This paper describes our team’s involvement on a state-wide project that focused on the creation of web-based materials that will be disseminated to future teachers that need further practice in refining their mathematical understanding before taking the PRAXIS exam. Completion of the PRAXIS exam is required of pre-service teachers in the state of Wisconsin before being admitted into their teacher education program.

The paper presents the team’s methodology, which included student involvement, to create our problems. Our student experts were responsible for creating static storyboards in power point, which were turned into dynamic learning objects through the use of FLASH programming. The finished project includes tutorials, podcasts, and an interactive applet that allows the user to do some exploring and conjecturing about the problem presented to them.

In order to prepare our student experts to understand why students may have misconceptions with the problems presented to them, interviews were conducted with novice mathematics students. The interviews were recorded on video tape and on an ipod. Student experts used this knowledge to guide the construction of their learning objects. The extensive use of technology throughout the process will be discussed and shared. (Received September 20, 2007)