





In Class (Instructor)





In Class (Students)


Begin Here.



 Instructor gives a lecture on the theory of Lenz’s Law. 


The instructor leads the class in a game in which:



- All students begin standing
- Students are shown a slide in which the magnetic flux through a wire loop changes
- Students must determine whether the induced current is clockwise, counter-clockwise, or 0
- Students write their response on a mini-whiteboard, and after a 30 second timer must reveal their answer
- Students who answer incorrectly sit down, and the process is repeated



 After each slide, the instructor goes over the solution and explains the correct answer. 


The process is repeated until one or no students remain standing (with the winner the last student to be eliminated). The instructor can decrease the amount of time given on each round and students progress. 


 The game is repeated several times to give the eliminated players a chance to try again. 


01

02







03

 Whole Class

 Problem Solving

 Instruction

Bloom’s Taxonomy

	Remember
	Understand
	Apply
	Analyze
	Evaluate
	Create