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Student Exploration: Element Builder

Directions: Follow the instructions to go through the simulation. Respond to the questions and prompts in the orange boxes.

Vecabulary: atom, atomic number, electron, electron dot diagram, element, energy level, ion, isotope, mass number, neutron, nucleus, periodic table, proton, radioactive, valence electrons

Prior Knowledge Questions (Do these BEFORE using the Gizmo.)

- Vthat are some of the different substances that make up a pizza?
- What substances make up water?
- 3. What substances make up an iron pot?

dough, cheese, sauce, toppings

2 hydrogen atoms and 1 oxygen atom

inom.

Elements are pure substances that are made up of one kind of **atom**. Pizza is not an element because it is a mixture of many substances. Water is a pure substance, but it contains two kinds of atom: oxygen and hydrogen. Iron is an element because it is composed of one kind of atom.

Gizmo Warm-up

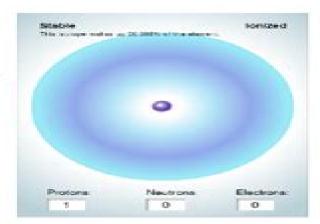
Atoms are tiny particles of matter that are made up of three particles: protons, neutrons, and electrons. The Element Builder Gizmo shows an atom with a single proton. The proton is located in the center of the atom, called the nucleus.

- Use the arrow buttons () to add protons, neutrons, and electrons to the atom. Press Play ().
 - A. Which particles are located in the nucleus?
 - B. Which particles orbit around the nucleus?
 - C. Turn on Show element name. What causes the element name to change?

Protons, neutrons

electrons

Changing the amount of protons



Teacher Edition Gizmo Element Builder

Kelly Murdock

Teacher Edition Gizmo Element Builder:

New Directions in Technological Pedagogical Content Knowledge Research Dr. Myint Swe Khine, 2015-05-01 In the past decades wide ranging research on effective integration of technology in instruction have been conducted by various educators and researchers with the hope that the affordances of technology might be leveraged to improve the teaching and learning process However in order to put the technology in optimum use knowledge about how and in what way technology can enhance the instruction is also essential A number of theories and models have been proposed in harnessing the technology in everyday lessons Among these attempts Technological and Pedagogical Content Knowledge TPACK framework introduced by Mishra and Koehler has emerged as a representation of the complex relationships between technology pedagogy and content knowledge The TPACK framework extends the concept of Shulman's pedagogical content knowledge PCK which defines the need for knowledge about the content and pedagogical skills in teaching activities Since then the framework has been embraced by the educational technology practitioners instructional designers and educators TPACK research received increasing attention from education and training community covering diverse range of subjects and academic disciplines and significant progress has been made in recent years. This book attempts to bring the practitioners and researchers to present current directions trends and approaches convey experience and findings and share reflection and vision to improve science teaching and learning with the use of TPACK framework A wide array of topics will be covered in this book including applications in teacher training designing courses professional development and impact on learning intervention strategies and other complex educational issues Information contained in this book will provide knowledge growth and insights into effective educational strategies in integration of technology with the use of TPACK as a theoretical and developmental tool The book will be of special interest to international readers including educators teacher trainers school administrators curriculum designers policy makers and researchers and complement the existing literature and The Complete Guide to Torque X John Kanalakis, 2008-08-26 For the first time in history Microsoft has published works opened up its exclusive gaming platform to anyone who is interested in creating console games Now anyone can create a game for the Xbox 360 console without a publishing contract or expensive and hard to get developer versions of the console The Torque X Framework makes game development even easier wi Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide Kelly Murdock, 2015 Kelly L Murdock's Autodesk 3ds Max 2016 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk's 3D animation software it just gets better and better with each release Whether you re

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