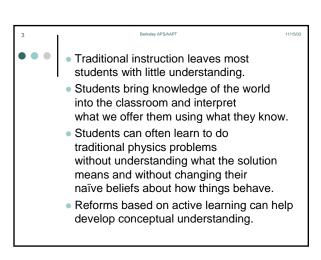
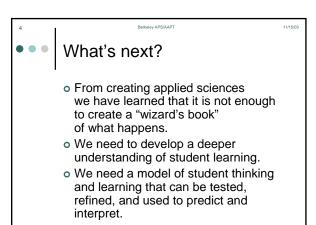
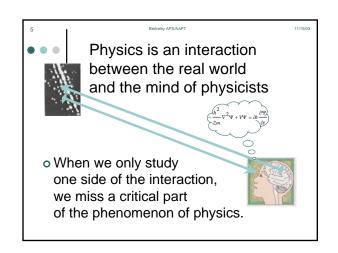


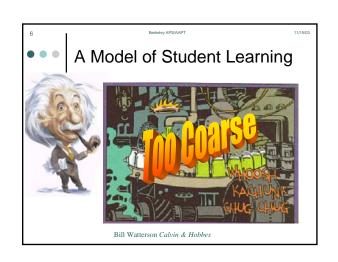


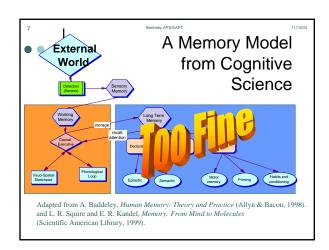
- Much has been learned about specific student difficulties with particular topics ranging from mechanics to quantum physics.
- o In the past decade a variety of instructional techniques have been developed and tested.



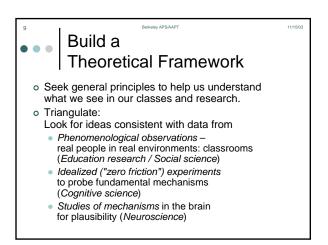


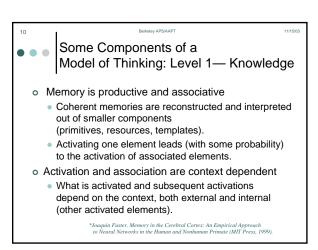


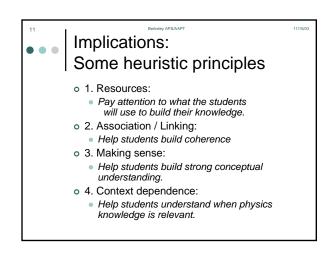


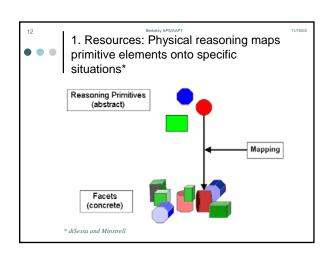


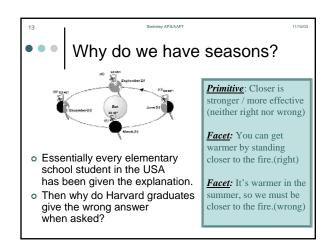


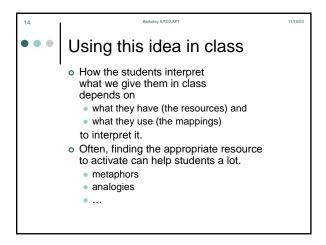


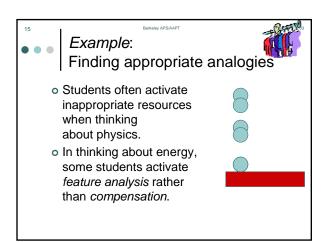


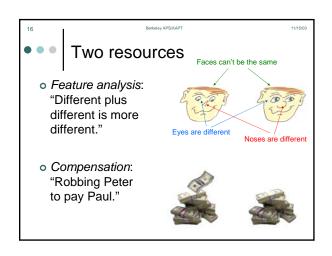


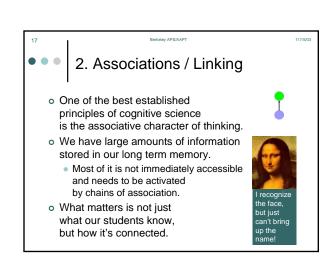


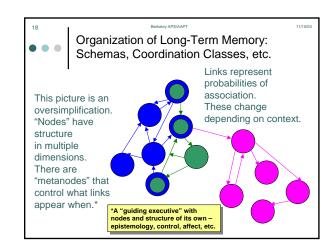


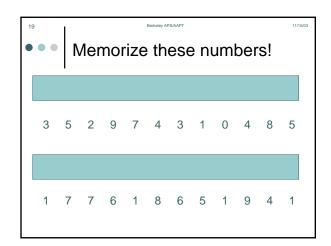


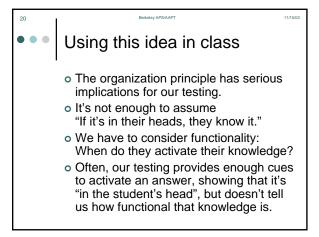


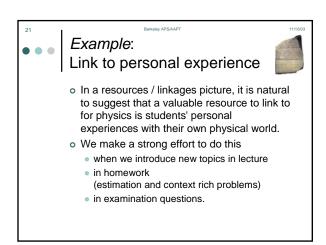


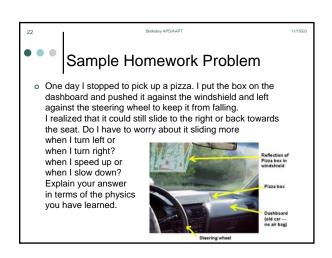


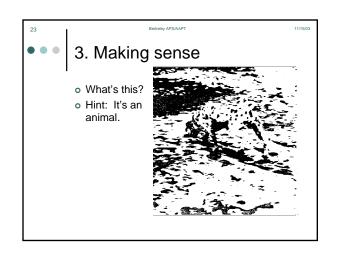


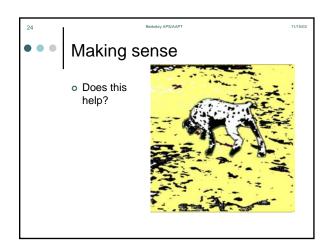












Using this idea in class

• If students don't have a template

- If students don't have a template for using an equation for "sense making" they won't be able to do it.
- The process needs to be modeled.
- They need to be given practice in doing it.
- They need to be tested on whether they've learned to do it.

Example:
Making sense, not memorizing equations.

- Even for the algebra-based students, I minimize applying many equations without thinking.
- Rather, I focus on using a few equations that have clear conceptual content and ask them to derive results and interpret their meaning.
- o It sends a non-traditional message
 - not that: "physics (and science) is about lots of independent facts and reasoning can be automated."
 - rather, "physics is about making coherent sense of the physical world."

• • Conceptual Equations

- Kinematics are handled with only two equations.
- These equations are related directly to the conceptual ideas.
- Other equations are (in lecture) obtained from processing these equations.
- If students put in numbers early, intermediate variables appear, but not the traditional equations (e.g., s = ½ at²)
- $\langle v \rangle = \frac{\Delta x}{\Delta t}$
- $\langle a \rangle = \frac{\Delta v}{\Delta t}$

4. The cognitive response is context dependent.

- The productive response depends on the context in which new input is presented, including the student's entire mental state.
 - Students can use multiple models
 - Confusion about appropriate context / lack of coherence in the student's reasoning can make it appear as if students hold contradictory ideas at the same time

A set of four 3x5 cards is dealt on a table as shown below. Each card has a letter on one side and a number on the other.

The dealer of the cards proposes that they satisfy the rule:

"If there is a vowel on one side of the card,
then there is an odd number on the other."

Which cards you have to turn over to see if the rule is satisfied for this set of four cards?

K 7 A 2

You are acting as bouncer at the Vous.

A friend has placed four 3x5 cards on the bar, describing the customers at a table in the back.

On one side of the card is the patron's age, on the other, what they are drinking.

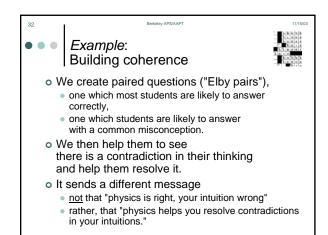
What is the smallest number of cards you have to turn over to see if you should evict any of the customers?

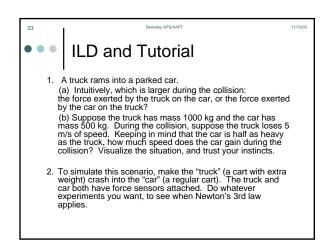
Gin
&
Tonic

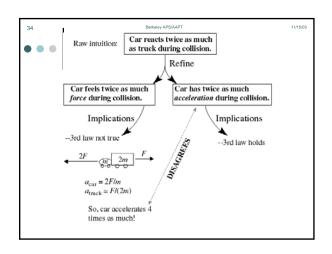
Using this idea in class Don't expect lots of buffering. Given-new" principle Give new information in the context of what is needed to interpret that information. Set context first Find out what students know (The more you know about this,

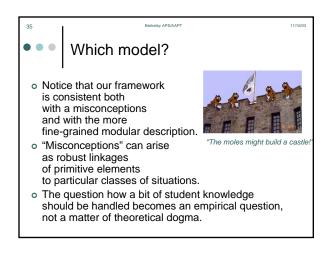
Help students build coherence.

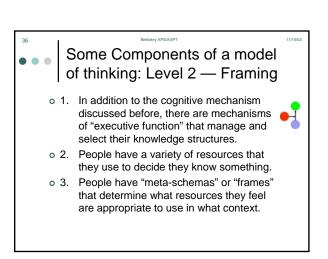
the better.)

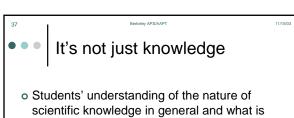




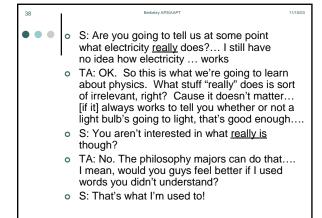


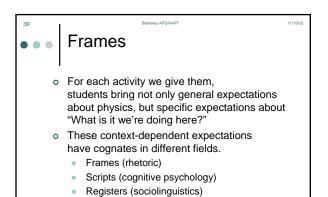






- happening in a physics course in particular may not agree with what we want and expect.
- o "Science is not supposed to make sense."
 - Students in a laboratory in which they tried to create ways of thinking about electric current using models such as traffic flow and water.





Epistemic games (education)

