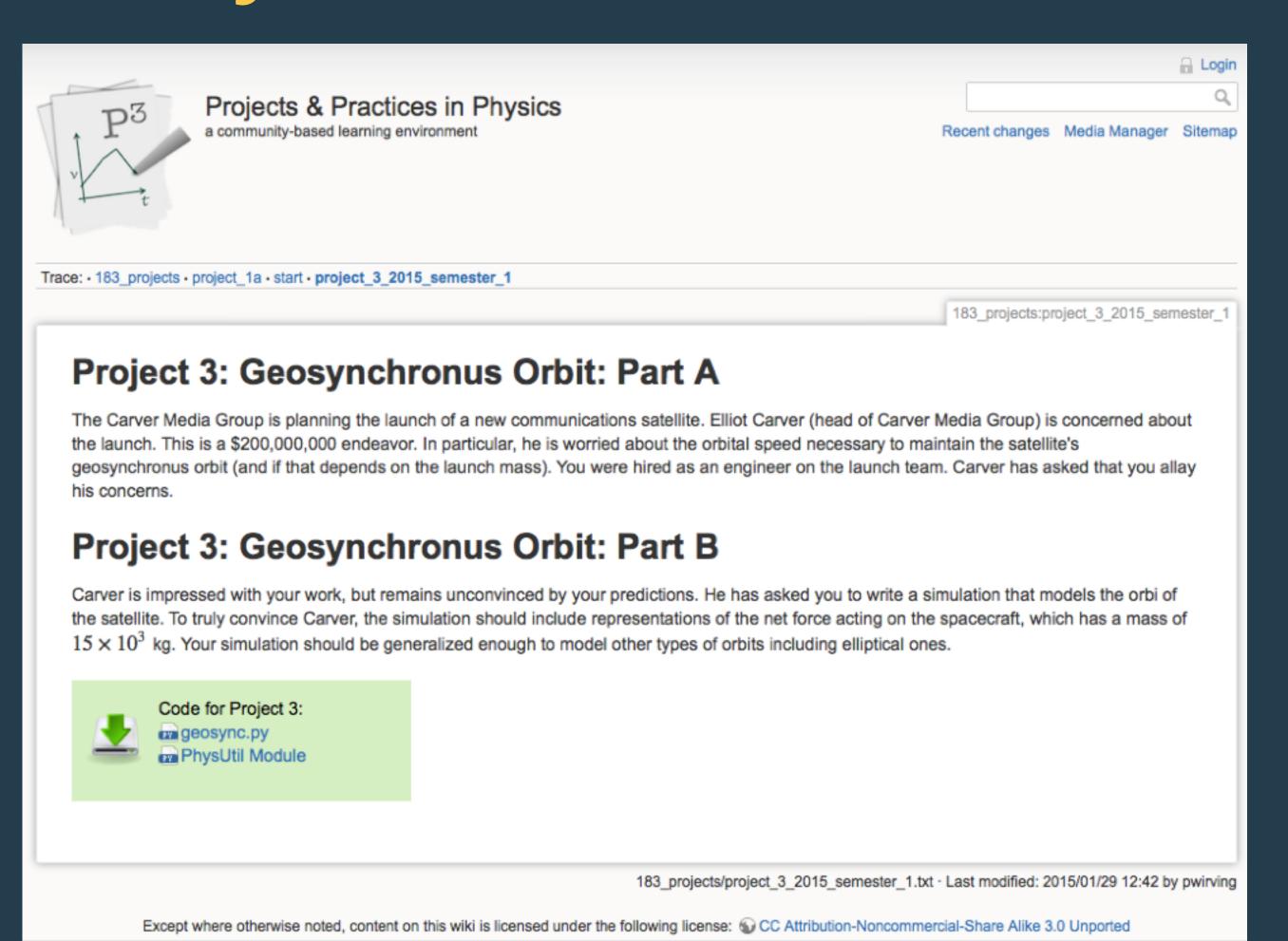
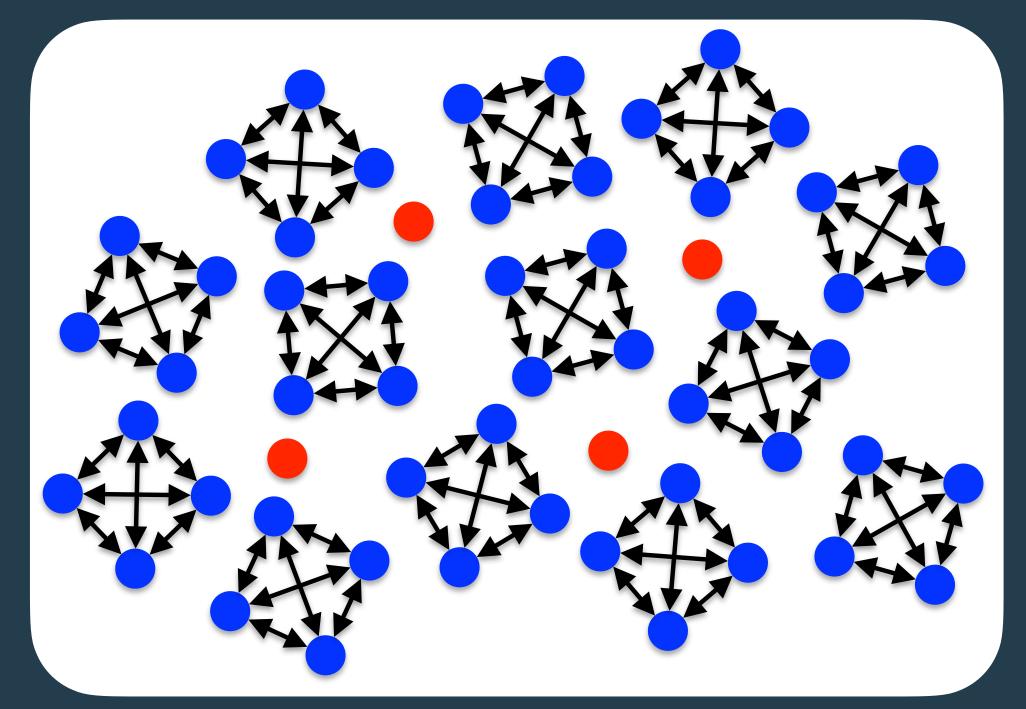
Projects and Practices in Physics







Investigating Learning Assistants' Instructional Approaches





```
# Objects
Earth = sphere(pos=vector(0,0,0), radius=6.4e6, material=materials.BlueMarble)
Satellite = sphere(pos=vector(7*Earth.radius, 0,0), radius=1e6, color=color.red, make trail=True)
# More window setup
scene.range=12*Earth.radius
# Parameters and Initial conditions
mSatellite = 1
pSatellite = vector(0,5000,0)
# Time and time step
deltat = 1
t = 0
tf = 60*60*24
SatelliteMotionMap = MotionMap(Satellite, tf, 20, markerScale=2000, labelMarkerOrder=False)
#Calculation Loop
while t < tf:
        theta = (7.29e-5) * deltat
                                                IGNORE THIS LINE
        Earth.rotate(angle=theta, axis=vector(0,0,1), origin=vector(0,0,0))
                                                                                         IGNORE THIS
        rate(10000)
        Satellite.pos = Satellite.pos + pSatellite/mSatellite*deltat
        SatelliteMotionMap.update(t, pSatellite/mSatellite)
        t = t + deltat
```

How do learning assistants approach teaching computational problems?