

Title of Session: Physics and Physical Science Teachers Discussion - Hyperphysics

Moderator: Pat Viele

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Room: Physics Group

SusanR joined the room.

BJB2 waves hi to Sue

SusanR: hi there BJ

PatV: Hi Susan. I have been talking about your collection of k-3 materials.

BJB2: Pat, I've just started listening to an audio book on Albert Einstein...absolutely fantastic!

SusanR: thank you Pat

SusanR: I am purging and doing some spring editing

PatV: Would you like to hear about the hyperphysics collection? It is for older students, but you might like to see it.

SusanR: certainly

PatV: Okay. Just do a google search on hyperphysics.

JeffC joined the room.

PatV: Hi Jeff.

JeffC waves

PatV: Once you arrive at the hyperphysics page, you will note that it has expanded to other science disciplines.

SusanR attempts the search on "hyperphysics"

SusanR: Merlot gives a nice snapshot of the topic

PatV: The system started as just hyperphysics several years ago. I use it when I am not sure where a concept fits into the scheme of physics. I think it is a great reference tool.

SusanR: the term is new to me

PatV: Perhaps hyperbiology would be easier to follow. If you drill down through the scheme you will find very good references.

SusanR: looking at hypermath as well

PatV: The system is very much a collaborative effort and I think they have done a great job.

PatV: Since I cover the physical sciences, I refer to chemistry as well.

SusanR: I am looking at the GPS standards from the Georgia Department of Education

SusanR: <http://hyperphysics.phy-astr.gsu.edu/hbase/HFrame.html>

PatV: I have gotten interested in the topic of games that aid education. I really like the pool game in the cool math collection. <http://www.coolmath-games.com/0-pool-geometry-2/index.html>

SusanR: some of these concepts are being taught in the early grades .. and the kids grasp them so readily

SusanR: by creating models etc

PatV: It is surprising, isn't it? I think the theory is the "spiral" method? Keep re-introducing concepts in a little more depth over the years?

SusanR: I am amazed what I see .. as a substitute from K to 6

PatV: Do you know about the concept maps that are part of the NSDL? Quite often, there are lesson plans to go with the concepts.

SusanR: no I don't

SusanR: but would love to learn more

SusanR: <http://nsdl.org/>

PatV: The interface has changed since the last time I looked. Bear with me a minute.

SusanR: I am interested in interactive resources

SusanR: similar to the POOL Geometry

PatV: OKAY! <http://strandmaps.nsdl.org/>

SusanR : thank you!!

PatV: The topic is science literacy maps--by grade level.

PatV: I think I could spend hours....

SusanR agrees wholeheartedly

PatV: Susan, do you use interactive games to teach? I recently gave a workshop for teachers, and they found some really good sites, in math especially.

SusanR: yes, I do whenever possible and if I can get into the lab .. also used them in the classroom with grade 2 and 3

SusanR: everything has to be interactive when teaching grade 1/2

SusanR: taught grade 1 as well

PatV: My grandson is in K, and is perpetual motion...

SusanR: kinders are like that

PatV: Jeff, you are really quiet. Do you use interactive games too?

BJB2: I just posted about an interactive game conference in NYC in May

PatV: Susan: When I looked at your links, I think I remember that you were onto the science museum sites?

BJB2 . o O (posted in the Playing to Learn group room)

PatV: Hmmm, I must check that out.

JeffC: I don't have a venue to use games, Pat, but I'm in favor of them!

SusanR: I must check .. I like exploratorium

SusanR: and the Science Snacks from what I recall

PatV: Try Science lets you search across many science museums at once.

SusanR: Bill Nye the Science guy too

SusanR: Try Science??

BJB2: Please join us for the 2009 Sixth Annual Games for Change Festival, May 27 - 29, in New York City! This is the only event dedicated to the exciting new movement of video games for social change - games about poverty, global conflict, climate change. Called "the Sundance of video games" for "socially-responsible game-makers" we're building a new genre of video game - games to change the world - for the better.

PatV: <http://www.tryscience.org/>

BJB2: <http://www.gamesforchange.org/fest2009>

PatV: I actually saw the ad for that meeting. I have a google blog search set up for games and education.

SusanR: I like the way you can try the experiments both online and offline

BJB2: sounds great

PatV: Bill Nye The Science Guy is a Cornell alum. I have had the pleasure of hearing him speak several times on campus to very diverse groups.

SusanR: I see they are working with Microsoft

SusanR: He must be a vibrant speaker.

PatV: It has been great chatting with you. I am going to beg off a little early. This is my first day back at work after being sick for 6 days.

PatV: Yes, Bill Nye is a very good speaker.

SusanR: Is there anything else that stands out in your mind in terms of interactives

BJB2 hugs Pat. Please take care and keep me posted on your plans...

SusanR: for young learners

BJB2: let me know if you want to lead more discussions

PatV: I definitely do want to lead more discussion. This is one part of my work that I can continue after I retire.

PatV: Good night all.

BJB2 waves goodnight. Be well

SusanR: Thanks Pat

SusanR: a pleasure meeting you