

Alligator tank: Don't/Do this game!



HOW TO PLAY:

OVERVIEW:

Welcome to the PRIMECH Accelerate game!

Step into the role of a mechanics teacher with an innovative idea.

Develop your idea (Part 1), pitch it to the PRIMECH team (Part 2a), and receive their support proposal in making it happen (Part 2b). Join us and experience the power of collaboration and innovation in mechanics education!

Part 1, 10 min:

Each team randomly picks 3 "Do" cards. These define the project requirements. Additionally, teams also pick 1 "Don't" and 1 "Why not" cards, which impose (absurd) limitations.

Remember, you can't exchange individual cards unless you swap your entire set!

Put on your thinking cap and devise innovative concepts that meet both the requirements and limitations. Let the creativity flow! :)

Part 2a, 5 min preparation + 1 min pitch:

It's time to present your project to the PRIMECH team. During the 1-minute pitch, your team should cover three key points:

- What is the problem?
- What is the solution you aim to develop/implement?
- How would this solution innovate mechanics education?

TIPS: Remember to capture the judges' attention from the start, clearly outline the problem and solution, highlight the unique selling points, and conclude with a memorable statement.

Part 2b, 5 min per team:

The fun doesn't stop! After your pitch, the PRIMECH team will evaluate your solution and offer their expert guidance on how they can support you in bringing your idea to life. Their valuable insights, time and resources will help you refine your concept and pave the way for its successful implementation.

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

**DO
What**

PRIMECH →

Do

**New formative
assessment +
feedback
concept**

What

Do

**New final
assessment
concept**

What

Do

**Set of lab
experiments**

What

Do

**A classroom
demonstration**

What

Do

**An open
source
textbook**

What

Do

**A new
teaching
module**

What

Do

**A set of video
lessons**

What

Do

**An applet easily
implementable
in Brightspace**

What

**DO
Who**

PRIMECH →

**DO
Who**

PRIMECH →

**DO
Who**

PRIMECH →

**DO
Who**

PRIMECH →

**DO
Who**

PRIMECH →

**DO
Who**

PRIMECH →

Do

**All the mechanics
courses in a
bachelor study
program**

Who

Do

**A project
group of 10
students**

Who

Do

**All the mechanics
courses at
TU Delft**

Who

Do

**A study group
of 80 students**

Who

Do

**First quarter,
first year bachelor
students**

Who

Do

**900 bachelor
students cohort**

Who

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

**DO
Why**

PRIMECH →

Do

**To save time for
you and your Tas**

Why

Do

**To increase
intrinsic motivation
and engagement**

Why

Do

**To make the content
structure of your
course/programme
clearer**

Why

Do

**To increase the
conceptual
understanding
of mechanics**

Why

Do

**To show the
applicability of
theory in real-world
scenarios**

Why

Do

**To refresh some
prior knowledge
(i.e. calculus,
statics,...) required
for your course**

Why

Do

**To help visualise
difficult concepts
/ teach the
physics behind
the math formula**

Why

Do

**To improve students'
study
and time
management skills**

Why

**DO NOT
Requirements**

PRIMECH →

**DO NOT
Requirements**

PRIMECH →

**DO NOT
Requirements**

PRIMECH →

**DO NOT
Requirements**

PRIMECH →

**DO NOT
Requirements**

PRIMECH →

**DO NOT
Requirements**

PRIMECH →

Do not

**You need it for
September '23**

Requirements

Do not

**You also need to
convince the
board of
examiners and
the ethical
committee first**

Requirements

Do not

**No one in your
department is
willing to help
you or giving
you TAs**

Requirements

Do not

**It has to be
sustainable**

Requirements

Do not

**The study
advisor informed
you that all
students have
dyslexia in your
course**

Requirements

Do not

**Your course
is already
overflowing**

Requirements

WHY NOT

PRIMECH →

WHY NOT

PRIMECH →

WHY NOT

PRIMECH →

WHY NOT

PRIMECH →

WHY NOT

PRIMECH →

WHY NOT

PRIMECH →

Why not

**You can only do
it digitally**

Why not

**Make it
edible**

Why not

**Make it work
outdoors**

Why not

**Make it work in
the dark**

Why not

**Don't spend any
money on it**

Why not

**Make it work at
least
50 years
from now**