Lab Preparation

Name			Date:	
Lab Problem:				Section
I. Solve the problem your <i>Manual</i> . Finally, grade to				read the Lab Instructor's
II. Answer the following bad	ckgro	und questions.		
	2 Which session is it in the Lab topic sequence?		3 What is the lab problem type?	4 How difficult is the lab problem?
☐ Early in Week ☐	☐ 1 st Lab Session		☐ Qualitative	☐ Easy/Medium
☐ Later in Week ☐			☐ Quantitative	☐ Difficult
Which of the WUQs di the most difficulty answ alternative conceptions	wering	g? Common	Warm-Up Questions:	
6 Count the number of students who were able to solve the problem (even if the solution was incorrect). Is this the majority of the students?			students solved the problem out of	
✔ Look at the students' final solution (Prediction). How many students got the right answer for the wrong reasons?			students got the right (or close to right) answer for the wrong reasons.	
the end game for the la		-	e the following decisions	about opening moves and
Opening Moves				
Which WUQs should I assign groups answer contact board?	on	Use answer to Question 5 :	Warm-Up Questions:	
Do groups need extra ti to solve the problem be they start collecting data	efore	Use answer to Question 6 , taking into account Questions 1 to 4		ause:
If YES, then how much extra time and how sho structure this extra time	uld I	Use answers to Questions 10 to 4	Plan:	
4. What do I need to discuss/tell students ab how to check their solut before they start?		Use information in Lab Instructor's Guide and your own experience	Discuss:	

E	nd Game					
5.	(Besides corrected answers to assigned WUQs), do we need to spend extra time discussing how to solve the problem?	Use answer to Question 7 and your previous decisions 2 & 3	☐ YES ☐ NO because:			
6.	If YES, then how much time and how should I structure this extra time?		Plan:			
IV.	IV. List some possible questions to ask groups during whole-class discussion (opening moves and/or end game) that you think would promote a discussion.					
a.						
b.						
C.						
d.						
e.						
f.						
g.						