



# 2020 AAPT Winter Meeting Workshops

1. Ring Flinger (Make & Take)
2. Using Augmented Reality, Virtual Reality, and Video Games in the Physics Classroom
3. CMS Collider Physics Masterclass
4. Improving Pedagogical Content Knowledge
5. Updates to AP Physics
6. Understanding the Physics of Everyday Phenomena
7. Storytelling for Physics Equity
8. Using RTOP to Improve Physics and Physical Science Teaching
9. Activities for Teaching Contemporary Physics
10. Trinket Workshop: Teach with Code
11. Computational Physics in Introductory Physics Courses
12. STEP UP 4 Women
13. Quantitative Analysis in PER
14. Fun and Engaging Labs
15. Arduino Microcontrollers
16. Introduction to Latex for Teachers and Students
17. New Ways to Visualize and Teach Astronomy: 3D Printing and Tactile Graphics
18. Fun and Engaging Labs
19. Coding Integration in High School Physics Courses
20. Teaching Introductory Physics in an Earth and Space Science Context
21. Updates to AP Physics
22. Fun, Engaging, Effective, Research-Validated Lab Activities and Interactive Lecture Demos for Introductory University, College and High School Physics
23. PICUP: Integrating Computation into Upper-level Physics
24. PICUP: Integrating Computation into Introductory Physics
25. Pulsar Search Collaboratory for High School Teachers
26. Intro to Modeling Instruction, a PER-based Curricula
27. From Intro Labs to Senior Theses: Implementing and Assessing Writing Across the Physics Curriculum
28. Building the Living Physics Portal Community
29. Making in the Classroom – Creating Pop-culture Projects to Increase Student Engagement
30. The Architecture of GlowScript VPython