeatedly emphasized (Kirisici et al., 2020; Bereczki & Kárpáti, 2018). This contribution aims to explain the study of creativity using the methods mentioned to gain a better understanding of creative learning in mathematics. Furthermore, the emphasis has been placed on focusing on the development of creativity from an educational perspective, beginning with the description, implications, and use of creative learning techniques in teaching and learning processes.

In this study, the Mathematical Creative Inquiry Learning Model was used as a potential solution to the problem of secondary mathematics competency because it is a lifelong learning activity for many and has become one of the main key application areas of creative inquiry learning (Wieser, 2020). Another study discovered that creative learning activities are more effective as a learning approach than the traditional learning technique (Indarasati et al., 2019). Aside from this, previous research has clearly shown that creative inquiry learning is important in mathematics teaching and learning. The most essential or relevant strategies found in the literature are briefly described, emphasizing their application in the model development process in this study.

Nurdiansyah et al. (2021) observed that creative inquiry learning improved students' mathematics problem-solving skills by incorporating creative learning activities in a mathematics lesson. The study also found that the inquiry learning

activities helped students enhance their understanding of the topic. Another fascinating study of secondary school students discovered that creative learning was crucial in their capacity to think and imagine (Henriksen et al., 2020; Harris et al., 2018) The critical aspect supporting the mutual interaction between inquiry and creativity acquisition and the efficiency of the Mathematical Creative Inquiry Learning Model in mathematics learning is the accessibility of the creative learning activities, which are easy to be conducted in the classroom.

The goal of mathematics learning should not be limited to the traditional teaching of basic ideas, principles, and theories to develop conceptual knowledge of the topics. According to Wright (2021), traditional teaching and learning methods have focused on memorizing materials, which has resulted in inaccuracies in creative thinking in the subject. The conventional mathematics teaching methods are often oriented toward teachers who attempt to cover a large amount of educational material in a short amount of time. Approaches to developing a model for practical comprehension that can be recalled and used in the future that allow students to participate in the lesson are required for conceptual understanding of mathematics concepts. As a result, the focus of this research was to develop the Mathematical Creative Inquiry Learning Model centred on creative inquiry learning activities that would help students improve in mathematics learning.

## **1.6 Objectives of the Study**

The main aim of this study was to develop the Mathematical Creative Inquiry Learning Model for secondary school mathematics learning. The model development process involved three phases; needs analysis, design and development, and the evaluation stage. The following objectives are listed to achieve the main aim of the study:

- i. To determine the needs of the development of the Mathematical Creative Inquiry Learning Model for secondary school Mathematics learning based on Mathematics teachers' views.
- ii. To design and develop the Mathematical Creative Inquiry Learning Model for secondary school Mathematics learning established by experts' decisions and views.
- iii. To evaluate the Mathematical Creative Inquiry Learning Model for secondary school Mathematics learning based on experts' views and opinions.

## **1.7 Research Questions**

The model is designed to provide guidelines on how mathematical creative inquiry learning activities can be incorporated in formal Mathematics to help students improve their mathematics learning needs based on the mathematics

curriculum. The model is cultivated with the help of expert opinions and decisions to decide the relationships in the model framework between the learning activities. Another team of experts will also be consulted to evaluate the model. The research questions are elaborated based on design and development research (DDR). The model design process is developed using three procedures, the needs analysis phase, the design and development phase and the evaluation phase. This research will be led by the following research questions to support the achievement of the central purpose of the study:

For Phase 1 - Need Analysis Phase, in determining the needs of the mathematical creative inquiry learning model for secondary school mathematics learning based on the views of teachers, the phase is aimed to answer the following research questions:

- i. What are the teachers' views on creativity in Mathematics learning?
- ii. What are the teachers' views on creative learning elements in Mathematics?
- iii. What is the teachers' level of agreement and acceptance to use the Mathematical Creative Inquiry Learning Model if it is incorporated into formal Mathematics learning?

For Phase 2 – The Design and Development Phase seeks to respond to these research questions to develop the Mathematical Creative Inquiry Learning model for secondary school mathematics learning:

- i. What are the experts' views on the learning activities that should be comprised in the Mathematical Creative Inquiry Learning Model elements?
- ii. What are the experts' views on the selection of creative inquiry main domains that should be included in the Mathematical Creative Inquiry Learning Model?
- iii. What are the experts' views on the connections between the implementation of the creative inquiry elements in the Mathematical Creative Inquiry Learning Model?
- iv. What are the experts' views on the classification of the learning activities in the Mathematical Creative Inquiry Learning Model?

At the concluding Phase 3 – Implementation and Evaluation Phase, the experts evaluate the mathematical creative inquiry learning model based on their opinions and is aimed to answer the subsequent research questions:

- i. What are the experts' views on the suitability of the arrangement of the model's mathematical creative inquiry learning activities?
- ii. What are the experts' views on the suitability of the main domains of the mathematical creative inquiry learning activities developed in the

- Mathematical Creative Inquiry Learning Model for secondary school Mathematics learning?
- iii. What are the experts' views on the suitability of the cluster classification of the mathematical creative inquiry learning activities of the Mathematical Creative Inquiry Learning Model for secondary school Mathematics learning?
  - iv. What are the experts' views on the usability of the Mathematical Creative Inquiry Learning Model for Mathematics Learning?

## **1.8 Significance of the Study**

It is the sincere hope of the researcher that by carrying out this research, there is an insight into mathematical creative inquiry, which could improve the quality of mathematics performances as well as the education system which is relevant within the Malaysian. It is also wished that the level of the education system will be advanced by implementing the mathematical creative inquiry learning model in schools to overcome the weaknesses in mathematics education towards better performances in the next international assessment, especially in Mathematics.

It is also highly recommended that the mathematical creative inquiry learning model be incorporated in mathematics education since it can stimulate students' mathematical creativity, divergent thinking, motivation and enhance their interest in mathematics. The mathematical creative inquiry learning model emphasizes creative inquiry learning elements, activities, and learning strategies that include four distinctive aspects of students' mathematical creativity; fluency, flexibility, originality, and elaboration, all of which will be required to solve new Mathematics problems and develop higher-order thinking skills in the future. Students can be encouraged to think creatively and use mathematical issues in real-life situations to stimulate their understanding and improve their mathematics achievement.

This study is also very important for instructional designers and gives many insights into the design and development of the model. It aids other scholars who are interested on formulating methods for creating and implementing the Mathematical Creative Inquiry Learning Model into practice. Additionally, the research results may guide mathematics educators to provide different and creative instruction to improve students' creativity in the classroom. Educators can relate theoretical models to practical situations exposed to various creative techniques and integrate mathematically creative activities into teaching and learning. Educators who are equipped with the capability to use the pedagogical curriculum's content efficiently and adopt creative teaching skills will contribute to the growth of Malaysia's education system.

## 1.9 Scope and Limitation of the Study

The development of the mathematical creative inquiry learning model is designed as an example of how creativity could be integrated into formal learning for support for mathematics education in secondary schools. Hence, the development of the model was context-specific (Richey & Klien, 2014), where it will be developed for a particular group of secondary school teachers for a specific Mathematics subject. This study includes the mathematics teachers' views and opinions in determining the need to develop the implementation model in the requirement analysis phase. The research adopted the Nominal Group Technique (NGT) and the Interpretive Structural Modeling (ISM) in the design and development phase to identify the model elements and gain expert opinions using the Fuzzy Delphi Method (FDM) to evaluate the model. Therefore, the developed model depends on the selection and views of experts.

In addition, the results can differ if the study is performed with different types and numbers of experts in different contexts. The model should not, therefore, be generalized to suit all mathematics subjects in other secondary schools. This study, however, could be replicated in a similar creative mathematical model of learning tailored for different classes of students in each school and even numerous subjects. The study's other limitation is that the mathematical model of creative learning focuses on mathematical creative inquiry as the principal model of the elements. Other elements for the mathematical creative inquiry model may be links of other variables, including participants relationships, contexts, learning skills, and strategies.

## 1.10 Definitions of Terms

**Creativity:** Four different creativity perspectives have been the focus centres in this research, namely person, process, products, and press (Ilha Villanova et al., 2020). It is important to consider the four different aspects of creativity that will be emphasized in this research when attempting to understand the field of creativity. This distinction of creativity is also referred to as “the four P’s” when focusing on creativity.

**Mathematical Creativity:** In this study, three major components are generally described: fluency, flexibility, originality, and elaboration (Rubenstein et al., 2019; Leikin et al., 2019; Haylock, 1997; Torrence, 1967; Guilford, 1960).

**Fluency:** Fluency is described as the number of relevant ideas, and it shows the ability to produce several different responses (Lev-Zamir et al., 2013; Torrance, 1967). The total fluency value is calculated by a total of the correct answers they have given based on a particular problem. In a mathematical context, fluency is illustrated as the number of relevant and accurate responses given by the students based on a given mathematical problem.

**Flexibility:** Flexibility refers to the number of categories or classes represented in a respondent's pool of ideas or responses (Leikin et al., 2019; Torrance, 1967). The overall flexibility score is determined by the total number of various categories created in the answers. The comparative score is calculated in the same way that the relative score for fluency is calculated. In the context of this research, flexibility is described as the different categories in the answers given by the students for a given mathematical problem.

**Originality:** Originality is the uniqueness or novelty of a student's solutions compared to other responses (Arifin et al., 2021; Leikin et al., 2019; Torrance, 1967) can be defined as originality. Students who solve problems using an original method would score higher in this category. For this research, originality is described as the uniqueness of the students' answers in a given mathematical problem compared to other students' responses.

**Elaboration:** Elaboration describes the number of details given by respondents (Rubenstein et al., 2019; Torrance, 1967). It is also related to the explanation of the solution to a given problem. In the context of this research, elaboration is illustrated as the amount of description given by students in their answers for a given problem in mathematics.

**Inquiry Learning:** Inquiry learning is an approach that emphasizes the importance of the student's involvement in the learning process (Krogh et al., 2020). Students must investigate the topic, ask questions, and exchange ideas rather than have the teacher tell them what they need to know. Group discussion and guided learning are two techniques used in inquiry learning. Students learn through experience rather than memorizing information and content. This situation enables them to expand their understanding through discovery, exploration, and discussion. Students are actively involved in the learning activities and have the opportunity to explore deeper into a topic and benefit from their perspectives, views, and experiences.

**Learning Model:** A learning model is a collection of methods and actions involved in acquiring new skills and knowledge to promote and support learning. This idea is a simplified representation of an educational process or system. It generally demonstrates what it offers the students, the role of the authority in this process, and the roles of the moderators to positively reflect the educational contents of the model. It also provides all the materials needed for the activities and describes the assessment and learning environment.

**Mathematical Creative Inquiry Learning Model:** The model can be incorporated in a mathematics classroom lesson to improve the development of the four mathematical creativity dimensions among the students: fluency, flexibility, originality, and elaboration in an intervention group (Torrance, 1967). Activities emphasizing the components of mathematical creativity in terms of fluency, flexibility, originality, and elaboration will be incorporated and guided in

a mathematics lesson. Students will also be encouraged to think independently and use the mathematics problem in real-life situations to stimulate their imagination and improve their higher-order thinking skills (Barak & Yuan, 2021). Support to guide the students through inquiries, investigations, and a collection of information about mathematical knowledge and strategies will be given to the students. Students will be asked to make efforts in sharing and compare mathematical solutions and justify the solutions to reflect their mathematical ideas.

**Creative Learning:** Creative learning focuses on learner-centred. Learners are encouraged to experiment and explore different learning ways in creative education. The ultimate purpose of creative learning is to help students realize their full potential in learning (Hieu et al., 2020; De Souza et al., 2018). Students should become aware of their learning process and the factors that may influence their performances in achieving the learning goals. To overcome established barriers in their learning process, they must go through a series of experiments and explorations. Creative learning can be enhanced and developed when the learner is confronted with new problems one after another, with feedback and full direct instruction in the learning process.

**Conventional Learning:** The traditional learning approach focuses on chalk and talk teaching and mathematics work drilling. Traditional methods like the use of chalk and talk will be used for teaching mathematics. Textbooks and traditional instructional practices formed the fundamental of the conventional approach of learning. The students will also be divided into small groups for discussion with the help of recognized learning materials according to the syllabus.

**Collaborative Learning:** A collaborative learning approach incorporates students collaborating on learning activities or tasks in groups to ensure everyone is involved. The group of students may work on distinct projects that contribute to a common conclusion, or they may collaborate on a single activity. In order to promote more effective collaboration, several collaborative learning methodologies put pairings, groups, or teams of mixed ability to work with one another. This approach is a learning process in which students work in groups to gain information. Students could actively share information, ideas, observations, and reflections to acquire knowledge and resolve issues.

**Problem-solving:** Problem-solving is the process of finding a solution to any problem. These phases begin with recognizing the problem and discovering the source of the problem. After identifying a problem and its underlying cause, the following stage is to choose potential solutions and implement them. Collectively, these processes are known as the problem-solving process. This study uses problem-solving to produce an effective solution to students' specific Mathematics creative problems. These processes include analysis, identification, and interpretation of the elements in the problem context.

**Cognitive skills:** Thinking human beings usually have reasoning abilities that are used to learn and do things, make meanings, determine, and think about creative ideas. Cognitive skills are the fundamental thinking skill that the brain employs to think, analyze, comprehend, memorize, and explain. Each of the cognitive abilities contributes to the development of new knowledge. Cognitive skills assist you in interpreting data, understanding learning goals, paying attention during a crucial meeting, and many other tasks. These abilities assist in the recall of earlier information that may be relevant to the learning objectives and the construction of new and old ideas.

### 1.11 Summary

Overall, Chapter 1 outlines the primary focus of this research, which is the introduction of the topic followed by the relevant background that demonstrates the necessity for this study. This chapter justifies the study of creative inquiry learning by emphasizing its incorporation within formal mathematics classroom learning. The study on the development of the Mathematical Creative Inquiry Learning Model is justified by the growing utilization of creative inquiry in mathematics learning. However, it is suggested that the goal should not only be based primarily on incorporating the Mathematical Creative Inquiry Learning Model into formal education. The developed model is better considered as learning support through mathematical creative inquiry learning activities for secondary school mathematics learning. Instead of seeing it as a replacement for the traditional learning approach, mathematical creative inquiry learning is framed to enhance classroom instruction. The problem statement is discussed in more detail in the following section of this chapter, followed by a discussion of the purpose of the study. This chapter contributes to the formulation of the research objectives, which are systematically directed to the development of the model. The research questions are also described in the following sections. This subchapter is then linked to the next section, which highlights the significance of the study, and the next section provides the scope and limitations of the study. The final part of the chapter outlines the definition of the key terms used in the study. This idea made it easier to explain how the model should be used as a guideline for utilizing creative inquiry learning for secondary school mathematics.

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