



# Robust Assessment Instrument for Student Problem Solving



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# Project Description

## Goal:

- Design a robust instrument to evaluate written solutions to physics problems, for use in physics education research and instruction.
- The instrument should be *general* (not specific to instructor practices or technique)
- The instrument must satisfy criteria for:
  - **validity** – *the instrument measures what it claims to measure (face, content, construct, criterion-related)*
  - **reliability** – *stability of scores over time and across different raters (intrarater and interrater)*





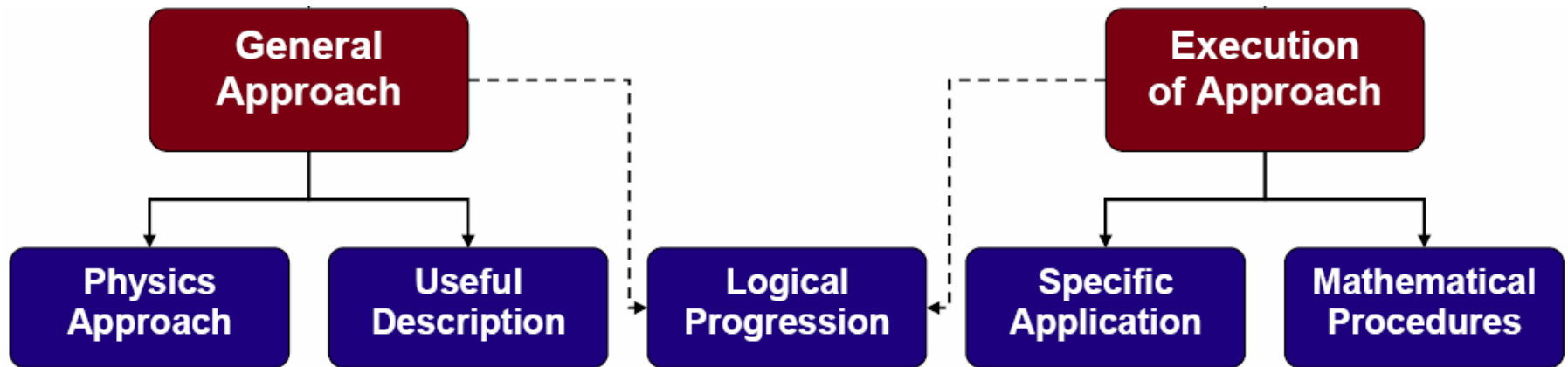
# Solution characteristics

## Inexperienced problem solvers:

- Little representation (jump quickly to equations)
- Haphazard formula-seeking and solution pattern matching

## Experienced problem solvers:

- Low-detail overview of the problem before equations
  - *qualitative analysis* aids in selecting relevant physics principles
- Correctly apply physics to specific conditions in problem
- Some processes are automatic / implicit



Chi, M. T., Feltovich, P. J., & Glaser, R. (1980). Categorization and representation of physics problems by experts and novices. *Cognitive Science*, 5, 121-152.

Larkin, J. H. (1979). Processing information for effective problem solving. *Engineering Education*, 70(3), 285-288.



# Rubric Scores (in general)

4	3	2	1	0
Complete & appropriate	Minor errors (one part missing or inappropriate)	More than one error	Fundamental misunderstanding	Is not expressed

NA(Problem)	NA(Solver)
Not necessary for this problem	Explicit statement not necessary for this solver



# One Category: Logical Progression

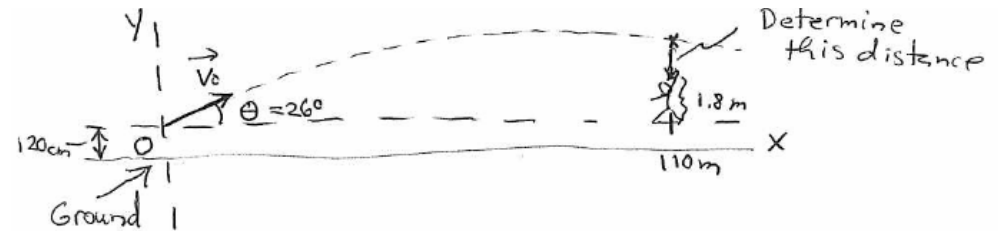


4	3	2	1	0
<p>The entire problem solution is focused and organized logically. The steps taken might not be linear, but guide the solver toward an answer.</p>	<p>The solution is focused and organized with minor inconsistencies and/or extraneous steps that don't guide the solution.</p>	<p>The solution is focused and organized with multiple inconsistencies and/or extraneous steps that don't guide the solution.</p>	<p>Parts of the solution are focused and organized. There are multiple inconsistencies and/or extraneous steps that don't guide the solution.</p>	<p>Nothing written can be interpreted as logical progression. The entire solution is unorganized and contains obvious logical breaks.</p>



A batter in a baseball game hits the ball over the center field fence for a home run. The ball is struck 120 cm above the ground with an initial velocity of 40 m/s at an angle of  $26^\circ$  above the horizontal. A player on the other team makes a great effort to catch the ball, but it flies well above him. At a point just in front of the center field fence, 110 m from where the ball was hit, he leaps straight upward so that his glove reaches a point 3.0 m above the ground. How far above his glove does the ball pass?

# Example Instructor Solution



Ball is hit at  $t_0 = 0\text{ s}$   $x_0 = 0\text{ m}$   $y_0 = 0\text{ m}$   
with initial velocity

$$\vec{v}_0 : v_0 = 40 \frac{\text{m}}{\text{s}} \quad \theta = 26^\circ$$

$$v_{0x} = v_0 \cos \theta = 35.95 \frac{\text{m}}{\text{s}} \quad v_{0y} = v_0 \sin \theta = 17.53 \frac{\text{m}}{\text{s}}$$

It passes over the fielder at  
 $t = ?$   $x = 110\text{ m}$   $y = ?$

The target is  $y = 1.8\text{ m}$ .

$$x = v_{0x} t$$

$$y = v_{0y} t - \frac{1}{2} g t^2$$

$$t = \frac{x}{v_{0x}}$$

$$y = v_{0y} \frac{x}{v_{0x}} - \frac{1}{2} g \left( \frac{x}{v_{0x}} \right)^2$$

$$t = \frac{110\text{ m}}{35.95 \frac{\text{m}}{\text{s}}}$$

$$y = 17.53 \frac{\text{m}}{\text{s}} \frac{110\text{ m}}{35.95 \frac{\text{m}}{\text{s}}} - \frac{1}{2} (9.8 \frac{\text{m}}{\text{s}^2}) \left( \frac{110\text{ m}}{35.95 \frac{\text{m}}{\text{s}}} \right)^2$$

$$t = 3.060\text{ s}$$

$$y = 7.76\text{ m}$$

Height above glove is  $7.76\text{ m} - 1.8\text{ m} = \underline{6.0\text{ m}}$

Physics Approach: NA(S)

Useful Description: 4

Specific Application: 4

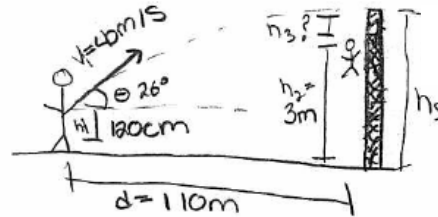
Math Procedures: 4

Logical Progression: 4



A batter in a baseball game hits the ball over the center field fence for a home run. The ball is struck 120 cm above the ground with an initial velocity of 40 m/s at an angle of  $26^\circ$  above the horizontal. A player on the other team makes a great effort to catch the ball, but it flies well above him. At a point just in front of the center field fence, 110 m from where the ball was hit, he leaps straight upward so that his glove reaches a point 3.0 m above the ground. How far above his glove does the ball pass?

# Example Student Solution



Q: How far above his glove does the ball pass?

$V_i = 40 \text{ m/s}$      $h_1 = 120 \text{ cm}$   
 $\Theta = 26^\circ$      $h_2 = 3 \text{ m}$      $d = 110 \text{ m}$   
 $h_f = ?$      $h_3 = ?$

$$V^2 - V_0^2 = 2a(x - x_0)$$

$$V^2 - (40 \text{ m/s})^2 = 2(9.8 \text{ m/s}^2)(110 \text{ m} - 0 \text{ m})$$

$$V^2 = -2156 + (40 \text{ m/s})^2$$

$$\sqrt{V^2} = \sqrt{556} \quad \underline{V_f = 23.58 \text{ m/s}}$$

$$V = V_0 + at$$

$$23.58 \text{ m/s} = 40 \text{ m/s} + (9.8)t$$

$$\underline{t = 1.67 \text{ sec}}$$

$$h_3 = h_f - h_2$$

$$h_3 = 51.47 \text{ m} - 3 \text{ m}$$

$$\textcircled{1} h_3 = h_f - h_2$$

$$V^2 - V_0^2 = 2a(y - y_0)$$

$$(23.58 \text{ m/s})^2 - (40 \text{ m/s})^2 = 2(9.8)(y - 1.2)$$

$$556 \text{ m/s} - 1600 \text{ m/s} = 19.6(y - 1.2)$$

$$53.27 = y - 1.2$$

$$\underline{y = 54.47 \text{ m} = h_f}$$

This is not a logical answer!  
It's too large!

Physics Approach: 1

Useful Description: 3

Specific Application: 1

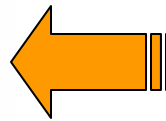
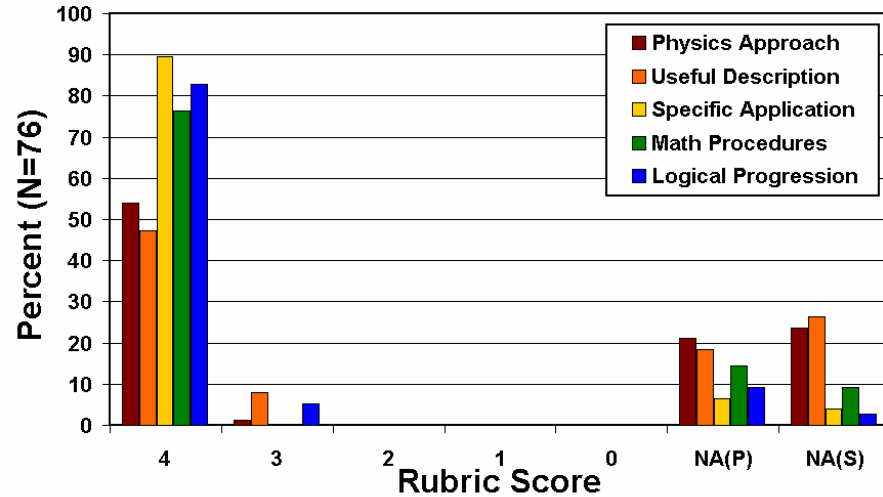
Math Procedures: 3

Logical Progression: 3

# Instructors



**Halliday, Resnick, Walker Instructor Solns  
(38 Chapters x 2 problems each)**



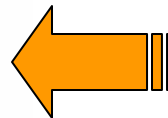
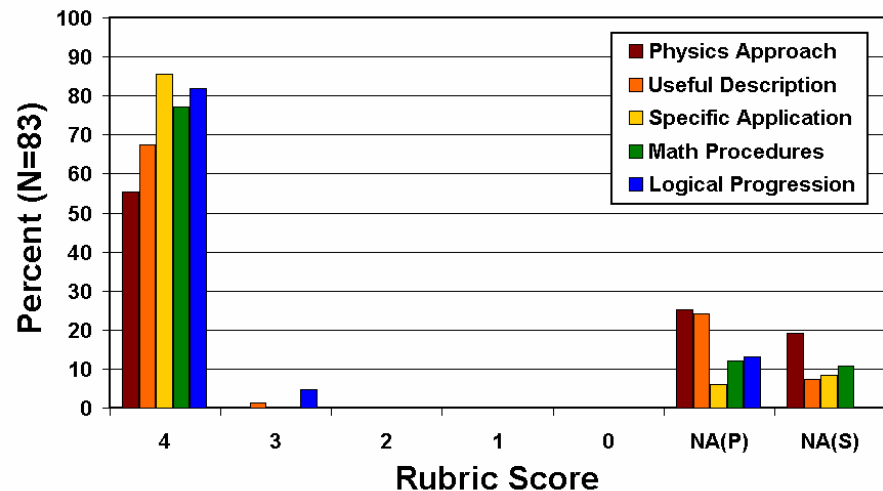
**Halliday, Resnick, & Walker**

**5<sup>th</sup> Edition of Text (1997)**

**Instructor Solution CD-ROM**

**\*Solutions sparse**

**Professor Solutions to Textbook Problems  
Calculus-Based Mechanics Homework**



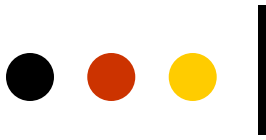
**Calc-Based Mechanics Professor**

**Solutions to Textbook Problems**

**Homework, Spring 2007**

**\*Solutions more detailed**

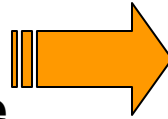




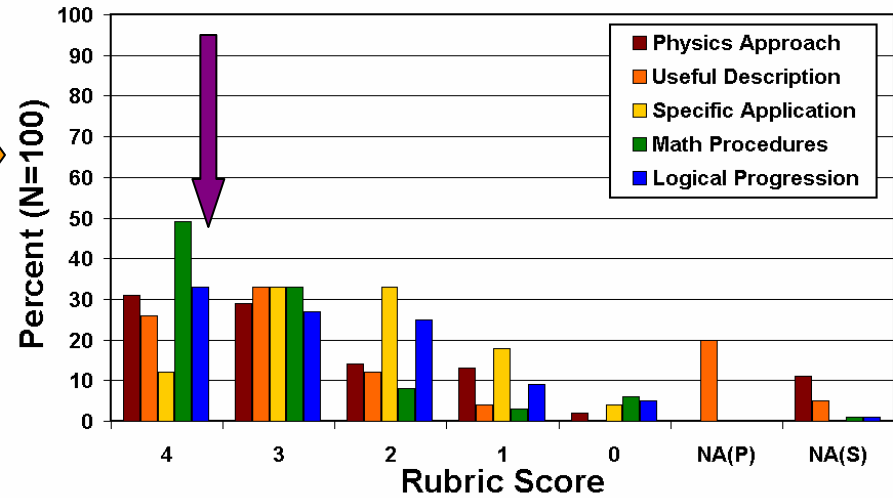
# Students

## Data from Fall 2004

- One class of 241 students
- (788 total calc-based students)
- 60% freshmen, 25% sophomore, 7% junior, 4 % senior
- 70% science, math, engineering

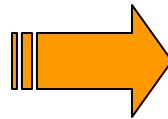


**Calculus-Based Mechanics Final Exam**  
5 Problems x 20 Student Solutions

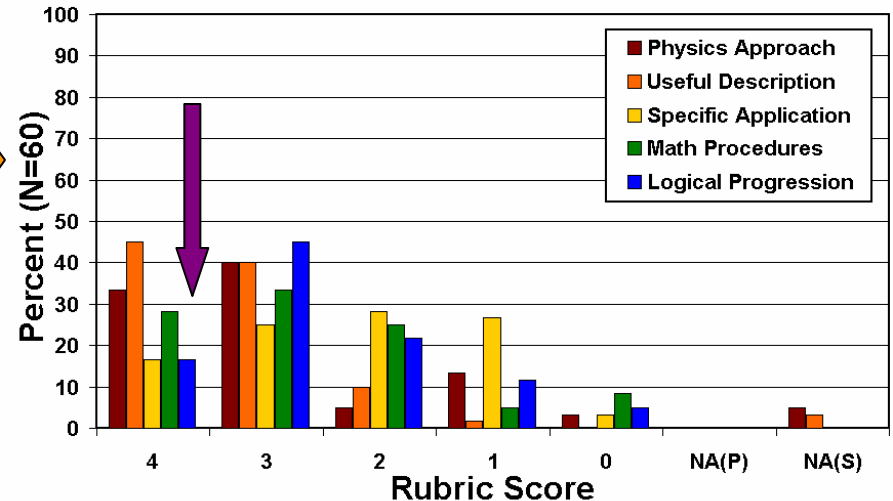


## Data from Fall 2004

- One class of 167 students
- (258 total alg-based students)
- 15% freshmen, 50% soph, 15% junior, 10% senior
- 62% pre-architecture, kinesiology, ag/animal science

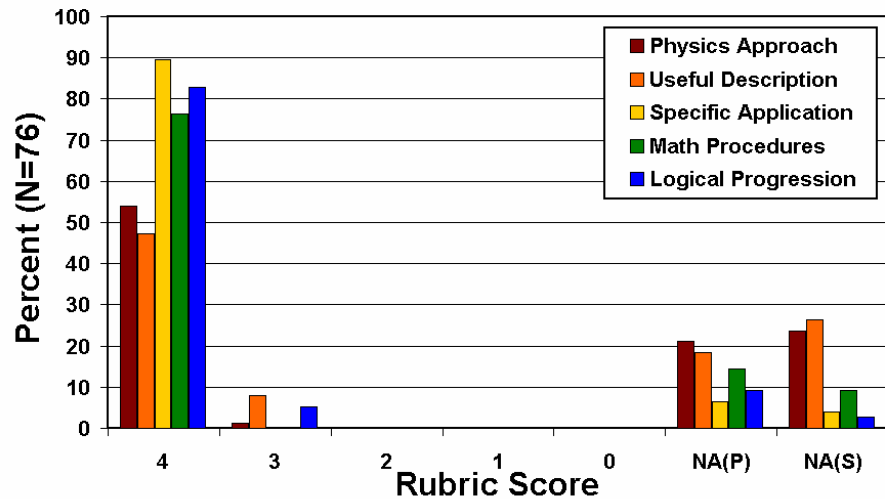


**Algebra-Based Mechanics Final Exam**  
3 Problems x 20 Student Solutions

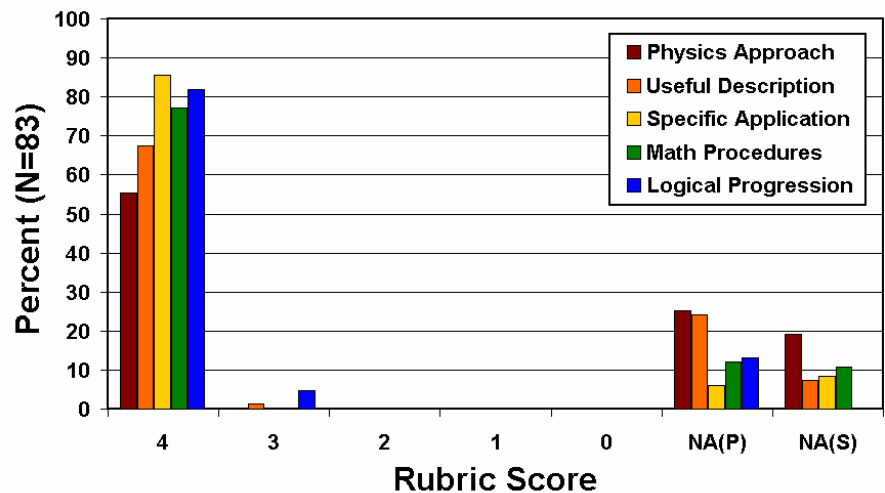


# Instructors

Halliday, Resnick, Walker Instructor Solns  
(38 Chapters x 2 problems each)

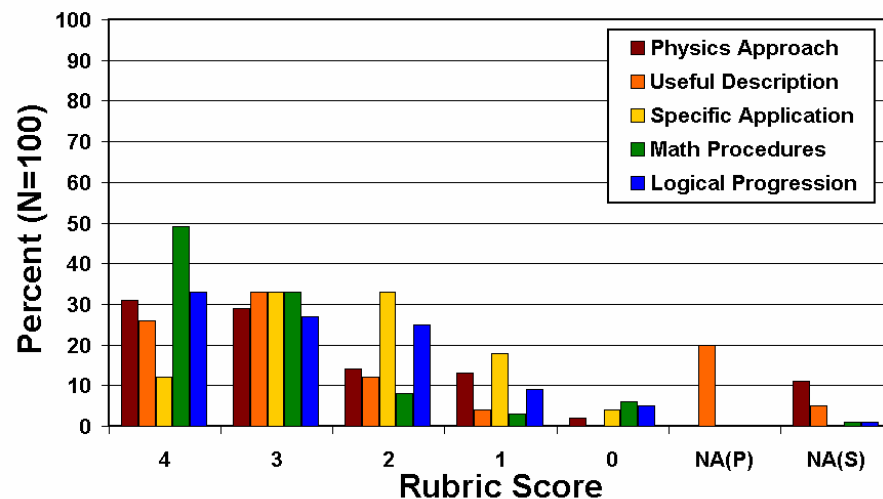


Professor Solutions to Textbook Problems  
Calculus-Based Mechanics Homework

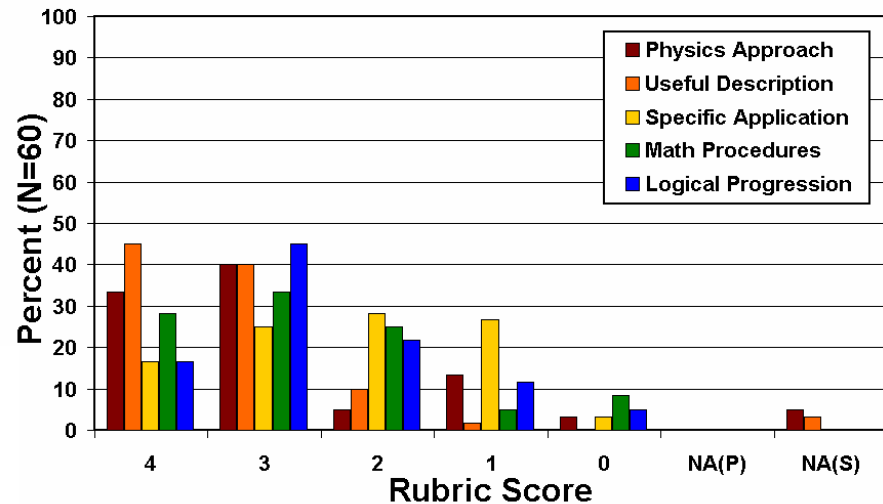


# Students

Calculus-Based Mechanics Final Exam  
5 Problems x 20 Student Solutions



Algebra-Based Mechanics Final Exam  
3 Problems x 20 Student Solutions



# Inter-rater Reliability



Independent scoring of student solutions by a PER graduate student and a high school physics teacher (N=160)

Category	% agree (exact)	% agree (within 1)	Cohen's kappa
Physics Approach	71.3	97.1	0.62
Useful Description	75.0	99.2	0.63
Specific Application	61.3	96.9	0.48
Math Procedures	65.6	99.4	0.51
Logical Progression	63.1	96.9	0.49
<b>OVERALL</b>	<b>67.3</b>	<b>98.5</b>	<b>0.55</b>

## Kappa:

<0 No agreement

0-0.19 Poor

0.20-0.39 Fair

0.40-0.59  
Moderate

0.60-0.79  
Substantial

0.80-1  
Almost perfect



# A First Look



- The rubric discriminates between instructor and student solutions. (**riterion-related validity**)
- The rubric does not depend on the amount of writing.
- Independent **interrater reliability** is good, and would improve with training.
- **More work to be done!**
  - Continue testing the rubric on student solutions: different topics, courses, exams (quizzes).
  - Review of the rubric categories and content by faculty and problem solving researchers. (**face & content validity**)
  - Interrater reliability testing with and without training.
  - Revisions to the rubric.



## References

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- Chi, M. T., Feltovich, P. J., & Glaser, R. (1980). Categorization and representation of physics problems by experts and novices. *Cognitive Science*, 5, 121-152.
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