Correction to: Cabinetmakers' Workplace Mathematics and Problem Solving

Laia Saló i Nevado¹ · Leila Pehkonen¹

Published online: 12 March 2018

© Springer Science+Business Media B.V., part of Springer Nature 2018

Correction to: Vocations and Learning

<https://doi.org/10.1007/s12186-018-9200-8>

Unfortunately, the original version of this article was published online with error. The Figures and Pictures was mixed up.

The corrected Pictures 1 and 2 and Figures 1 and 2 are shown in the next page. The original article has been corrected.

The online version of the original article can be found at <https://doi.org/10.1007/s12186-018-9200-8>

✉ Leila Pehkonen
leila.pehkonen@helsinki.fi

Laia Saló i Nevado
laia.salo@helsinki.fi

¹ Faculty of Educational Sciences, University of Helsinki, Siltavuorenpenger 5, PL9, 00014 Helsinki, Finland

Picture 1 Two jigs in one board (numbered) for making the arms of a trivet. In jig number two it can be seen how is the piece of wood fastened

Picture 2 Jig to guide the router when making a hole. In the picture, the router is being guided by the jig (wooden plank with a hole)

Fig. 1 According to our data, the stages of both the creative process and the problem solving process seem to be analogous

Fig. 2 Problem solving process and creative process based on our data