

Specification grading in introductory physics for astronomy and physics majors

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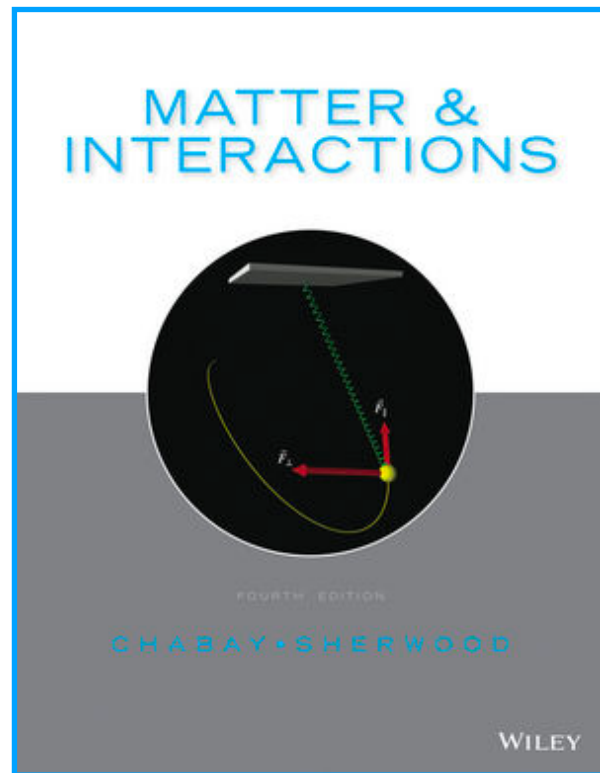
New(ish) Introductory Physics for majors in physics and astronomy

(with calculus)

The mission purpose given to me by the Dept. Chair:

Improve the retention of students in our programs

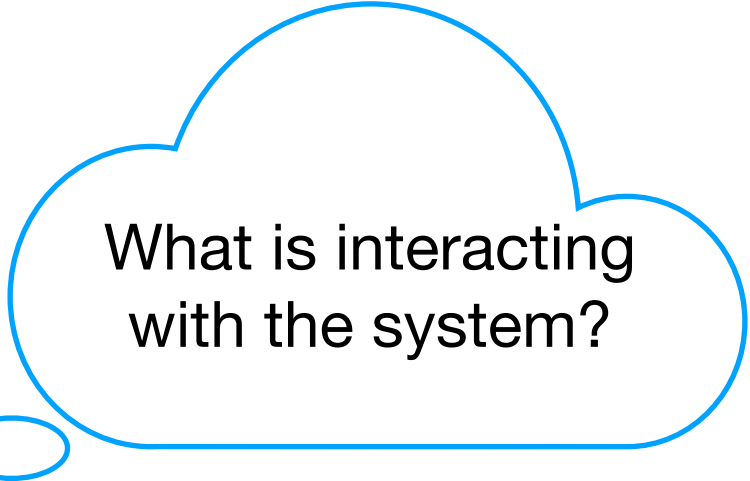
Improve their academic preparation for upper-level physics courses



Main narrative: Interactions between objects dictates the motion of objects



What's the system?



What is interacting with the system?

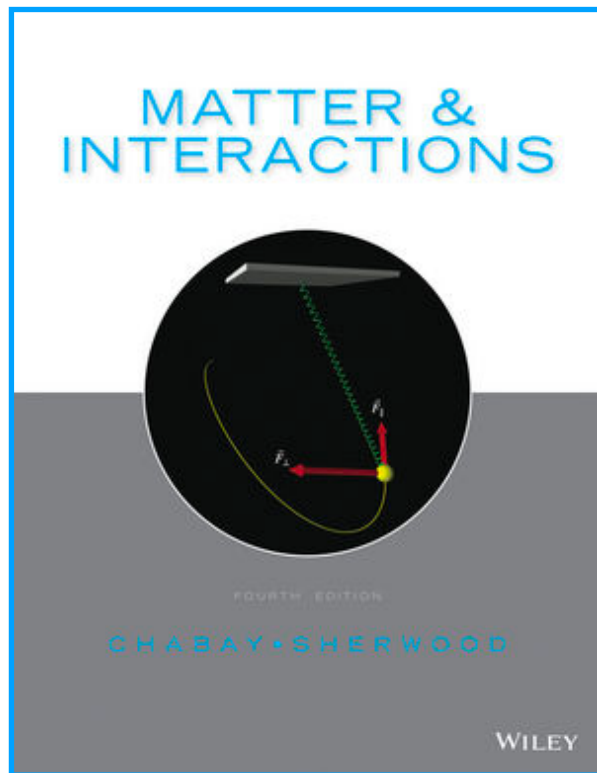


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- 3 The Fundamental Interactions
- 4 Contact Interactions
- 5 Determining Forces from Motion
- 6 The Energy Principle
- 7 Internal Energy

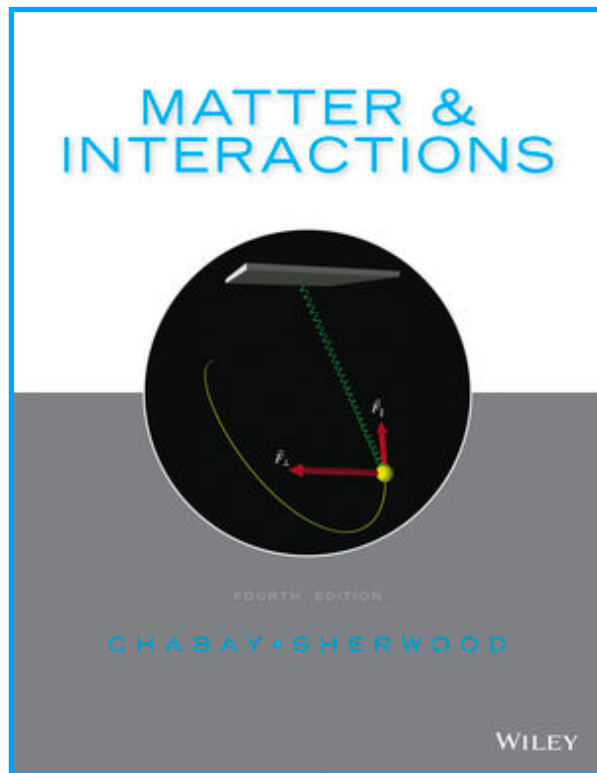
openstax™

< University Physics Volume 1

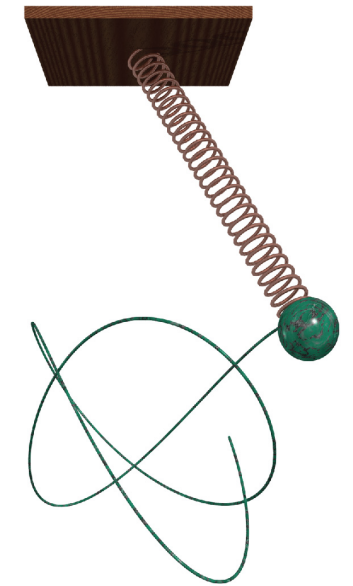
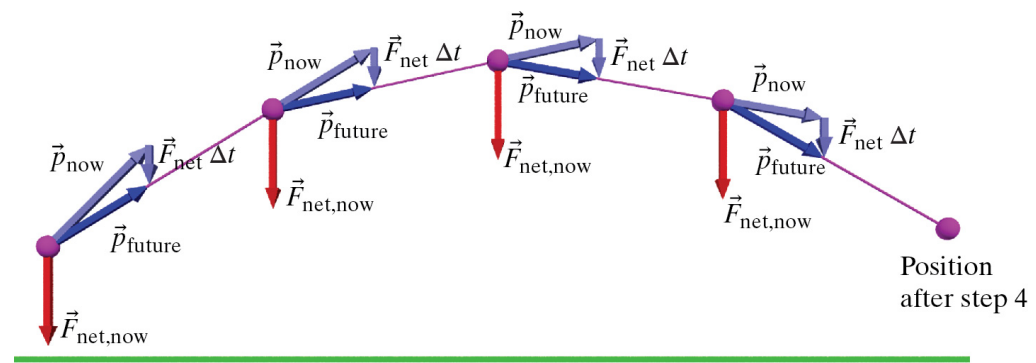
Introduction

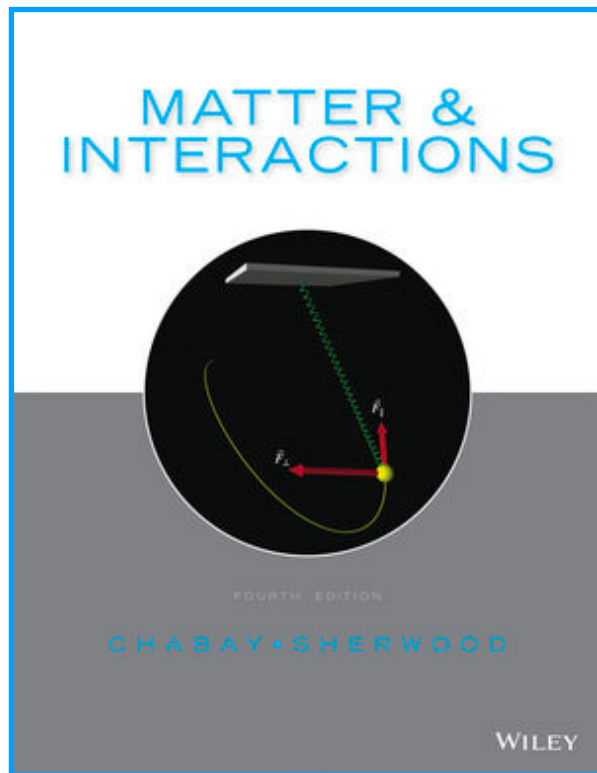
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 - ▶ 6 Applications of Newton's Laws
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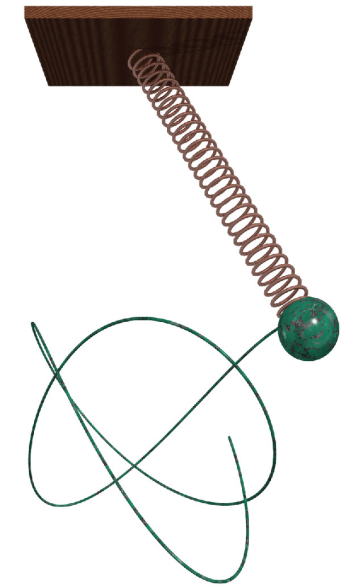
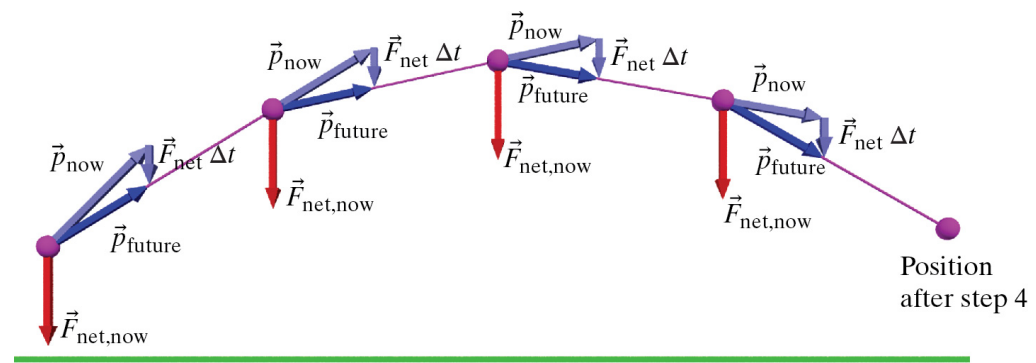


Early emphasis on iterative computation

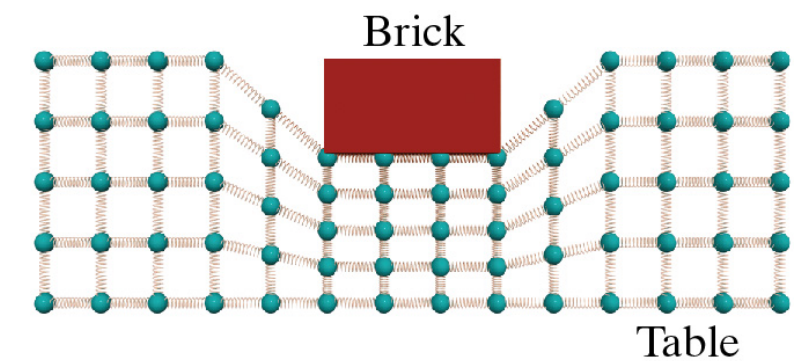
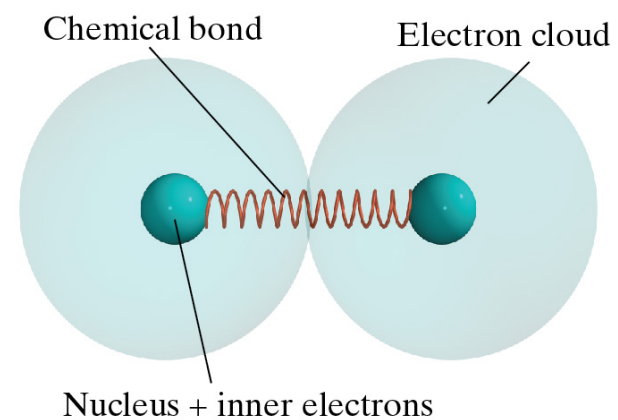




Early emphasis on iterative computation



Good linking of all of the concepts and great focus on “why?”.



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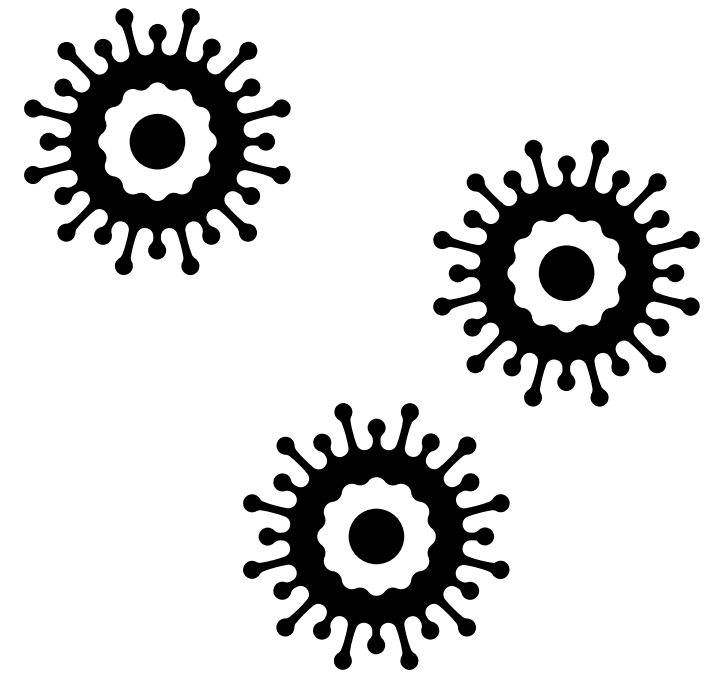
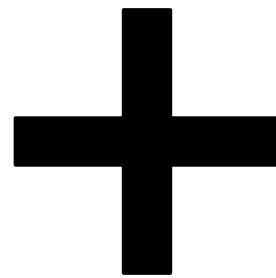
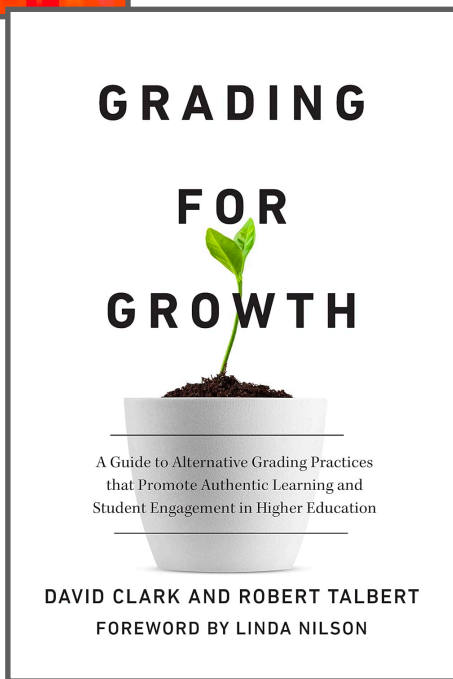
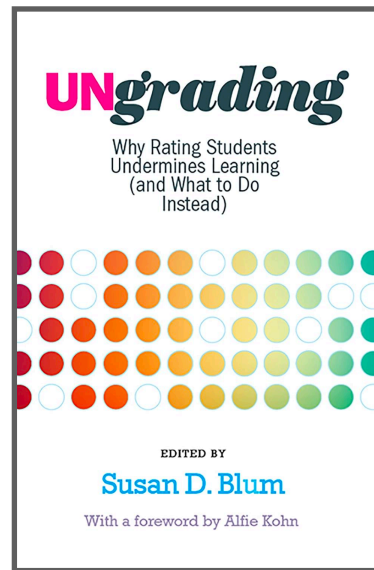
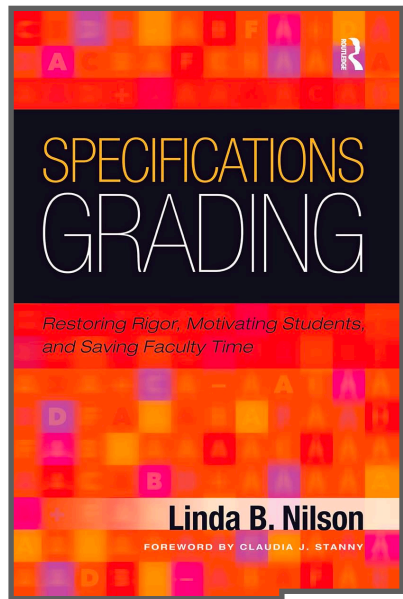
(with calculus)

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Improve the retention of students in our programs

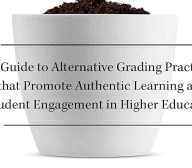
Improve their academic preparation for upper-level physics courses

**The traditional grading did not really give me a
good 'measure' of their preparation**



GRADING

FOR GROWTH



A Guide to Alternative Grading Practices
that Promote Authentic Learning and
Student Engagement in Higher Education

DAVID CLARK AND ROBERT TALBERT
FOREWORD BY LINDA NILSON



IN FEEDBACK LOOPS WE TRUST

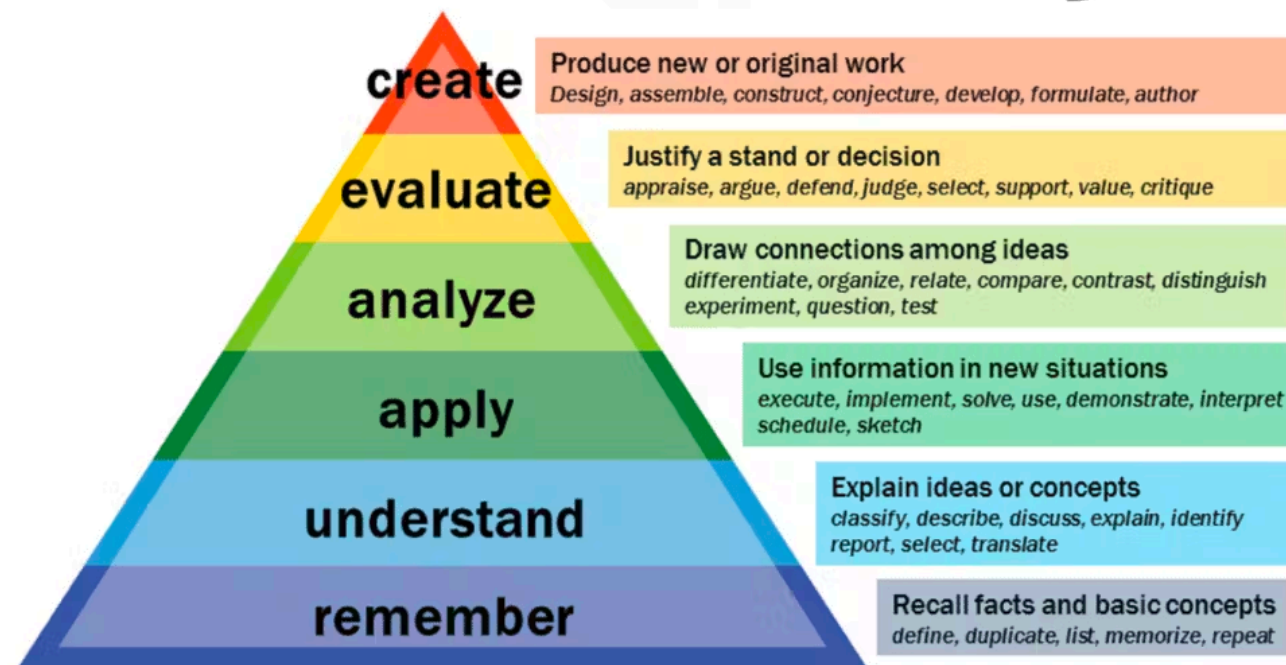
CLEARLY
DEFINED
STANDARDS

HELPFUL
FEEDBACK

MARKS
INDICATE
PROGRESS

REATTEMPTS
WITHOUT
PENALTY

Bloom's Taxonomy



Interactions

Core 1

Momentum Principle

Core 3

Applications:

Point Object system

Sudden collision

Sup 1

Iterative method

Sup 2

Special analytical case: constant force

Kinematic problem

Core 4

Multi-Object system

Collision problems

Core 5

Extended objects

Stiffness of interatomic bonds

Sup 3

Special analytical case: recall force (harmonic motion)

Harmonic motion

Sup 4

Force "detectives"

When there is no change in momentum

Core 6

When there is a change in momentum

Multi-system, unidirectional

Sup 5

One-system, Non-linear

Sup 6

Interactions

Core 1

Momentum Principle

Core 3

Applications:

Energy Principle

Point Object system

Problems with constant forces

Core 7

Work done by a variable force by integration

Sup 7

Multi-Object system

Problems using potential energies

Core 8

Potential fate of objects interacting with a planet

Sup 8

Extended objects

Rolling problems

Sup 9

Angular momentum Principle

Core 9

Extended objects

No change in angular momentum

Statics problems

Core 10

No external torque

Rotational collisions

Sup 10

Core 1	I can assess whether an object has interacted .
Core 2	I can find the future position of an object based on its average velocity or its momentum (relativistic or not).
Core 3	I can use logical, non-quantitative but mathematical reasoning to deduce the direction of p_{future} , F_{net} or p_{now} , given the other two.
Core 4	I can solve a kinematic problem with multiple unknowns
Core 5	I can solve a collision problem with conservation of momentum
Core 6	I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero
Core 7	I can solve a problem using the energy principle , when the forces are constants with a point particle system
Core 8	I can solve a problem using the energy principle with a multi-object system and the concept of potential energy
Core 9	I can calculate the angular momentum of a system and the torque applied by a force to a system.
Core 10	I can solve a statics problem with multiple unknowns using the momentum and angular momentum

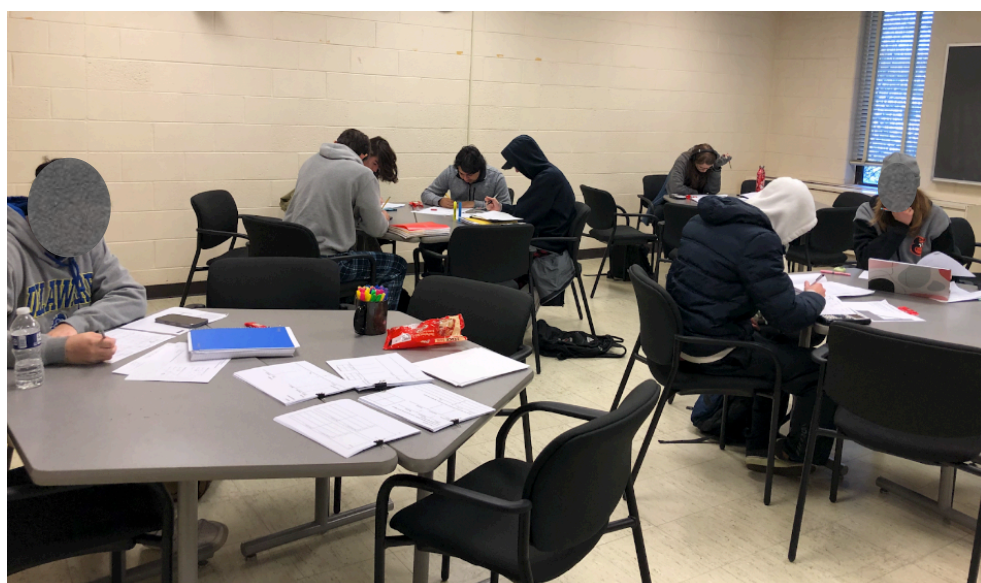
Sup 1	I can estimate the impact force in a sudden collision problem using order of magnitude estimation
Sup 2	I can predict motion using the iterative method with a variable force (springs)
Sup 3	I can find the stiffness of an interatomic bond based on experimental data
Sup 4	I can use the properties of a harmonic oscillator to analytically predict something about a mass-spring system
Sup 5	I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is not zero but unidirectional
Sup 6	I can solve a "detective" problem with multiple unknowns, that requires one system, when the change in momentum is not zero and non-linear
Sup 7	I can calculate the work done by a variable force with integration
Sup 8	I can relate the graph of energies versus separation to determine the potential fate of the object
Sup 9	I can solve a rolling problem with the energy principle
Sup 10	I can solve a rotational collision problem

A 4-credit college course = 12 hours

(PHYS 207 + 227)

Example schedule

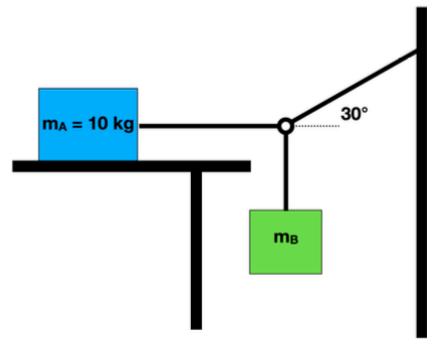
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
What is happening in class (10:10-11:00) (11:15-12:05)	Mini-lectures, practice, discussions		Mini-lectures, practice, discussions		Practice, practice, practice		
What is happening in lab (7: 00-9:00)			PHYS 227: Lab activity				
What is happening outside of class	Work on a lab writeup (227) / WP (207)	PHYS 227: Work on Lab prep PHYS 227: Work on a lab writeup		Work on Daily Prep 'Fri' Work on WP exercises	Work on Daily Prep 'Mon'		
What is due?			* Lab Prep	* Daily Prep 'Fri'			* Daily Prep 'Mon' * Wiley Plus exercises * May submit up to two Labs



Learning Target Core 6: I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

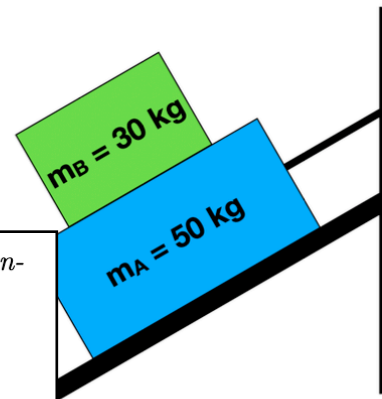
Learning Target Core 6 I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

A block rest on a table. The coefficient of static friction between the table and the block is 0.25. The block is connected by a rope to a ring of negligible mass, which is itself connected to a rope attached to a wall (making a 30° angle with the horizontal) and to a vertical rope from which another box is hanging. Find the maximum mass for the hanging box, so that the box on the table does not move? (Hint, I systems: the box on the table, the hanging box, and the ring holding the ropes.)



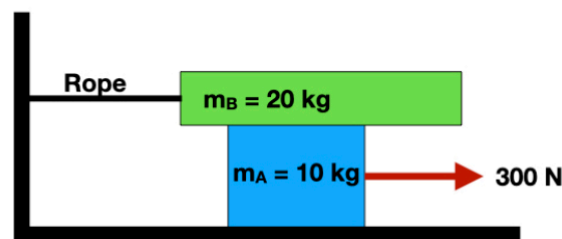
Learning Target Core 6 I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

Box A is sitting still on a ramp, which is inclined at 30° with respect to the horizontal. There is no friction between the ramp and Box A. Box A is attached to a wall by a rope of negligible mass. Block B sits on top of Block A and does not slide. Find the minimum coefficient of static friction between the two blocks, and the tension in the rope. Tilt your coordinate system so that the x -axis points up the ramp.



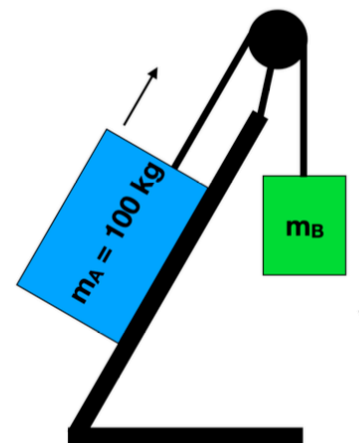
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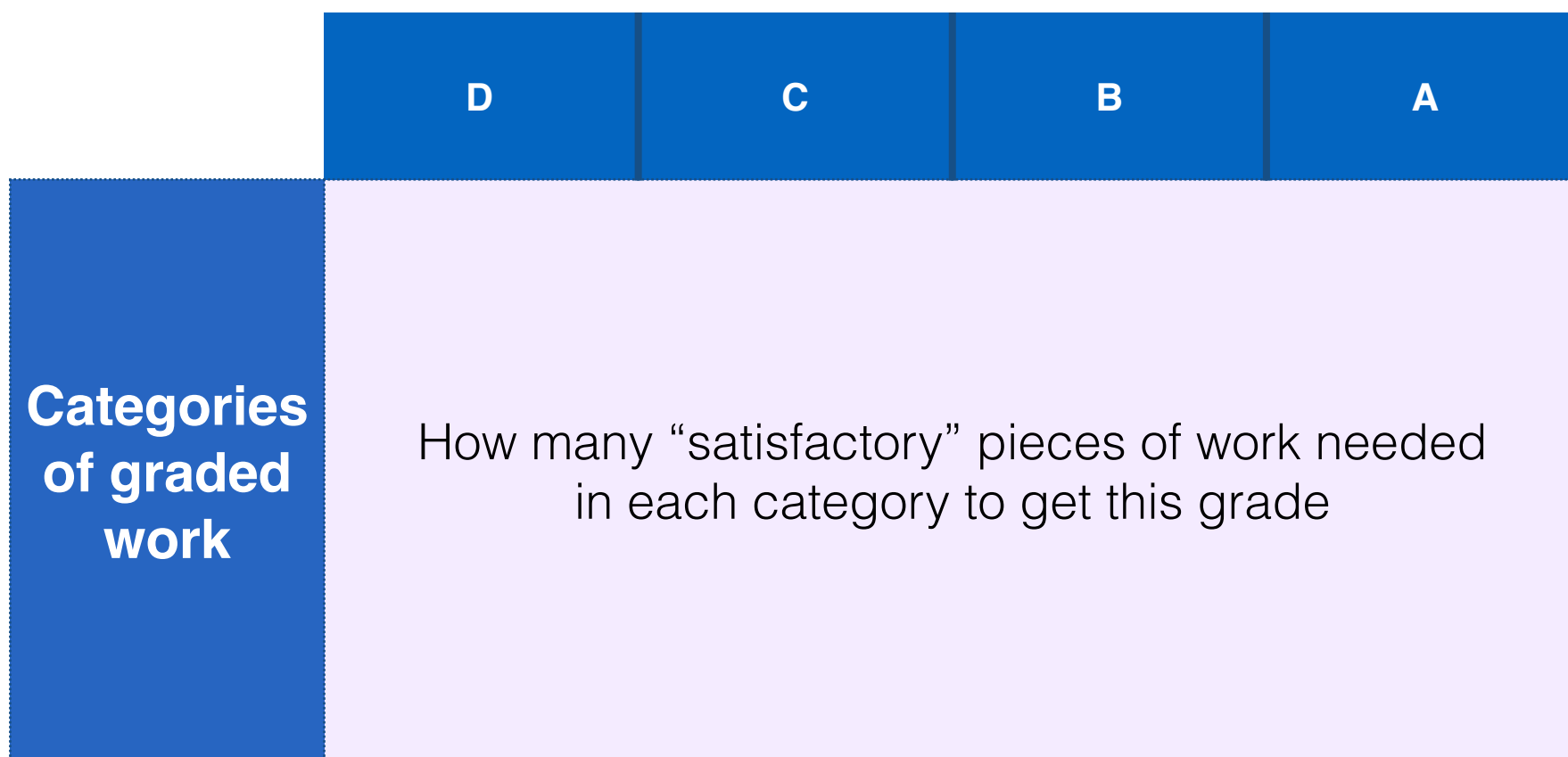
On a table, a block of mass $m_B = 20$ kg is placed on top of another block of mass $m_A = 10$ kg. The top block is attached to the wall on the left by a rope. The mass of the rope is very small, and the rope is horizontal. There is friction between the bottom block and the table, as well as between the two blocks. The coefficients of friction are the same between all surfaces. You pull on the bottom block with a force of 300 N. The block moves to the right with a constant velocity. Solve for the tension in the rope.



Learning Target Core 6 I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

Box A (100 kg) is placed on a ramp, which is inclined at 60° with respect to the horizontal. The coefficient of kinetic friction between the ramp and Box A is 0.6 and the coefficient of static friction is 0.7. Box A is attached by rope of negligible mass to Block B. The rope passes over a pulley (the black circle on the diagram) and Block B is hanging on the other side of the ramp. If Block B is **moving downward at constant speed**, what is the mass of Block B?





PHYS 207 (3 credits)

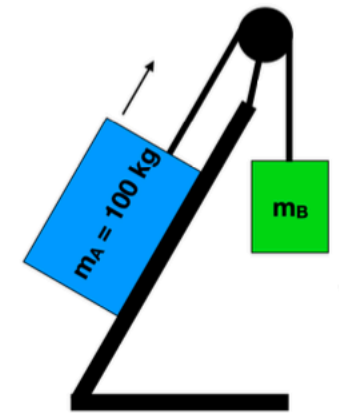
Category	D		C		B		A	
Learning Targets Core (10) (Final status of a LT)	5 LTs In Progress+		5 LTs In Progress+	5 LTs Achived (10 LTs total)	2 LTs in Progress+	8 LTs Achived (10 LTs total)	10 LTs Achived	
Learning Targets Supplemental (10)	2 LTs In Progress+		5 LTs In Progress+		6 LTs In Progress+	2 LTs Achived (8 LTs total)	4 LTs In Progress+	6 LTs Achived (10 LTs total)
Daily Prep (23 checks)	13 checks (60%)		15 checks (70%)		17 checks (80%)		20 checks (90%)	
WP Practice (120 credits)	30 credits		50 credits		70 credits		90 credits	

Learning Target Core 6: I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

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Rubric

General	
	1. I created a symbol for all the known and unknown quantities relevant to the problem.
	2. I clearly identified which quantity I am looking for.
	3. I wrote the solution in logical sections so that the logical progression is easy to follow.
	4. I included units each time I wrote down a numerical value.
	5. I included \rightarrow for every vector symbols.
	6. I used proper vector notation when writing a vector in components.
	7. I included a sketch of the situation with a coordinate system.
	8. I used clear and concise language to explain the steps of my analysis.
Math	
	9. I used correct vectorial and algebra manipulations.
	10. I used correct unit algebra.
Physics	
	11. I defined the systems.
	12. I correctly listed all of the interactions and drew them on a free-body diagram.
	13. I wrote a vector expression for each force.
	14. I correctly determined the change in momentum.
	15. I correctly identified and clearly marked reciprocal forces, as needed.
	16. I correctly identified and clearly marked equal tension interactions for mass-less ropes, as needed.
	17. I proved that the problem can be solved and provided a plan for "doing the math".
	18. I mathematically solved for the unknown quantity the problem was asking for, unless the question said not to do so.

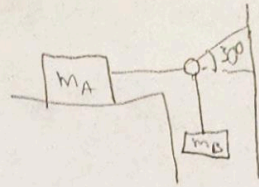
Learning Target Core 6: I can **solve** a "detective" problem with multiple unknowns, that requires considering more than one system, when the **change in momentum is zero**

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Learning Target Core 6: I can solve a "detective" problem with multiple unknowns, that requires considering more than one system, when the change in momentum is zero

$k_s = 0.25$
 $m_A = 10 \text{ kg}$



①

Core 6

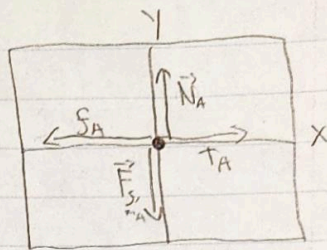
System 1: Box A

Forces at a Distance

Object	magnitude	direction
Earth (gravity)	$m_A g$	$\langle 0, -1, 0 \rangle$ ✓

Contact Forces

object	magnitude	direction
Table (normal)	N_A	$\langle 0, +1, 0 \rangle$ ✓
Table (friction)	$\mu_s N_A$	$\langle -1, 0, 0 \rangle$ ✓
Rope A (tension)	T_A	$\langle +1, 0, 0 \rangle$ ✓



Momentum Principle

	$d\vec{p}/dt$	$=$	\vec{F}_{net}	
x	0	$=$	$T_A - \mu_s N_A$	① ✓
y	0	$=$	$N_A - m_A g$	② ✓
z	0	$=$	0	

Other Systems
On Next Pages →

Work

- Because the ropes being used are of a negligible mass, the tensions are the same on both ends of the rope.
- To solve for the maximum mass of the hanging box (m_B), we will set the static friction of the table on box A to its max value.
- The problem can be solved because there are 5 equations and unknowns.

Plan

- Use eq ② to solve for N_A
- Use eq ① to solve for T_A
- Use eq ④ to solve for T_C
- Use eq ⑤ to solve for T_B
- Use eq ③ to solve for m_B

Cont →

②

Core 6 - Cont.

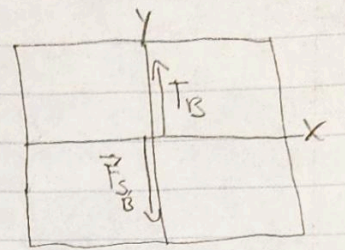
System 2: Box B

Forces at a distance

object	magnitude	direction
Earth (gravity)	$m_B g$	$\langle 0, -1, 0 \rangle$ ✓

Contact Forces

object	magnitude	direction
Rope B (tension)	T_B	$\langle 0, +1, 0 \rangle$ ✓



Momentum principle

	$d\vec{p}/dt$	$=$	\vec{F}_{net}	
x	0	$=$	0	
y	0	$=$	$T_B - m_B g$	③ ✓
z	0	$=$	0	

Work Cont

1) $N_A = m_A g$
 $= 10 \text{ kg} \cdot 9.8 \frac{\text{m}}{\text{s}^2}$
 $= 98 \text{ N}$ ✓

4) $T_B = T_C \sin 30^\circ$
 $= 28.2 \text{ N} \cdot \sin 30^\circ$
 $= 14.1 \text{ N}$ ✓

2) $T_A = \mu_s N_A$
 $= 0.25 \cdot 98 \text{ N}$
 $= 24.5 \text{ N}$ ✓

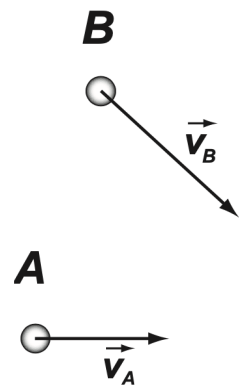
5) $m_B g = T_B$
 $m_B = \frac{T_B}{g}$
 $= \frac{14.1 \text{ N}}{9.8 \frac{\text{m}}{\text{s}^2}}$ ✓

3) $T_C \cos 30 = T_A$
 $T_C = \frac{T_A}{\cos 30} = \frac{24.5 \text{ N}}{0.87}$
 $= 28.2 \text{ N}$ ✓

$\boxed{= 1.44 \text{ kg}}$

Learning Target Core 5 *I can solve a collision problem with conservation of momentum.*

You throw a 0.5 kg piece of rock that is caught by a 1.5 kg hawk in mid air. Just before the collision between the hawk and the rock, the rock was moving with a speed of 3 m/s in the $+x$ direction, and the hawk was moving with a speed of 10 m/s in a direction 30° below the horizontal (see sketch). If the hawk does not let go of the rock, what is the velocity of the hawk+rock just after the collision? (Remember to justify in words the approximations you made about the forces on the system.)



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	6. I used proper vector notation when writing a vector in components.
	7. I included a sketch of the situation with a coordinate system.
	8. I used clear and concise language to explain the steps of my analysis.
Math	
	9. I used correct vectorial and algebra manipulations.
	10. I used correct unit algebra.
Physics	
	11. I correctly calculated the momentum of a system containing multiple point objects.
	12. I correctly applied the momentum principle.
	13. I justified the approximations I made about the forces on the system.

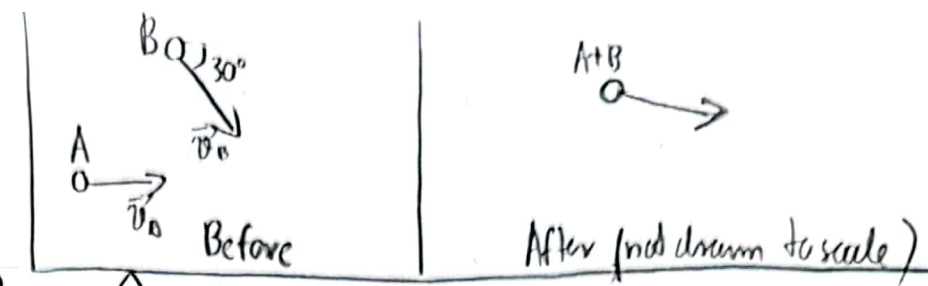
system: rock + hawk

surv: The Gravity of Earth X]
 * Air x

We have to assume that the gravity is not important in this case, because the masses of the objects are small, AND the time interval of impact was very quick (hawk moving at $10 \frac{m}{s}$ snatching rock moving $3 \frac{m}{s}$ would be a very quick interaction, maybe less than second or half a second or even more)

We can do same for Air, because mass is big and ~~they~~ might be very small, and hawk tightens up ^{the rock} before impact.

Core 5



$m_{rock} = m_1 = 0.5 \text{ kg}$
 $\vec{v}_{rock} = \vec{v}_A = \langle 3, 0, 0 \rangle \frac{m}{s}$

$\vec{v}_B = \langle \cos 30^\circ, -\sin 30^\circ, 0 \rangle$

$m_{hawk} = m_2 = 1.5 \text{ kg}$

$\vec{v}_2 = \vec{v}_{hawk} = \langle 10 \cos 30^\circ, -10 \sin 30^\circ, 0 \rangle \frac{m}{s}$

system: rock + hawk

surv: The Gravity of Earth X]
 * Air x

We have to assume that the gravity is not important in this case, because the masses of the objects are small, AND the time interval of impact was very quick (hawk moving at $10 \frac{m}{s}$ snatching rock moving $3 \frac{m}{s}$ would be a very quick interaction, maybe less than second or half a second or even more)

We can do same for Air, because mass is big and ~~they~~ might be very small, and hawk tightens up ^{the rock} before impact.

$\vec{P}_{sys, f} = \vec{P}_{sys, i} + \vec{F}_{net} \Delta t$

1) $\vec{P}_{sys, f} = \vec{P}_{sys, i}$

2) $\vec{P}_{sys, f} = \vec{P}_{Af} + \vec{P}_{Bf} =$
 $= 0.5 \text{ kg} \cdot \langle 3, 0, 0 \rangle \frac{m}{s} + 1.5 \text{ kg} \langle 10 \cos 30^\circ, -10 \sin 30^\circ, 0 \rangle \frac{m}{s}$
 $= \langle 1.5, 0, 0 \rangle \frac{kg \cdot m}{s} + \langle 12.99, -7.5, 0 \rangle \frac{kg \cdot m}{s} =$
 $= \langle 14.5, -7.5, 0 \rangle \frac{kg \cdot m}{s}$

3) $\vec{P}_{f, sys} = \vec{P}_{sys, i} = \langle 14.5, -7.5, 0 \rangle \frac{kg \cdot m}{s}$

4) Since the hawk doesn't let go of the rock, the velocity of a rock AND a hawk will be the same.

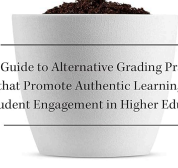
$\vec{P}_{sys, f} = m_{sys} \times \vec{v}_{sys, f} \quad \vec{v}_{sys, f} = \frac{\vec{P}_{sys, f}}{m_{sys}} = \frac{\langle 14.5, -7.5, 0 \rangle \frac{kg \cdot m}{s}}{0.5 \text{ kg} + 1.5 \text{ kg}} =$

$= \langle 7.245, -3.75, 0 \rangle \frac{m}{s}$

GRADING

FOR

GROWTH



A Guide to Alternative Grading Practices
that Promote Authentic Learning and
Student Engagement in Higher Education

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IN FEEDBACK LOOPS WE TRUST

**CLEARLY
DEFINED
STANDARDS**

**HELPFUL
FEEDBACK**

**MARKS
INDICATE
PROGRESS**

**REATTEMPTS
WITHOUT
PENALTY**

- ➡ How to avoid the 'snowball effect' ?
- ➡ Is it equitable ?
- ➡ How can this be more simplified ?

Useful resources:

- Grading for Growth blog: <https://gradingforgrowth.com/>
- alternativegrading.slack.com (there is a Physics channel)
- Blog of Robert Talbert <https://rtalbert.org/> (Mathematics Dept. at Grand Valley State University)

Who I would like to thank for making whole courses available on <https://github.com/RobertTalbert>

