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?

Irving, Obsniuk, & Caballero, EJP (2017)
Pawlak, Irving, & Caballero, Phys. Rev. PER (2020)
Irving, McPadden, & Caballero Phys. Rev. PER (2020)

Results

12 LAs Interviewed

Utility of coding	Teaching outcome	Characteristic to moderate	Teaching strategy
Programming is an important skill	Programming skills	Student work pace	Focus on navigating programming errors
Computation aids content learning	Physics-code connection	Impact of course design	Leverage affordances of computational problems
Computation makes difficult problems easier	Capabilities of computation	Student attention to programming details	Encourage reflection on coding
Computation offers space for broader skills	A new approach to learning	Student attitudes	Leverage collaboration

Pawlak, Irving, & Caballero, Phys. Rev. PER (2020)