

Computational Modeling – Physics First

Ridley HS (near Philadelphia)

This course in physics for high school teachers integrates computational modeling and mechanics. It focuses on pedagogical content knowledge and skills needed to effectively teach basic mechanics. It emphasizes computational modeling through the use of Pyret language and the Bootstrap: Algebra approach developed for novice computing students. Computational ideas introduced include functional expressions, data types, and Boolean logic. These computing tools and approaches are embedded in the Modeling Method of Instruction, in which students develop scientific models. Course content includes Newton's laws, qualitative modeling of energy storage and transfer, momentum, and basic models in kinematics and dynamics (free particle, constantly accelerating particle).

10 - 28

DAYS OF THE WEEK M-Th 8:00 am - 3:00 pm F 8:00 - 1200