

# How to Increase Your Impact Teaching Physics

Paul Robinson, San Mateo High School  
424 Quartz Street  
Redwood City, CA 94062  
Home Phone (650) 369-1813 • Fax (650) 369-1220  
School (650) 400-9425 (cell) • email: laserpablo@aol.com

## General Remarks

### *Do's and Don'ts*

*Do* less!

*Do* labs

*Do* encourage creativity

*Do* encourage problem solving

*Do* encourage a positive attitude/spirit of cooperation

*Do* encourage them to see the connection between math and physics

*Do* encourage them to use computers as tools

*Do* utilize props in your presentations

*Do* keep a physics "diary"

*Do* have students keep a note "log"

*Do* make learning physics FUN!

... on the other hand ...

*Don't* make physics a killer course

*Don't* spend the first semester on kinematics

*Don't* use the same pedagogy all the time

*Don't* ruin a 20 minute activity with a 40 minute write-up!

## What Matters to Kids

Grades

Grading—weighting and scale

reputation of physics/enrollments

math not the chief challenge

role of critical thinking

shaping attitude of students/humility

increasing comprehension/lessening apprehension

## Textbook

introductory activity: "Get to Know Your Textbook"

increase reading effectiveness--reading notes/outlining/modeling

Reading Quizzes/Homework

Pre-Lab Quizzes/P&P and Unit Tests--encouraging students to "cheat"

Videos—video study guides (Lonnie Grimes)

technology

**Extra Credit**—improvements (release mechanism), time-savers, software, research/internet, videos (1. physics video 2. Phun physics!)

### **How to Increase the Effectiveness of Labs**

role of partners/cooperative learning

balance/timing

use the *Learning Cycle*

PRISMS Roy D. Unruh, Director  
PRISMS Project  
Physics Department  
University of Northern Iowa  
Cedar Falls, IA 50614

- do pre-lab demos that are central and then keep referring to them (such as dropping balls--Newton's 2nd Law apparatus)
- give pre-lab quizzes  
~ P & P (**Purpose and Procedure**)  
~how they would explain it to a physics student in NY on the telephone ("Trial and Error")
- assign different partners than their friends (I always do this for "important" labs--such as "Bull's Eye")
- do computer simulations that require data checking/computations by the student ("Extra Small", "Bull's Eye")
- include lab material/procedures on tests (sample test)
- set (reasonable) time limits
- try photographing your students in lab (I dedicate an old camera for this purpose and have student volunteers do the photographing)

- have students present their results to the rest of the class (I do this when different groups do *different* experiments)