

Establishing a Collaborative Student-Centered Learning Environment Using the SCALE-UP Pedagogy

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currently at UvA for Spring semester 2024

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What is SCALE-UP?

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SCALE-UP Background

➤ Basic characteristics

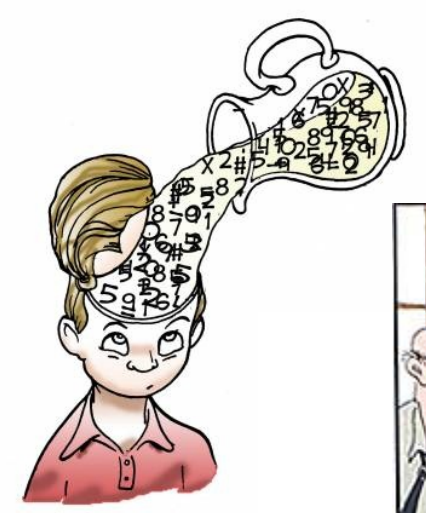
- ◆ Active learning
- ◆ Collaborative groups
- ◆ Integrated lecture/lab
- ◆ Technology assistance

➤ Practical aspects

- ◆ Minimal lecturing in the conventional sense
 - ✓ supplement textbook, students are always doing
- ◆ **Ponderables**
 - ✓ whiteboard problems (numerical, conceptual)
- ◆ **Tangibles**
 - ✓ short hands-on activities and regular labs (with reports)
- ◆ **Computer simulations** using Python numerical methods

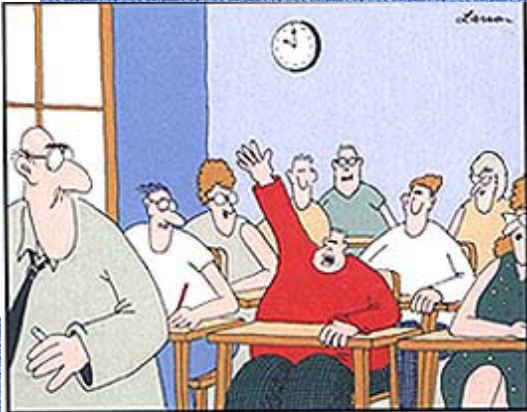
Student
Centered
Active
Learning
Environment for
Undergraduate
Programs

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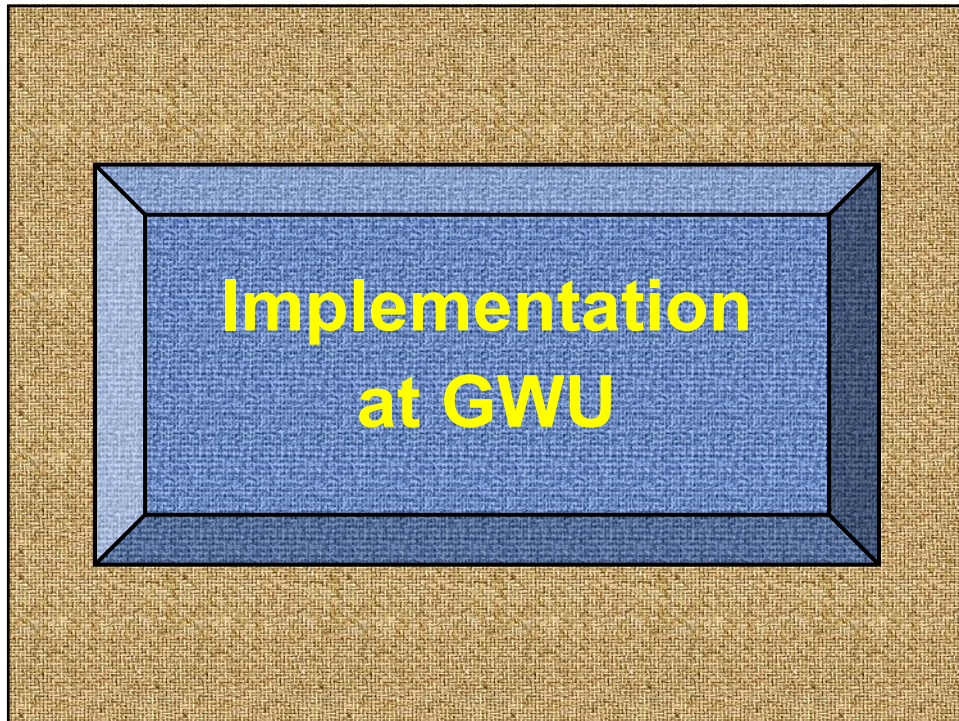
Is this the purpose of a lecture class?

content delivery
vs.
skill development



Mr. Feldman, may I be excused? My brain is full.

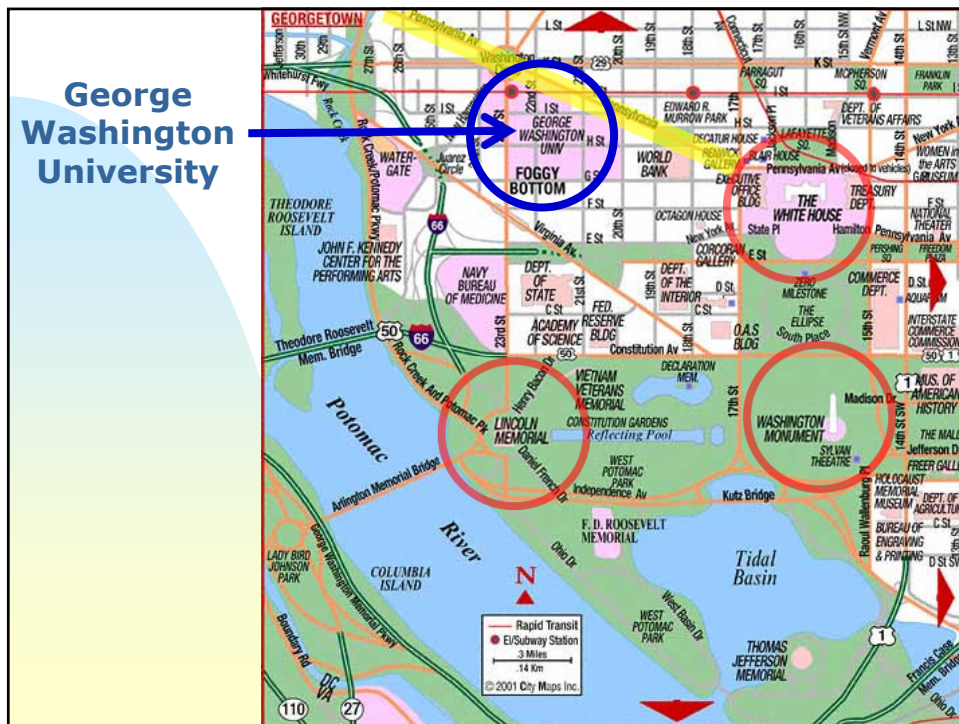
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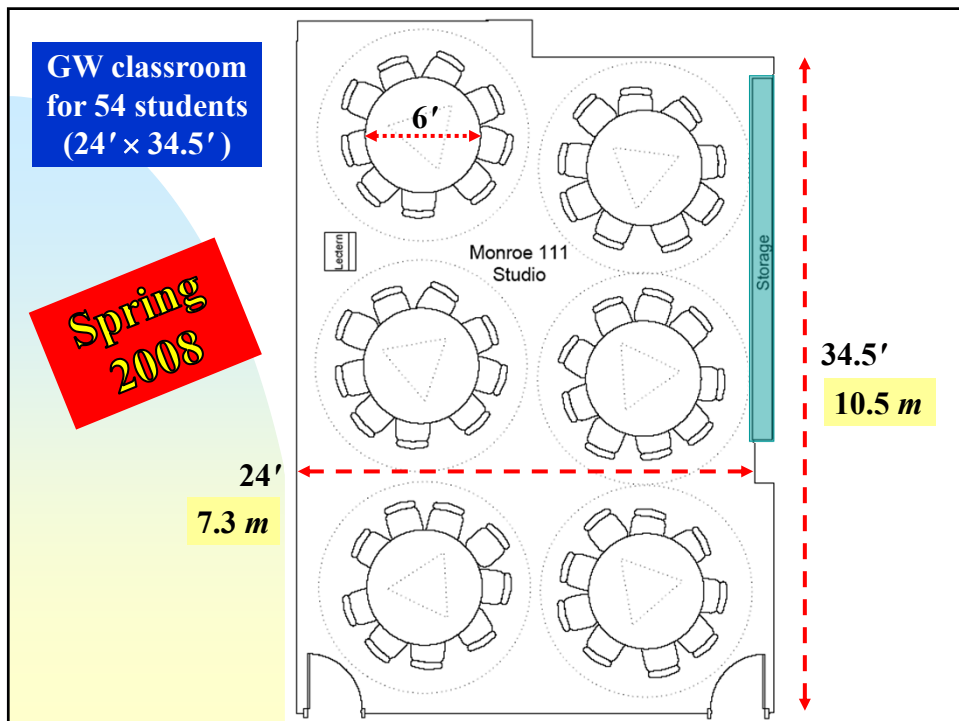
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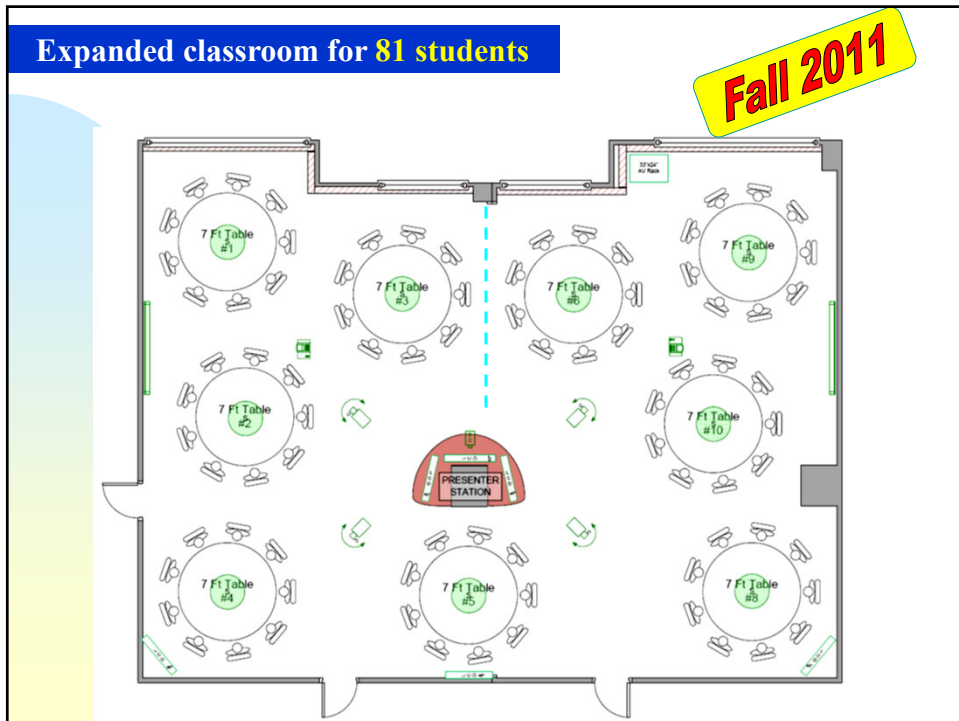
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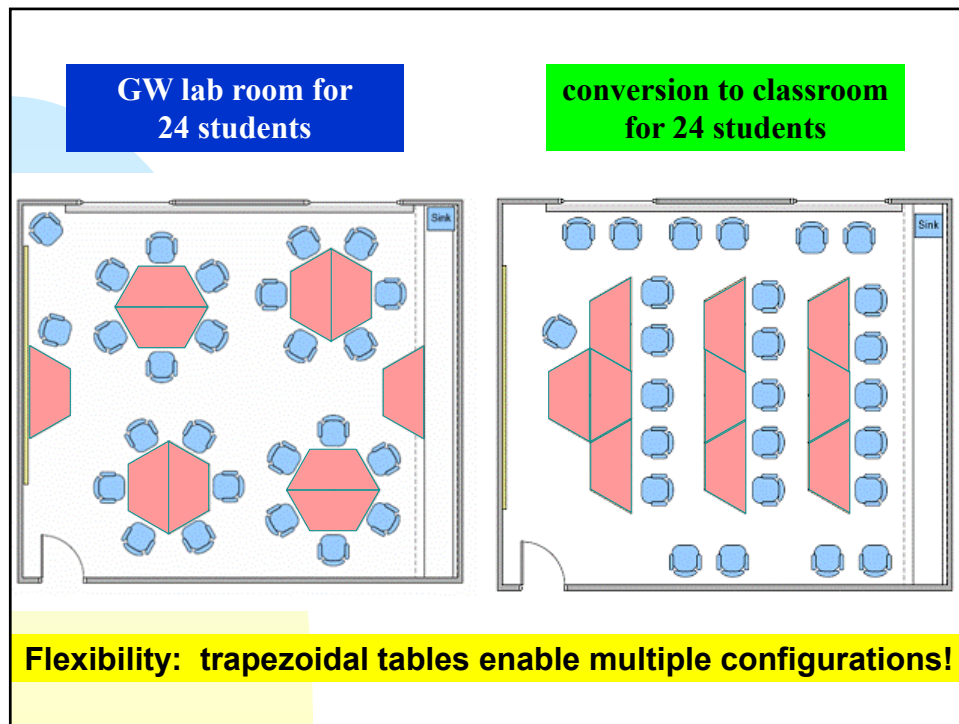
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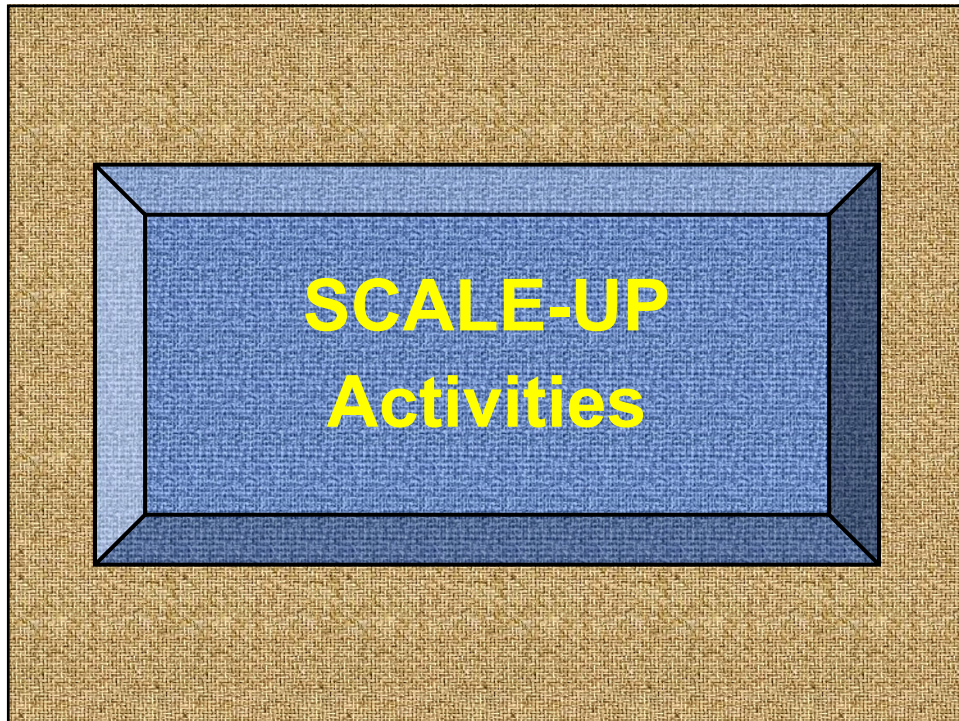
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SCALE-UP Activities

➤ Ponderables

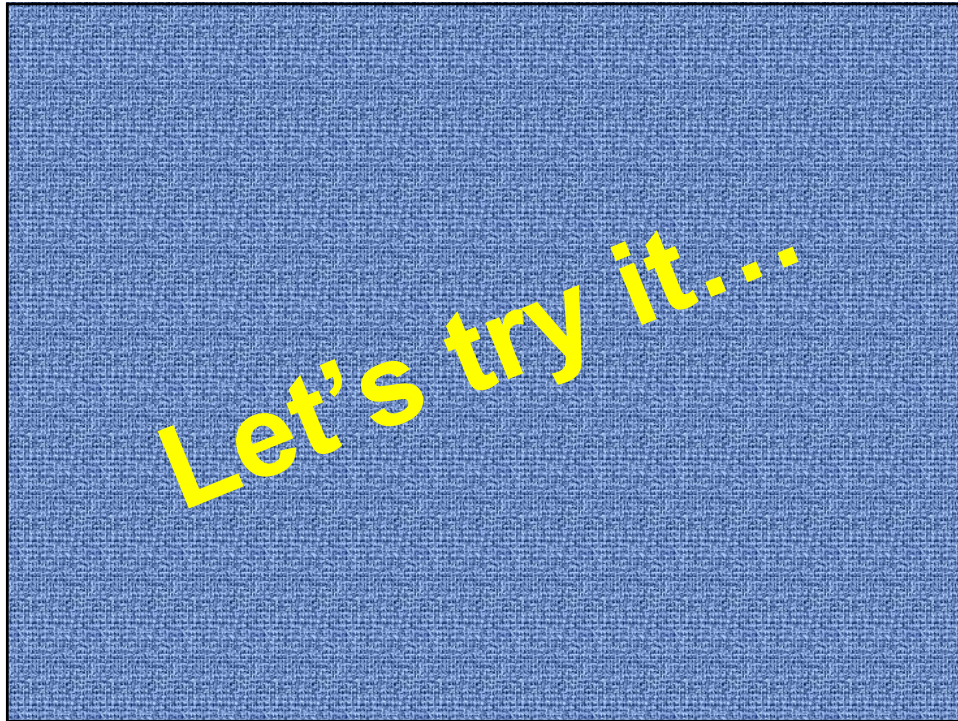
- ◆ conceptual and numerical problems
 - ✓ work in groups around small whiteboards
 - ✓ **Peer Instruction ConcepTests** via electronic response system
- ◆ competitive activities raise student interest (and adrenalin)



➤ If I throw a ball straight up into the air, at the top of its trajectory, its acceleration is:

- A) greater than g
- B) equal to g
- C) less than g (but not zero)
- D) zero

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Question 1 **John and Mary**

Working by himself, **John** can paint a room in $\frac{1}{2}$ hour. For **Mary** alone, it takes 1 hour to paint the room. If John and Mary work together, how long would it take?

1. 15 minutes
2. 20 minutes
3. 25 minutes
4. 45 minutes
5. $1\frac{1}{2}$ hours

20% 20% 20% 20% 20%

1 2 3 4 5

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When the moving sidewalk at Dulles Airport is broken, it takes you **50 s** to walk from the gate to baggage claim. When it is working and you stand still on the moving sidewalk, it takes **75 s** to go there.

How long will it take you if you walk while riding on the moving sidewalk?

$$t = 30 \text{ s}$$



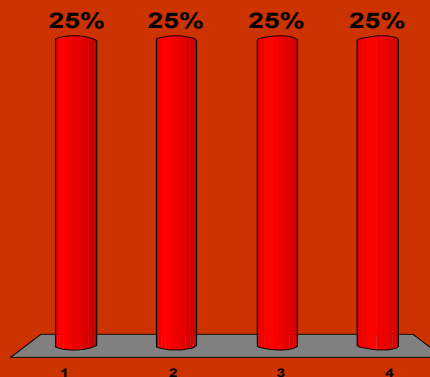
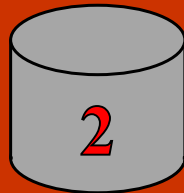
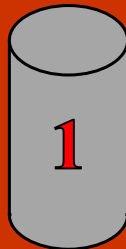
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Question 3

Volume of Cylinder


Roll a piece of paper into a cylinder two different ways: (1) long side vertical as the height, or (2) long side horizontal as the circumference. Which one has the larger volume?

1. cylinder 1
2. cylinder 2
3. both the same
4. need more information




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Let's Make A Deal





What should you do?

- There are 3 closed doors, behind which are **2 goats** and an **expensive sports car**. You pick one of the doors, hoping for the car!
- The host, who knows where the prize is located, opens one of the doors with a goat. Now he offers you the opportunity to **stick with your original door**, or else to **switch to the other unopened door**.



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	<p>Pick a door</p>
	<p>MH opens one of the other doors</p> <p>MH offers you a chance to switch</p>

Switch or stay?

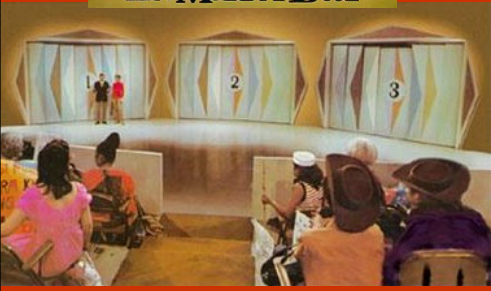
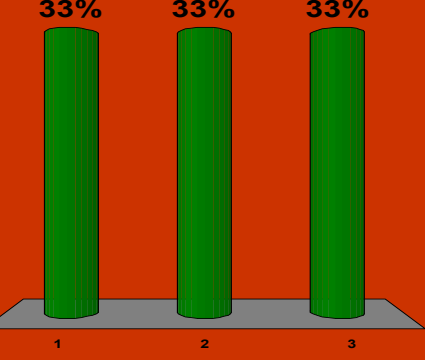
(or does it not matter at all?)

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Question 4 **Let's Make a Deal**

What is the best strategy for winning the big prize?

1. you win more often if you **stay with your door**
2. you win more often if you **switch your door**
3. it does not matter if you stay or switch

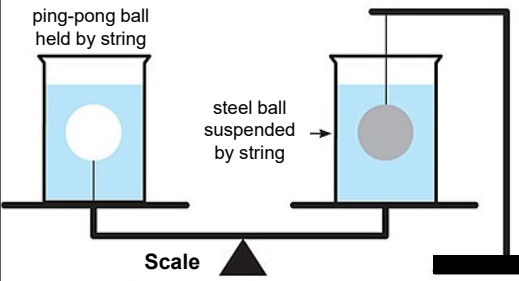
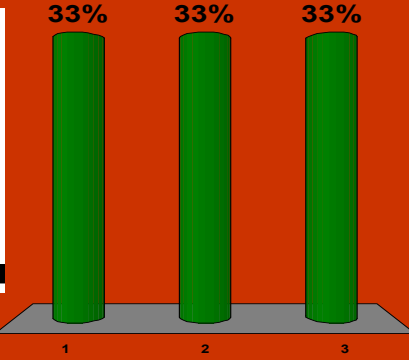
Option	Percentage
1	33%
2	33%
3	33%

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Question 5 **Buoyancy**

Two balls of equal volume are submerged in two beakers of water. Which side weighs more - the one with the steel ball or the one with the ping-pong ball?

1. right side (steel ball) weighs more
2. both sides weigh the same
3. left side (ping-pong ball) weighs more

Option	Percentage
1	33%
2	33%
3	33%

24

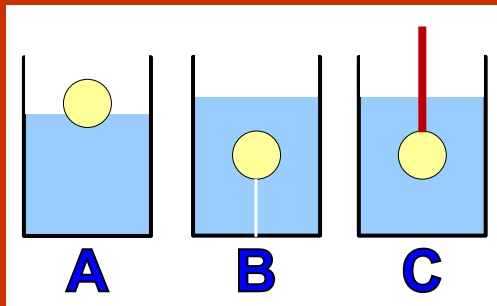
Question 6**Buoyancy**

A ping-pong ball in a beaker of water is observed to be in three scenarios:

- 1) floating on top of the water
- 2) tied to the bottom by massless string
- 3) held underwater by massless rod

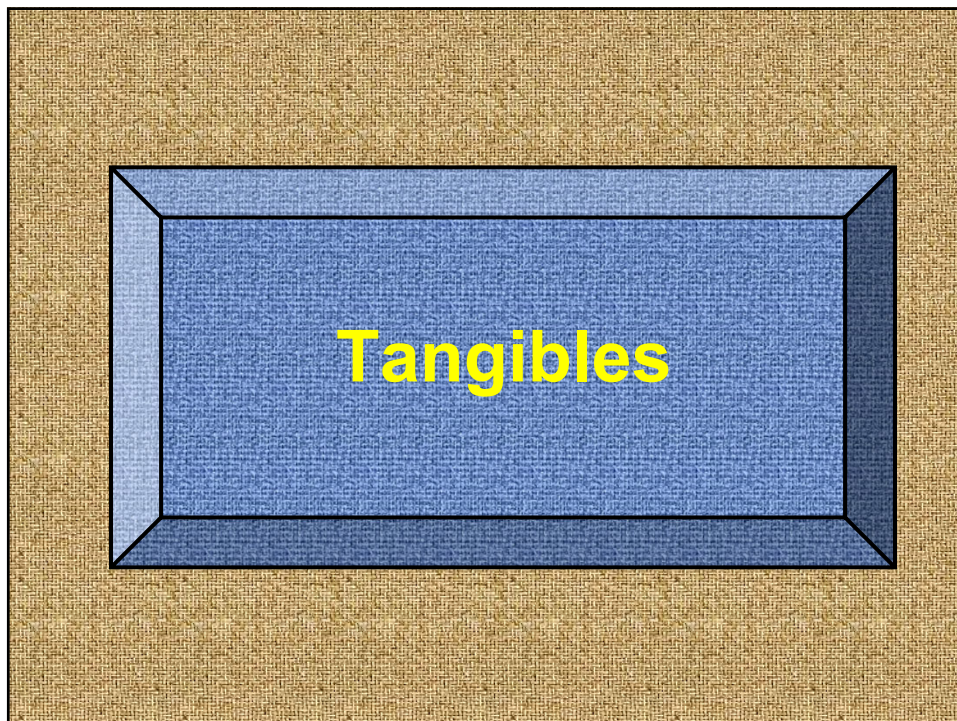
Rank the weights as seen by a scale.

1. $C > A > B$
2. $A > (B = C)$
3. $A = B = C$
4. $C > (A = B)$
5. $B > C > A$



(all beakers initially contain the same volume of water)

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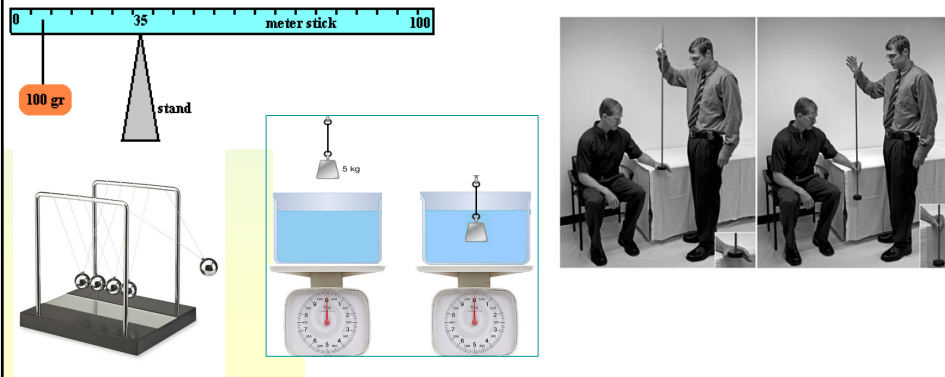
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SCALE-UP Activities

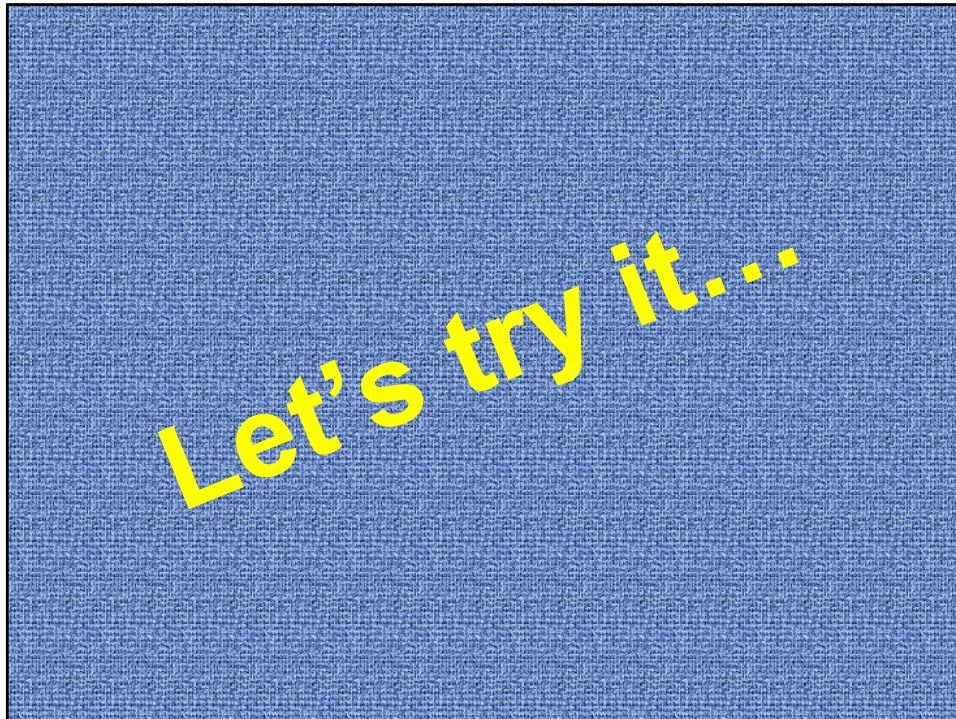
➤ Tangibles

◆ short hands-on activities

- ✓ dropping meter stick to measure reaction time (kinematics)
- ✓ colliding balls (elastic collisions) with Newton's Cradle
- ✓ measuring mass of meter stick by balancing (torque)
- ✓ determining buoyant force of submerged mass in water



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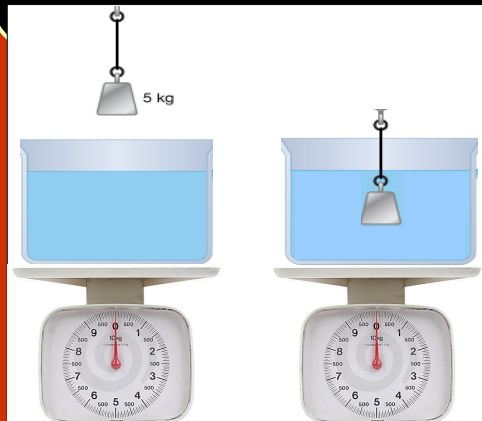


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Question 2

Buoyancy

The left scale reads 10 kg for the beaker of water. What will it read if a 5 kg mass is submerged in the water (without touching the bottom or sides)?



1. scale will read a lower value
2. scale will read the same
3. scale will read a higher value

33% 33% 33%

How much higher will the scale read?

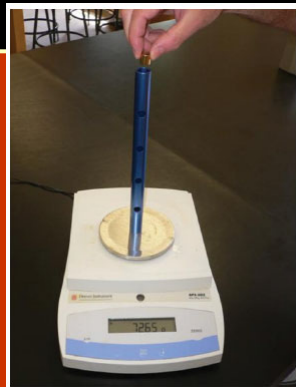
1 2 3

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Question 4

Falling Magnet

A scale currently reads the mass of an aluminum tube. If a magnet is dropped in the tube, what will the scale read while the magnet is falling through the tube?



1. scale will read a lower value
2. scale will read the same
3. scale will read a higher value

33% 33% 33%

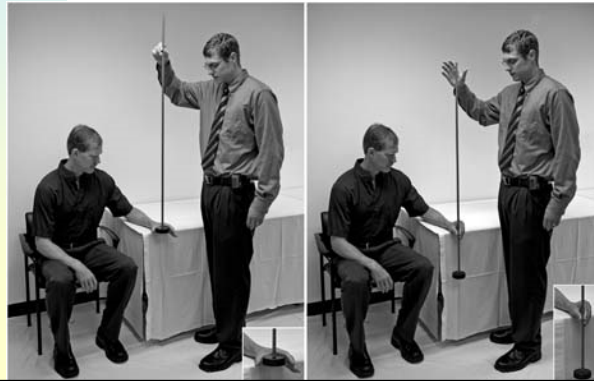
1 2 3

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Example of a “Tangible”

➤ Tangible

- ◆ use free fall to determine reaction time
 - ✓ student catches meter stick to measure distance
 - ✓ use known free-fall acceleration to calculate time
 - ✓ compare to expected human reaction time (real world)

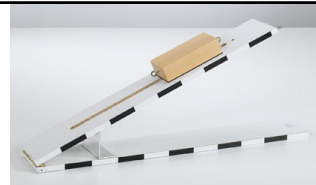


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Example of a “Tangible”

➤ Ponderable

- ◆ A block resting on a flat surface will eventually slip if the surface is tilted at a sufficient angle θ . How is the coefficient of static friction μ_s related to this angle?
 - ✓ students work together on their whiteboards
 - ✓ obtain the usual result: $\mu_s = \tan \theta$



➤ Tangible

- ◆ use aluminum block and reverse side of whiteboard
 - ✓ each group member tilts the board until block slips
 - ✓ other group members measure the angle
 - ✓ three results are averaged for final answer
- ◆ overall class results come out to be about $\mu_s \sim 0.35$

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Question 5 **Balancing a Meterstick**

A rock of mass 400 g is suspended by a massless string from one end of a meterstick. What is the mass of the meterstick if the system is balanced by a fulcrum located at the 25 cm position?

1. 100 g
2. 200 g
3. 400 g
4. 800 g
5. 1600 g

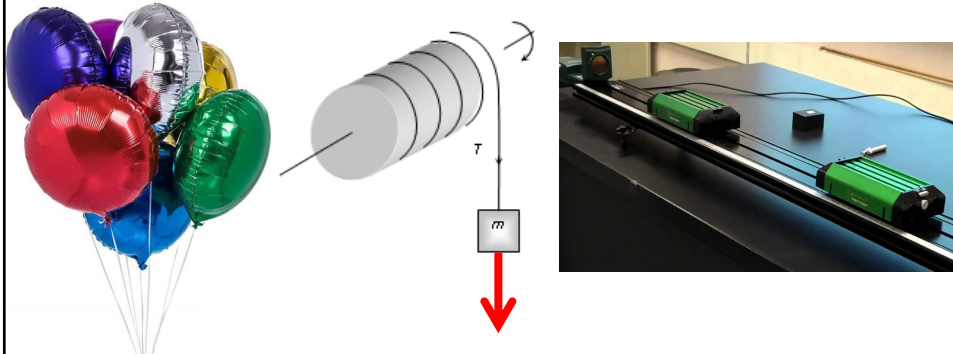
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SCALE-UP Activities

➤ Tangibles

did not use VPython
computer simulations

- ◆ full lab exercises (Vernier lab probes/software with laptops)
 - ✓ carts rolling down incline; colliding carts (plus video analysis)
 - ✓ moment of inertia of cylinder by unwinding mass
 - ✓ density of air with floating helium balloons
 - ✓ specific heat of unknown sample; coffee and cream problem



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phyphox
physical phone experiments

RWTH AACHEN
UNIVERSITY

Measuring the speed of sound
using two smart phones triggered
by two sequential sound triggers

Your smartphone
can become
the science
lab that helps
you to discover
the world
of physics!



PHYPHOX

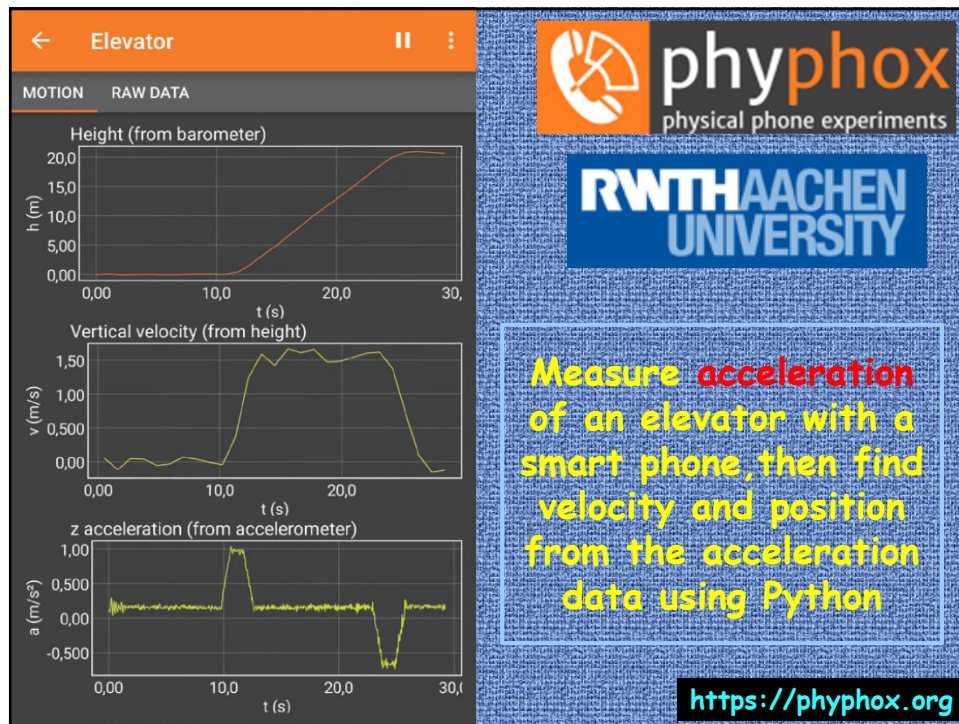
<https://phyphox.org>

Tangible

<https://phyphox.org>

[@OLEWIS_COACHING](#)

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Other SCALE-UP Details

➤ Groups

- ◆ triplets are composed of high, medium, low students
 - ✓ switch groups once at mid-point of semester
- ◆ each table has 9 students (3 groups of 3)
- ◆ **group dynamics must be enforced for smooth operation**

➤ Schedule of classes

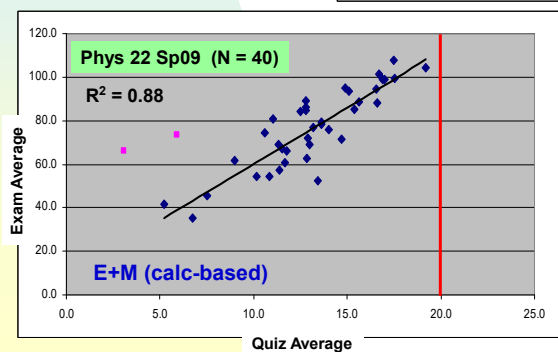
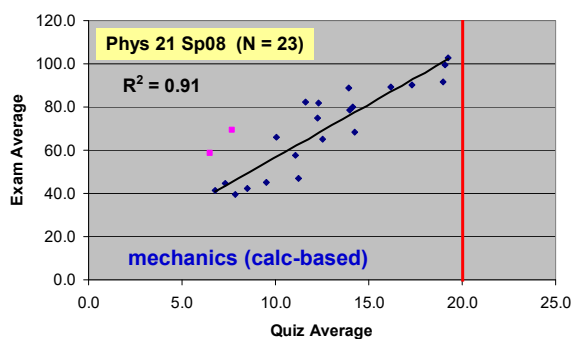
- ◆ class meets 3 times a week (total of 5 hrs)
 - ✓ ideal setup is Mon-Wed-Fri (2 + 2 + 1 hrs)

➤ Friday quiz each week

- ◆ two problems (one conceptual, one numerical)
 - ✓ duration = 20 minutes
 - ✓ simulation of exam environment (difficulty a bit higher)
 - ✓ **excellent predictor of exam performance**

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Quiz Grades as Predictors



Phys 21: mechanics (calc-based)

Phys 22: E+M (calc-based)

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Other SCALE-UP Details

➤ Warmups

- ◆ necessity of **encouraging student preparation** for class
 - ✓ online pre-class “mini-quiz” promotes textbook reading
 - ✓ 10 conceptual multiple-choice questions (~30 mins)

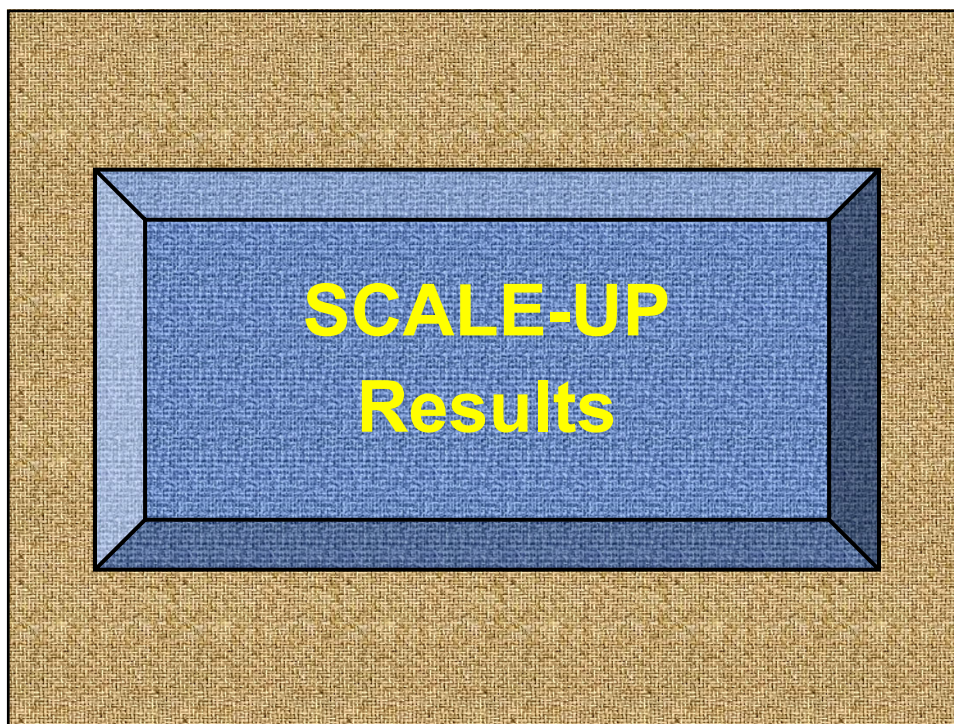
➤ Homework

- ◆ use *MasteringPhysics* online system
- ◆ 7-8 problems assigned twice per week

➤ Lab activities

- ◆ students work entirely as a group
- ◆ one lab report submitted per group
- ◆ **enhances teamwork and collaboration**

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Comparative Results

- **Phys 21 (Sp08): first semester calculus-based physics**
 - ◆ lecture/lab, **bio-focused SCALE-UP**, **regular SCALE-UP**
 - ◆ common assessments
 - ✓ Force Concept Inventory (pre and post)
 - ✓ CLASS science attitudes survey (pre and post)
 - ✓ identical classroom mid-term and final exams

	Exam #1	Exam #2	Final Exam
Sec. 10 (N = 50) (standard lecture)	63.0	62.4	55.0
Sec. 11 (N = 14) (bio-focused SCALE-UP)	81.0	70.5	60.3
Sec. 12 (N = 23) (SCALE-UP)	70.0	72.9	64.0

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Comparative Results

- **Phys 21 (Sp11): first semester calculus-based physics**
 - ◆ lecture/lab, **bio-focused SCALE-UP**, **regular SCALE-UP**
 - ◆ common assessments
 - ✓ Force Concept Inventory (pre and post)
 - ✓ identical/**similar** classroom mid-term and final exams

	Exam #1	Exam #2	Final Exam
Sec. 10 (N = 120) (standard lecture)	68.2	61.8	68.1
Sec. 11 (N = 19) (bio-focused SCALE-UP)	77.2	75.8	81.6
Sec. 12 (N = 29) (SCALE-UP)	76.9	71.5	72.4

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Force Concept Inventory (FCI)

Two metal balls are the same size but one weighs twice as much as the other. The balls are dropped from the roof of a building at the same instant. The time it takes the balls to reach the ground will be:

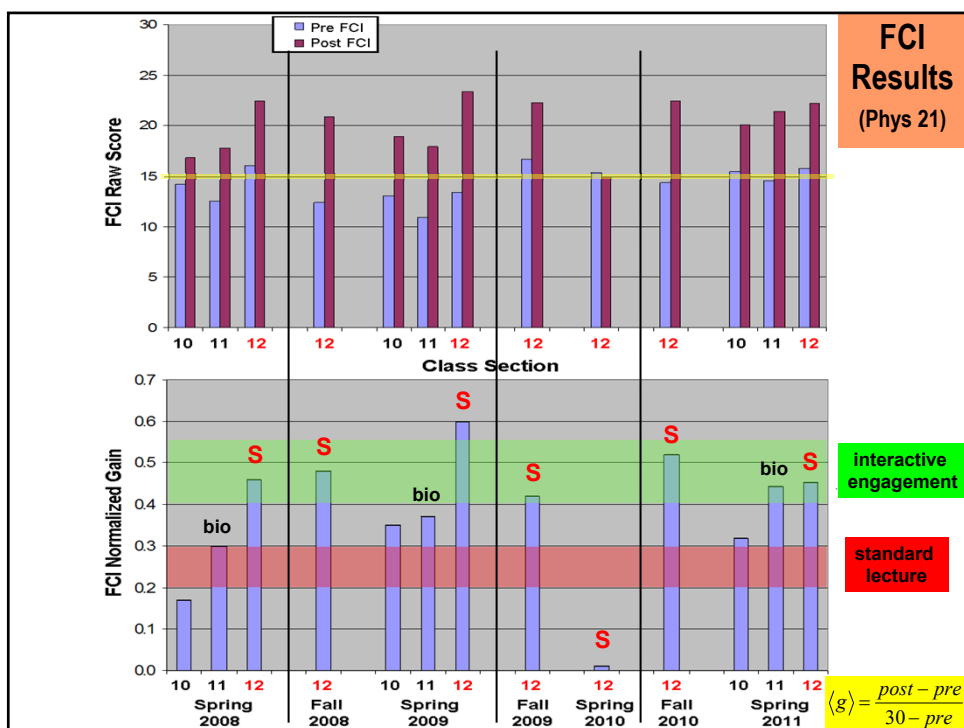
A bowling ball falls out of the cargo bay of an airliner as it flies in a horizontal direction. What path will the ball most closely follow?

A large truck collides head-on with a small compact car. During the collision, the force exerted by the truck...

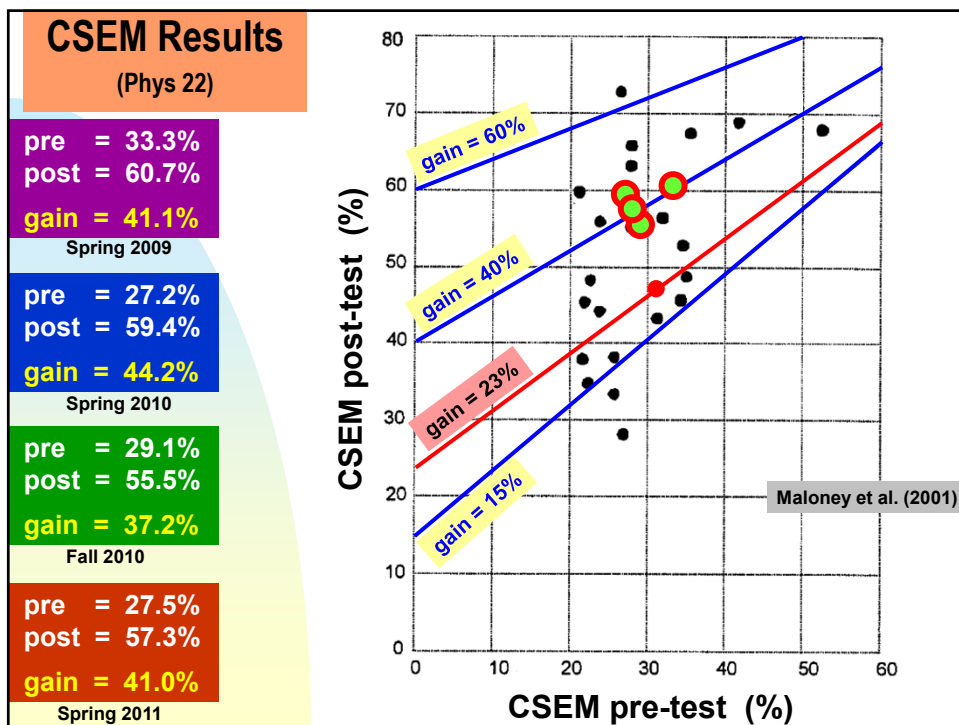
A woman exerts a constant horizontal force on a large box. The box moves across a flat floor at a constant speed. The constant force applied by the woman:

The woman now doubles her horizontal force. The box then moves:

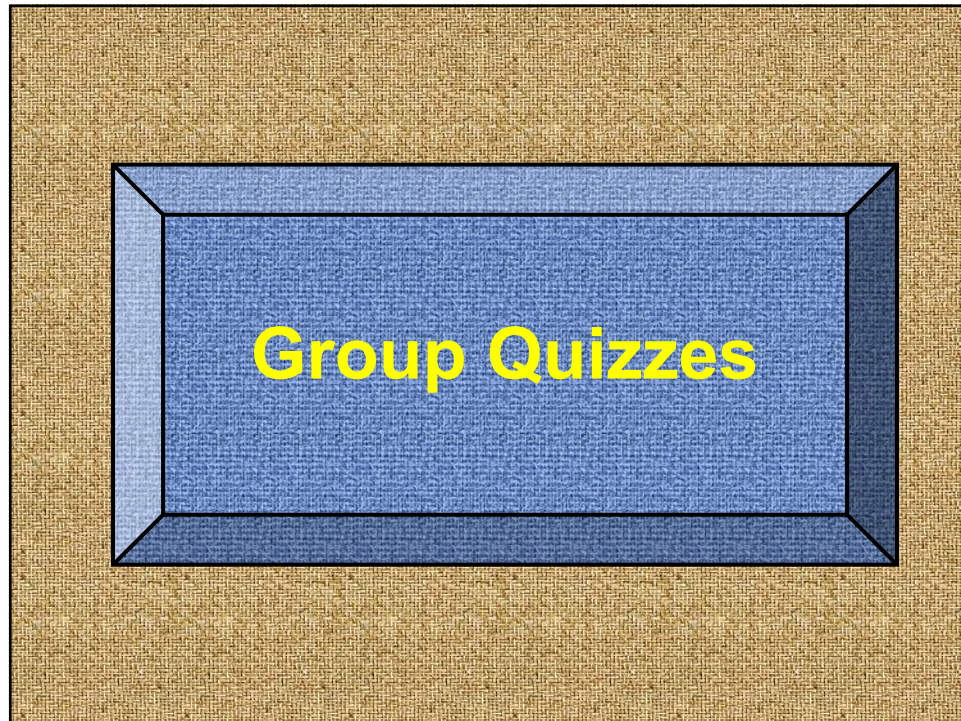
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Group Quizzes

- **Why do we give quizzes?**
 - ✓ for students: frequent checking of their understanding
 - ✓ for instructor: feedback to identify difficult concepts
 - ✓ formative assessment (but low stakes)
 - ✓ keep students on track (accountability)
- **Problems with quizzes...**
 - ✓ students hate quizzes
 - ✓ source of anxiety for students
 - ✓ delayed posting of quiz solutions
 - ✓ grades are returned even later than that!
 - ✓ students do not view this as a positive learning experience
 - ❑ it's just another way to lose valuable grade points





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IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)

Name _____ Test # _____

Subject _____ Total _____

SCRATCH OFF COVERING TO EXPOSE ANSWER

	A	B	C	D	Score
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
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23.					
24.					
25.					

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Group Quizzes

IF-AT

Immediate Feedback Assessment Technique

Epstein
Educational Enterprises

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)

Name _____ Test # _____

Subject _____ Total _____

SCRATCH OFF COVERING TO EXPOSE ANSWER

	A	B	C	D	Score
1.					2
2.					4
3.					4
4.					2
5.					1
6.					4
7.					2
8.					4
9.					4
10.					2

unique code for each form for answer key

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)

Name Team #3 Test # 2

Subject _____ Total _____

SCRATCH OFF COVERING TO EXPOSE ANSWER

	A	B	C	D	Score
1.					4
2.					2
3.					4
4.					1
5.					
6.					
7.					
8.					
9.					
10.					

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Delivering Group Quizzes

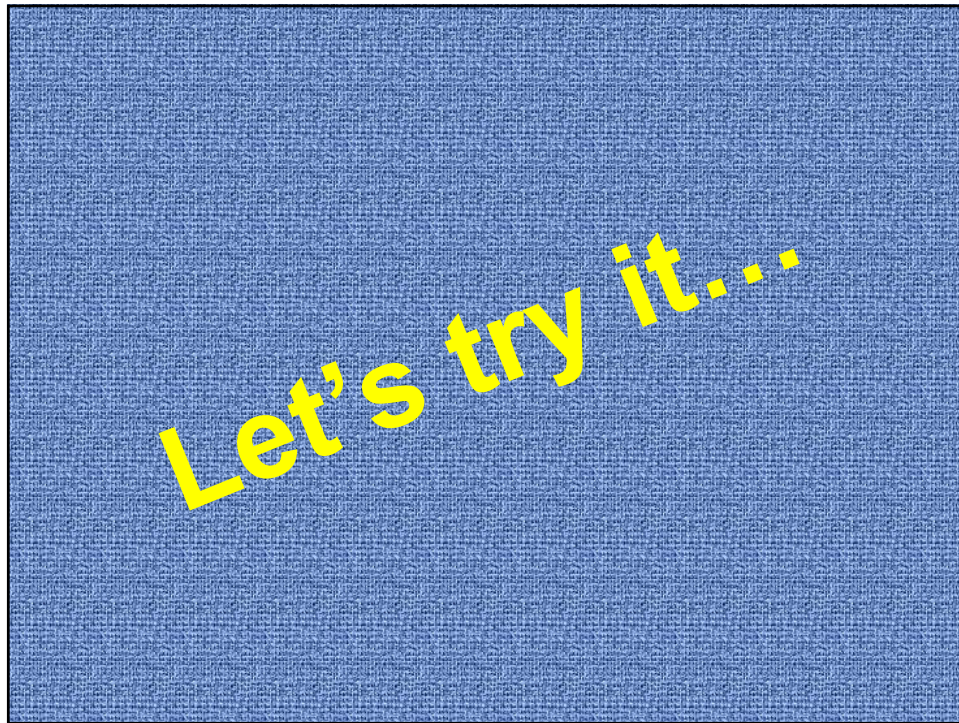
- quiz consists of 10 multiple-choice questions (5 pts each)
- part 1 – students work on quiz **individually** (50 pts)
- part 2 – rework quiz in **groups** using scratch-off cards (50 pts)
 - ❖ decreasing point values (5,3,1) for multiple attempts
- each part is about 10-15 minutes

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)					
Name _____		Test # _____			
Subject _____		Total _____			
SCRATCH OFF COVERING TO EXPOSE ANSWER					
	A	B	C	D	Score
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2.					
3.					
4.					
5.					
6.					
7.					
8.					

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)					
Name _____		Test # _____			
Subject _____		Total _____			
SCRATCH OFF COVERING TO EXPOSE ANSWER					
	A	B	C	D	Score
1.					5
2.					3
3.					
4.					
5.					
6.					
7.					
8.					

IMMEDIATE FEEDBACK ASSESSMENT TECHNIQUE (IF AT®)					
Name _____		Test # _____			
Subject _____		Total _____			
SCRATCH OFF COVERING TO EXPOSE ANSWER					
	A	B	C	D	Score
1.					5
2.					3
3.					5
4.					5
5.					0
6.					3
7.					5
8.					

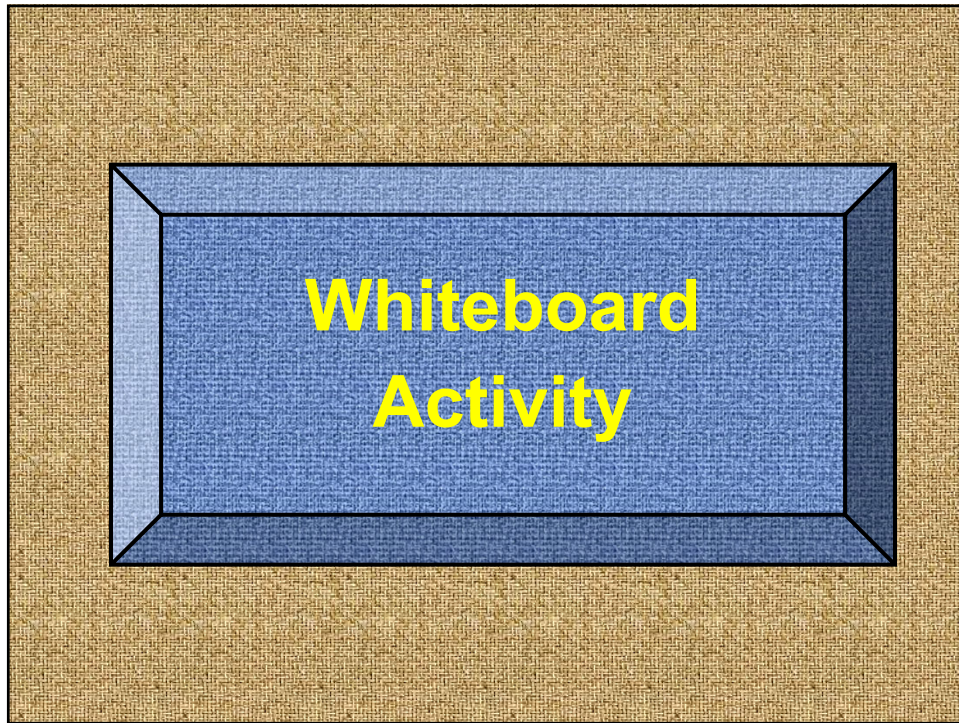
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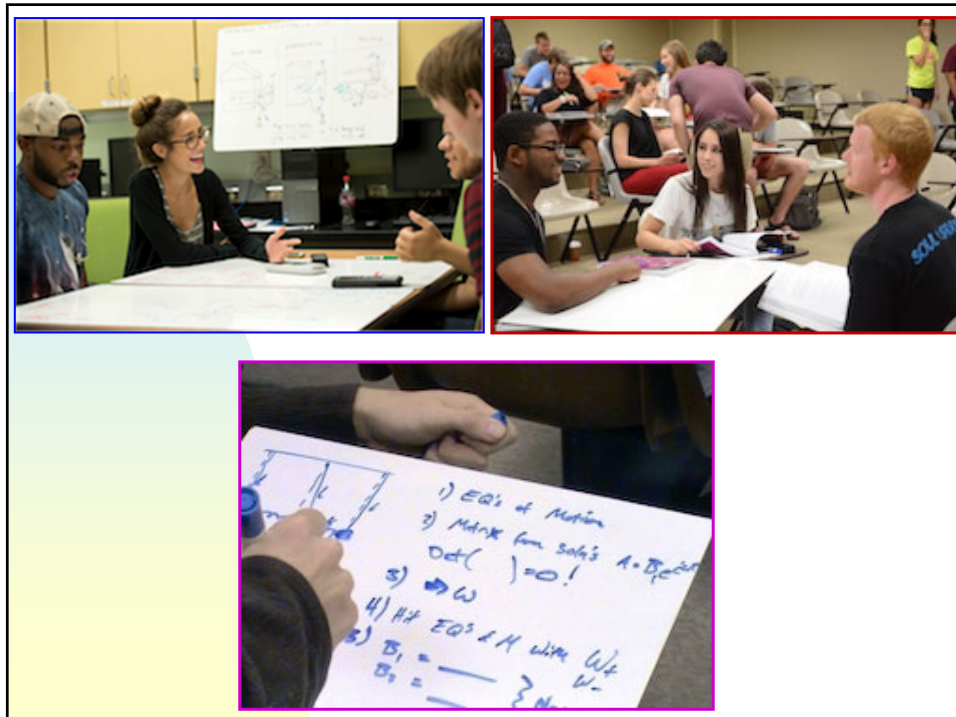
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Name	Individual	Group	Total	<u>Group - Indiv.</u>
Student 1 (group 1)	20	50	70	
Student 2 (group 1)	40	50	90	+0
Student 3 (group 1)	50	50	100	
Student 1 (group 2)	20	37	57	
Student 2 (group 2)	35	37	72	+2
Student 3 (group 2)	35	37	72	
Student 1 (group 3)	25	42	67	
Student 2 (group 3)	25	42	67	+12
Student 3 (group 3)	30	42	72	
Student 1 (group 4)	25	48	73	
Student 2 (group 4)	30	48	78	+13
Student 3 (group 4)	35	48	83	
Student 1 (group 5)	35	44	79	
Student 2 (group 5)	40	44	84	+4
Student 3 (group 5)	35	44	79	

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Whiteboarding

Whiteboarding activities usually have two parts:

Working out the problem: The students are given a challenging conceptual or numerical problem to work out together on a whiteboard in small groups.

The instructor can get a good sense of how the students are doing and what they are thinking by walking around the room and scanning the whiteboards.

Presenting the solution: After each group has worked out the problem, one or more of the groups will share their work with the whole class.

Other classmates or the instructor can ask questions to help clarify and refine their ideas.

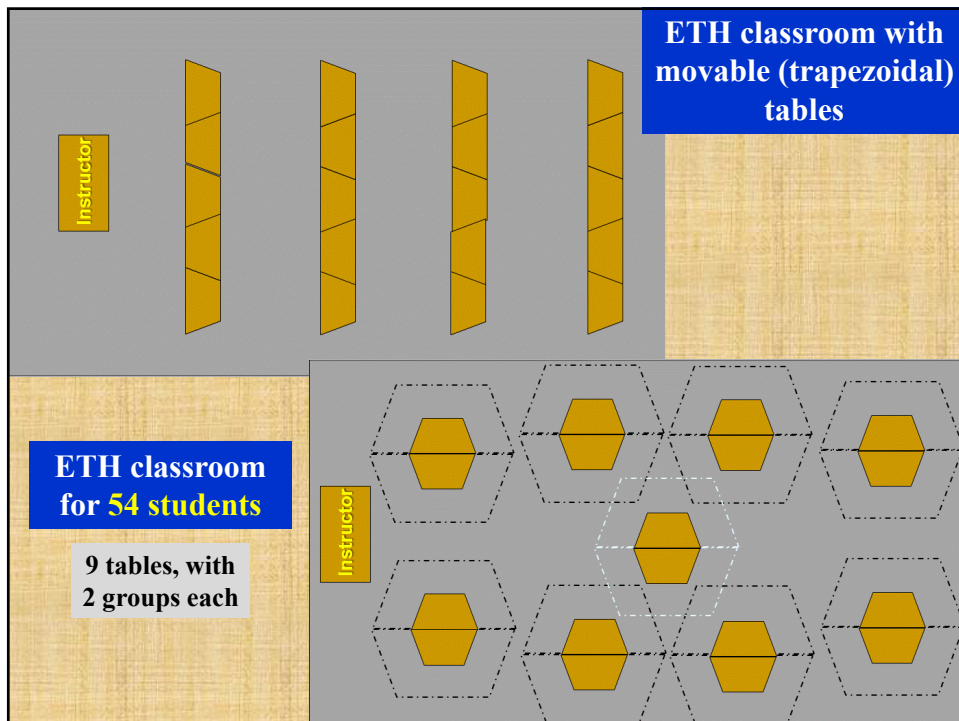
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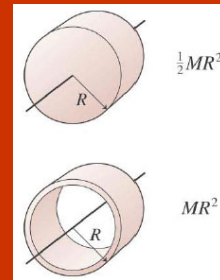
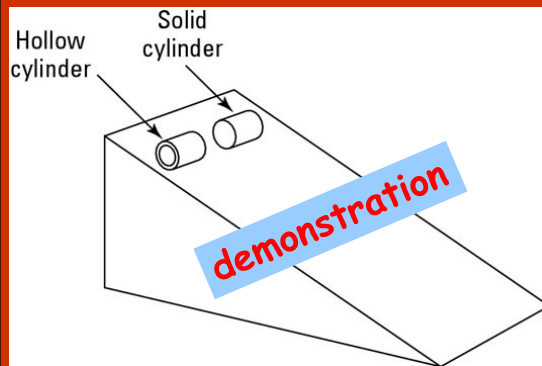


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ConceptTest 4**Rotational Dynamics**

A solid cylinder and hollow cylinder (both with equal radius and same material) are released at the same time and roll down a ramp without slipping. Which cylinder will reach the bottom first?

1. solid cylinder
2. hollow cylinder
3. both the same
4. need more info

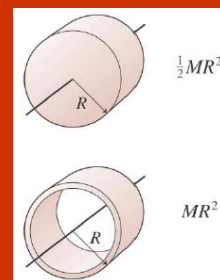
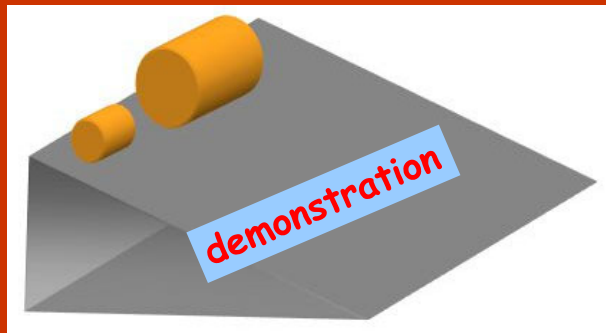


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ConceptTest 5**Rotational Dynamics**

A small light solid cylinder and a large heavy solid cylinder are released at the same time and roll down a ramp without slipping. Which cylinder will reach the bottom first?

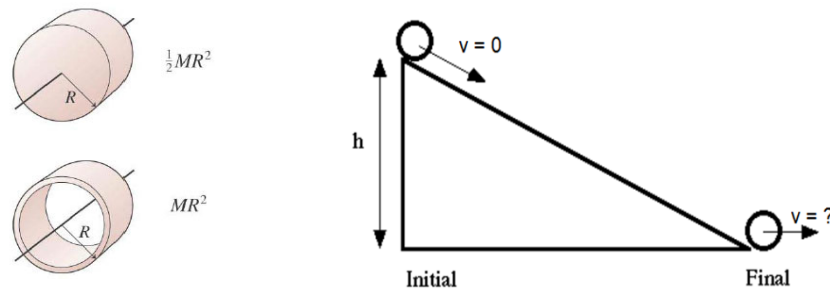
1. small cylinder
2. large cylinder
3. both the same
4. need more info



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Numerical Problem

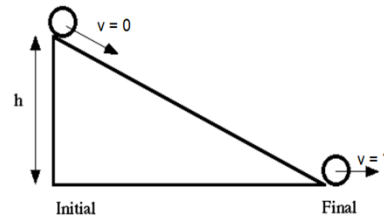
Prove symbolically that the acceleration of a rolling object down an incline is not dependent on the mass or radius of the object, and that it is only dependent on the shape of the object, where the moment of inertia is $I = C \cdot mr^2$.



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Energy Conservation

$$\begin{aligned}
 mgh &= \frac{1}{2}mv_{cm}^2 + \frac{1}{2}I\omega^2 \\
 &= \frac{1}{2}mv_{cm}^2 + \frac{1}{2}(Cmr^2)\left(\frac{v_{cm}}{r}\right)^2 \\
 &= \frac{1}{2}mv_{cm}^2 + \frac{1}{2}Cmv_{cm}^2 \\
 &= \frac{1}{2}m(1+C)v_{cm}^2
 \end{aligned}$$



$$I = Cmr^2$$

$$v_{cm} = \omega r$$

$$v_{cm}^2 = \frac{2gh}{1+C}$$

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$$v_{cm}^2 = \frac{2gh}{1 + C}$$

$$v_{cm}^2 = 2a_{cm}\Delta x$$

$$a_{cm} = \frac{v_{cm}^2}{2\Delta x} = \frac{\left(\frac{2gh}{1 + C}\right)}{2\left(\frac{h}{\sin\theta}\right)} = \frac{g \sin\theta}{1 + C} = \frac{a_{particle}}{1 + C}$$

acceleration of a rolling object is **LESS** than acceleration of a sliding particle!!

Why?

$\sin\theta = \frac{h}{\Delta x}$

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ConceptTest 4

A solid cylinder and a solid block (both with equal mass) are released at the same time and move down a ramp. Which object will reach the bottom first?

Rotational Dynamics

1. cylinder
2. block
3. both the same
4. need more info

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Whiteboard Question

With your group, identify **THREE major challenges** that you would envision when trying to implement a collaborative group-learning environment like SCALE-UP in a class at your home institution.

Also, think about strategies that you could employ to overcome those challenges. Outline at least **TWO options** that you could use to make your case.

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Personal Observations

- really **squeezes the best** out of students
- students **work harder**, but for **greater rewards**
- groups actually gel into **cohesive units**
- classroom atmosphere is much more **dynamic**
- instructor gets to know the students better
 - ◆ and students get to know each other better
- more satisfying to be a **coach** rather than a lecturer !

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