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### Introduction

- Why labs?
  g Stimulate learning processes
- g Teach the students how to learn
- <sup>n</sup> Stimulate creativity and independent thinking<sup>n</sup> Give a greater understanding of the theory





# Answering Questions – Example 1

- Ex1: The students need help to get started with a new lab or new tool
- n Point the students to recommended reading
  - g Course literature
  - q Lab instructions
  - g Course homepage
  - g How to-manuals etc.
- Give help related to technical difficulties (students not familiar with UNIX etc.)



## Answering Questions – Example 2

- n Ex2: The students are stuck and want you to solve the exercise for them
- Ask them what they have done so far (explaining might naturally lead them to an idea of what to do next)
- Ask questions related to theory recommend reading
  If the problem is not directly related to the lab (syntax errors, environment issues) give hints / help



# why feedback? a part of learning process a ssessment of understanding develop skills

- analytical ability
- g writing
- q learning
- n integrate new knowledge with previous knowledge
- n provide a better picture of what is expected in the course



## What type of feedback?

- contains evaluations within the "field's accepted standards of judgement"
- $\ensuremath{\,\mathrm{n}}$  should be fair, i.e., keep it to the specific tradition within the field
  - examples, different types of feedback in different fields:
    d humanities: "interesting" arguments
  - g social sciences: the methodology
  - ${}_{\rm q}$   $\,$  natural sciences and engineering: the results and their implications











#### Summarize

g finish the lab by reviewing what students should have learned and, previewing the work for the labs.

