### The Process of Science



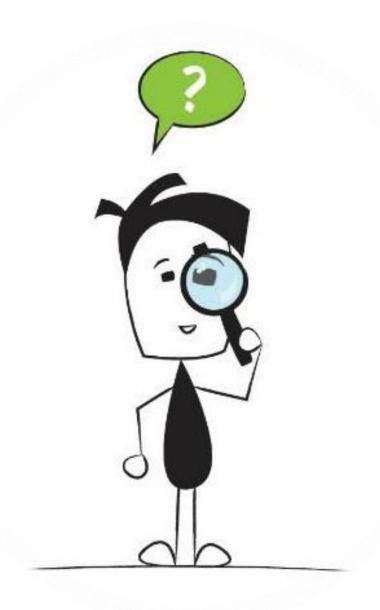
CERN HST 2023







Scientists Are Curious





Scientists Ask Questions





Scientists Build and Revise Models



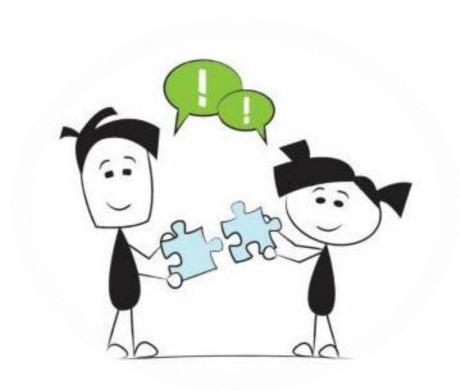


## Scientists Are Creative





Scientists Collaborate





Scientists Look for Patterns





## Looking for patterns

- spin
- electric charge (Q)
- strangeness (S)
- mass
- date

spin 3/2

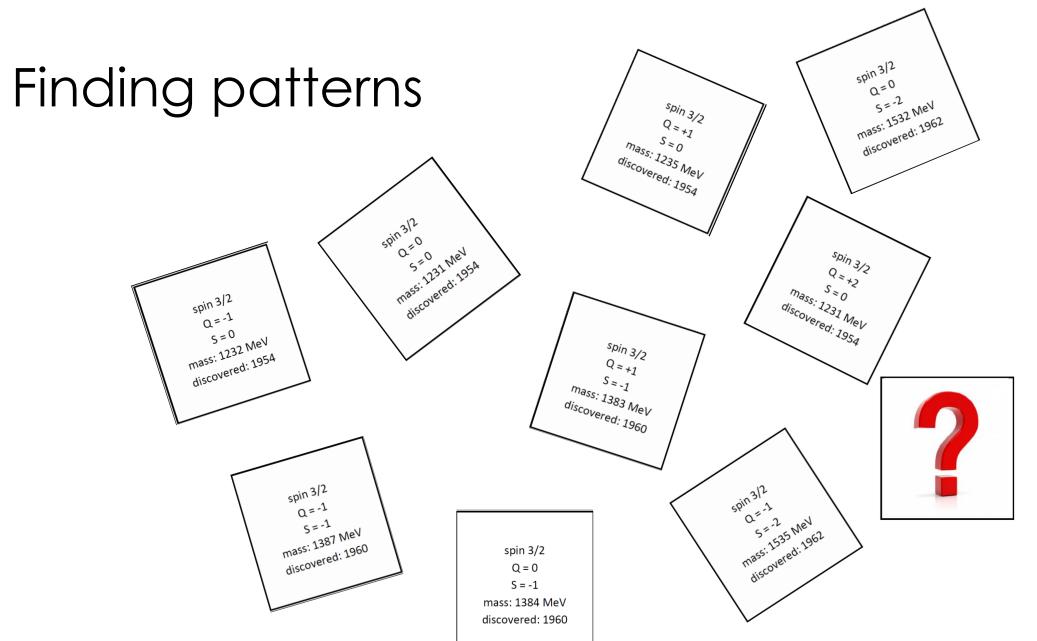
Q = -1

S = 0

mass: 1232 MeV

discovered: 1954

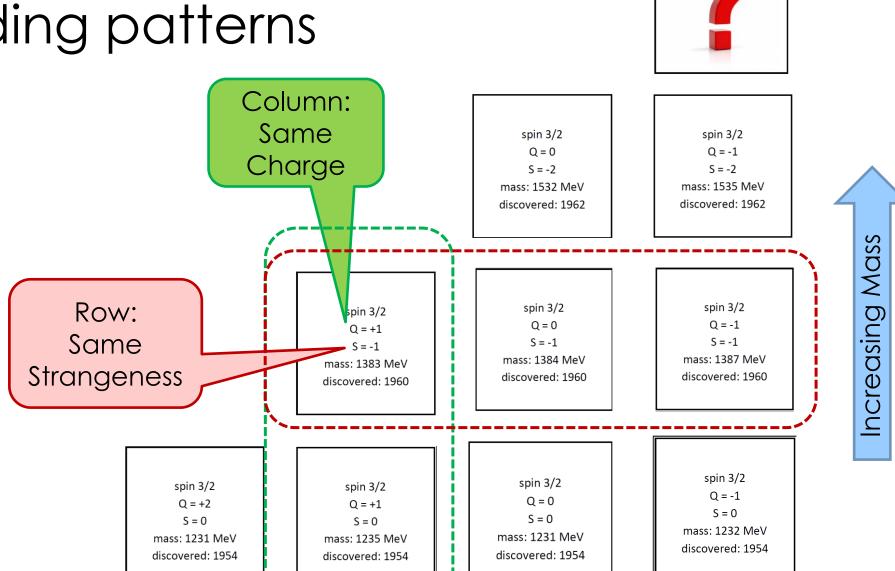






## Finding patterns







# Particle Prediction



- cho
- strar
- mass

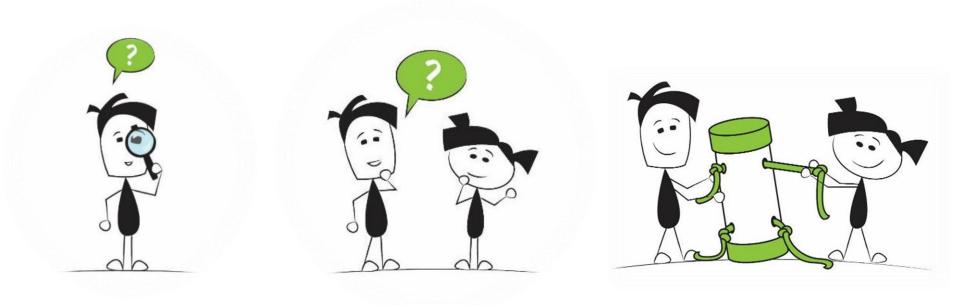


1969 NOBEL PRIZE Murray Gell-Mann

"for his contributions and discoveries concerning the classification of elementary particles and their interactions"



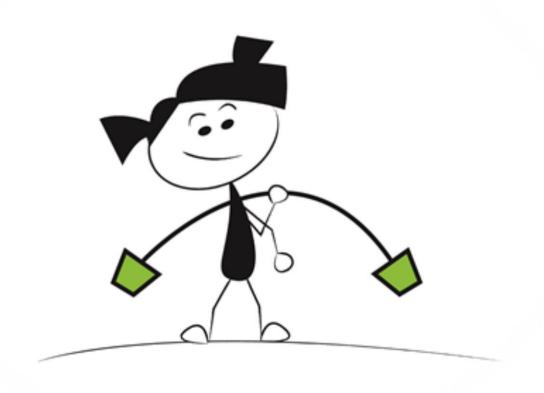
### Thinking Like A Scientist



Let's work together to build and revise our model for a simple question.



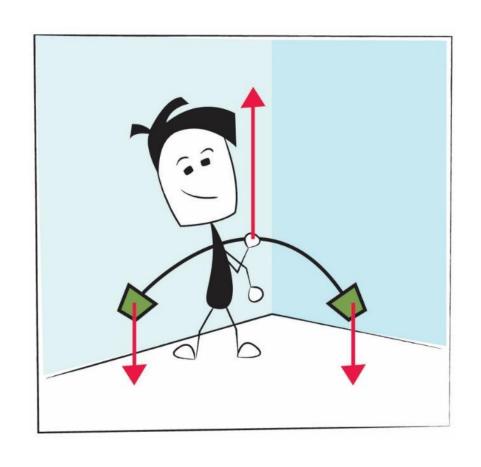
## Why does this rod bend?





## One force pulls down another pushes up



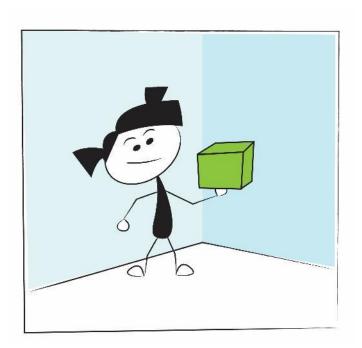




## Force Model



Why do objects feel heavy?



Why do objects fall?

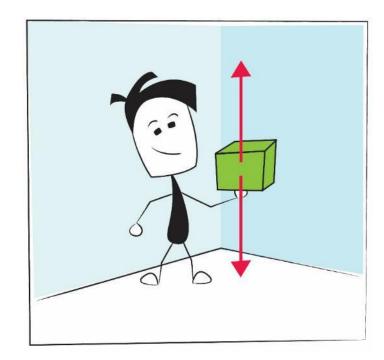




## Force Model

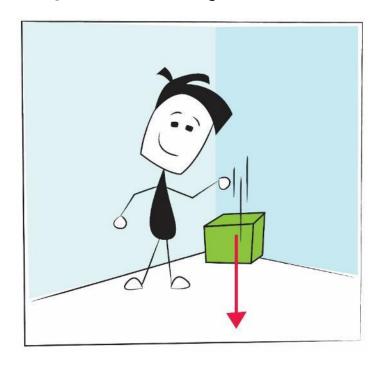


Why do objects feel heavy?



You push up to oppose the force of gravity

Why do objects fall?



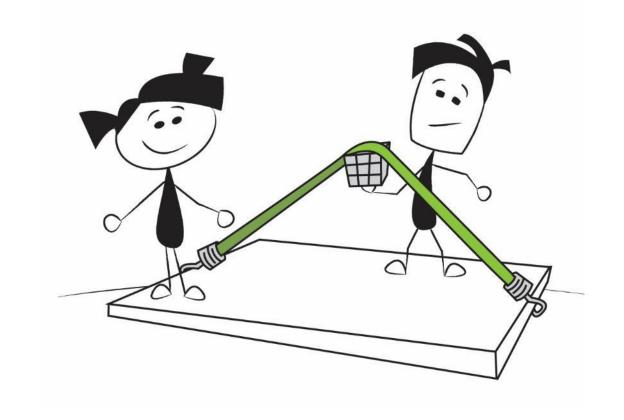
The force of gravity pulls them down



## Force Model of Gravity

Gravity is like an Invisible

Bungee Cord



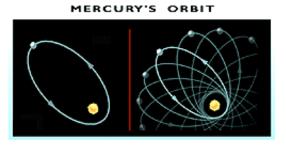


"That gravity should be innate, inherent, and essential to matter so that one body may act upon another, at a distance through vacuum, without the mediation of anything else...is to me so great an absurdity, that I believe no man who has in philosophical matters a competent faculty of thinking, can ever fall into it."

- Isaac Newton

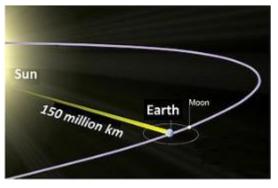


# Newtonian gravity works...right?



### **Observations** (1859)

Force model predicts the wrong orbits



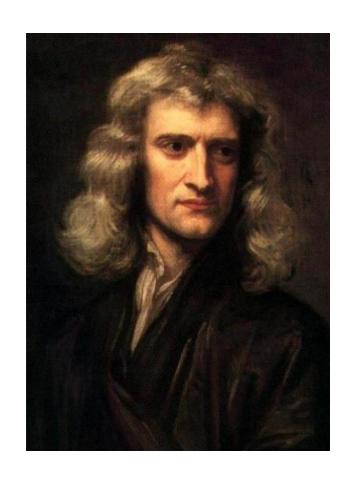
### Theory (1905)

Force model violates speed of light limit



### Newton: Gravity is a force

FEELS RIGHT, but doesn't survive experimental tests



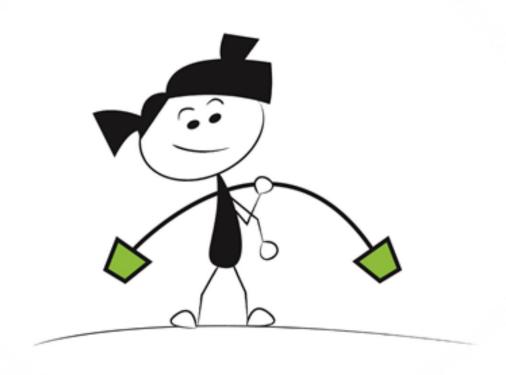


SO....

# something is **wrong** with our force model for GRAVITY



### How else can I make this rod bend?





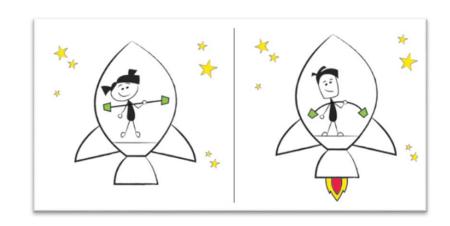
## Acceleration Model



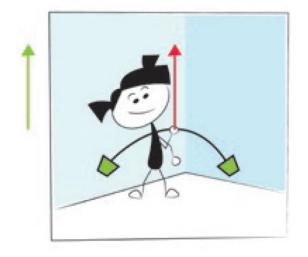




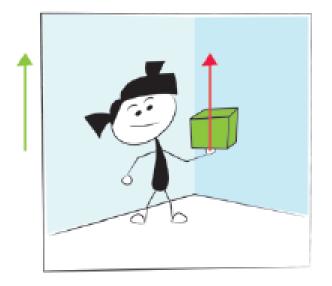
## Acceleration Model



Bendy Rod



Weight



Freefall



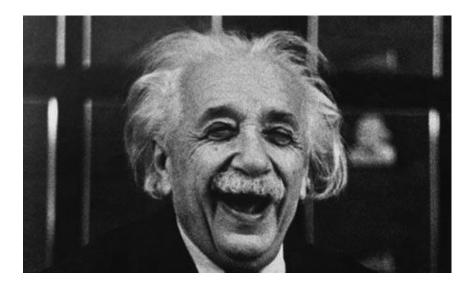


# Acceleration Model of Gravity

Acceleration in one direction is identical to a force in the other direction! -Einstein's "happiest thought"

Gravity isn't a force pulling us down.

We are accelerating UP!





### The BIG Question

How can the ground be accelerating up without moving up?



## Two Models

Newton: Gravity is a force

FEELS RIGHT, but doesn't survive experimental tests.

**Einstein: Acceleration Model** 

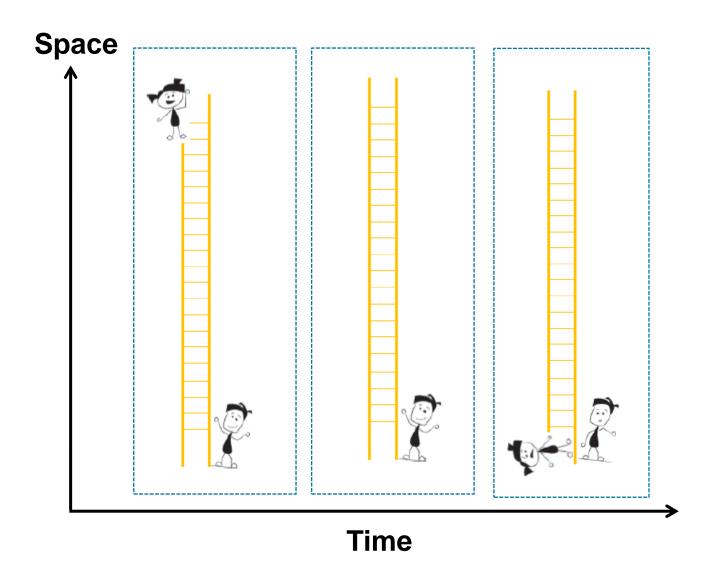
FEELS WEIRD but could work...

... But earth isn't expanding!



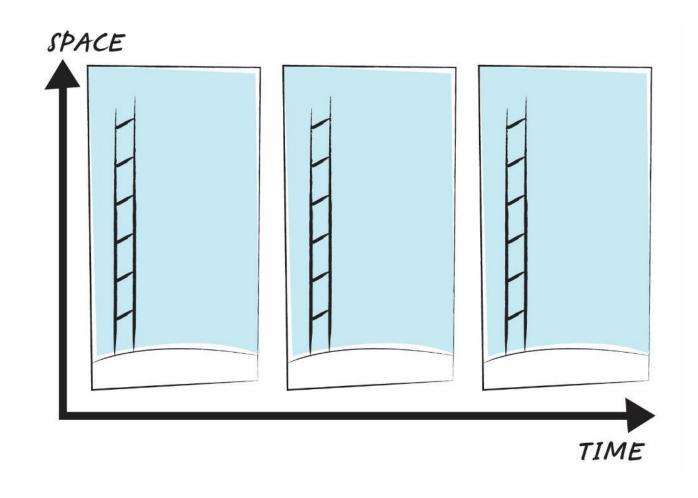


# Force Model: Falling Off a Ladder



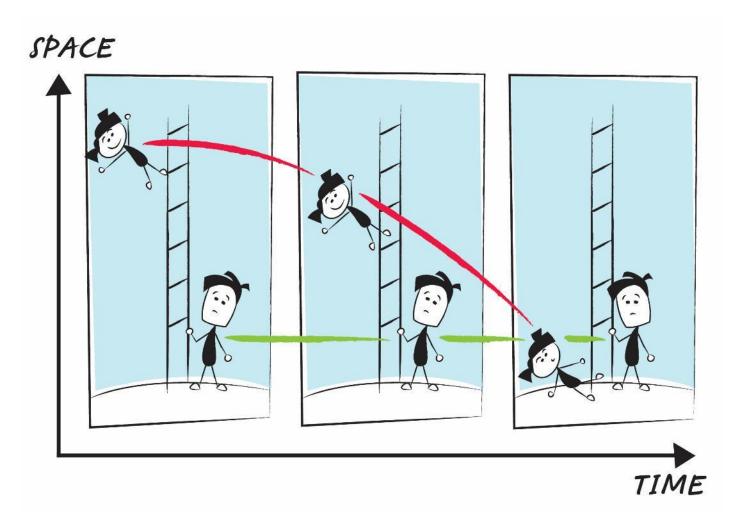
Where will Alice be in the middle frame?





Plot the lines for Alice and Bob on a whiteboard.



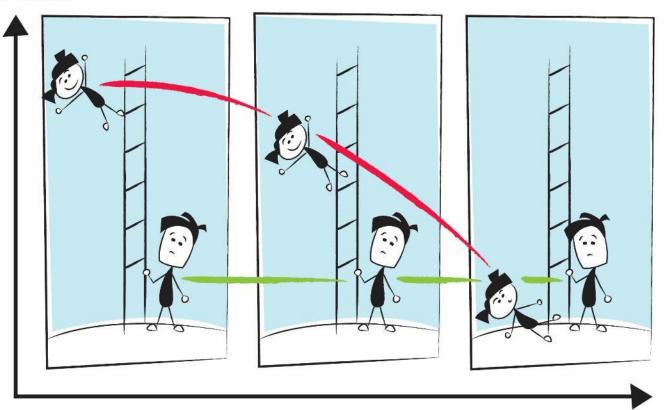


Curved lines on a spacetime diagram mean the object accelerated.

Now trace the lines using one continuous piece of tape for each.



#### SPACE



Describe the tape for Alice (accelerating) and Bob (not accelerating).

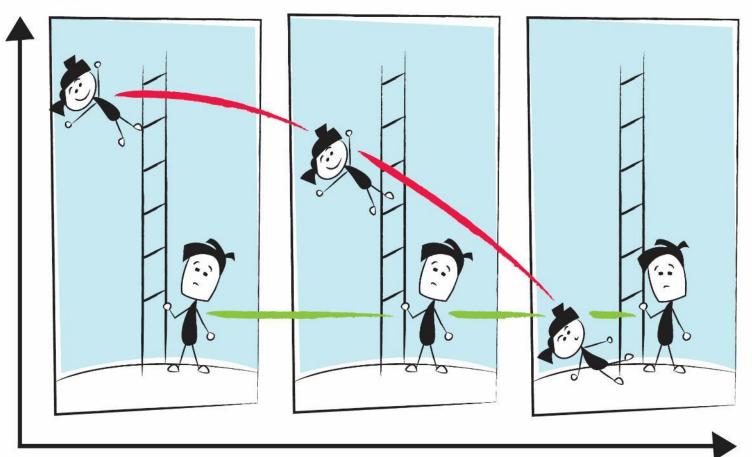
Crinkled tape means the object accelerated.

TIME

Flat tape means the object did not accelerate.



#### SPACE



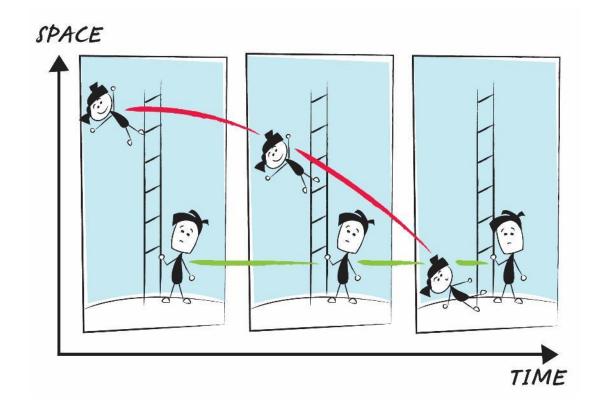
According to Einstein, there is NO FORCE acting on Alice so she should not accelerate.

Bob is the one who should accelerate because of the normal force acting on him.

TIME



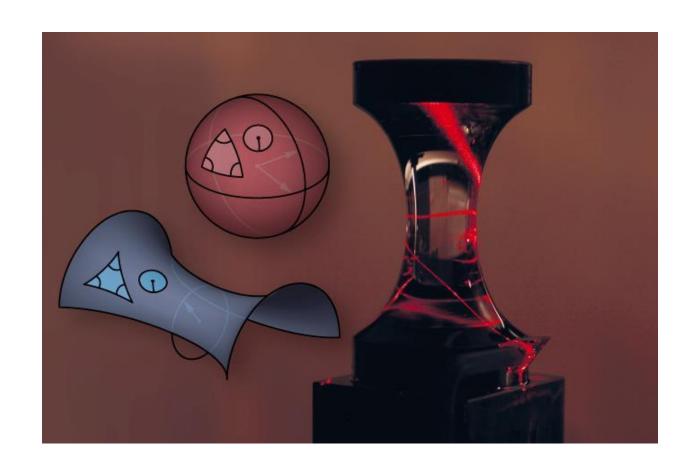
### How can Alice fall without accelerating?



How can Bob accelerate while stationary?



# Einstein's Solution: Spacetime is not flat!

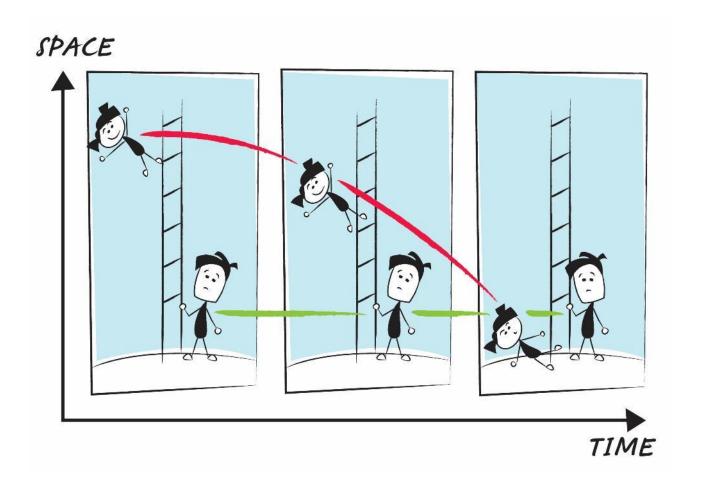


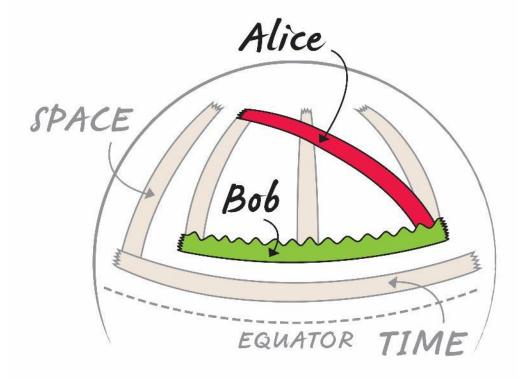


# "Draw" the plots for Alice and Bob using tape on the balloon.



# Curved Spacetime

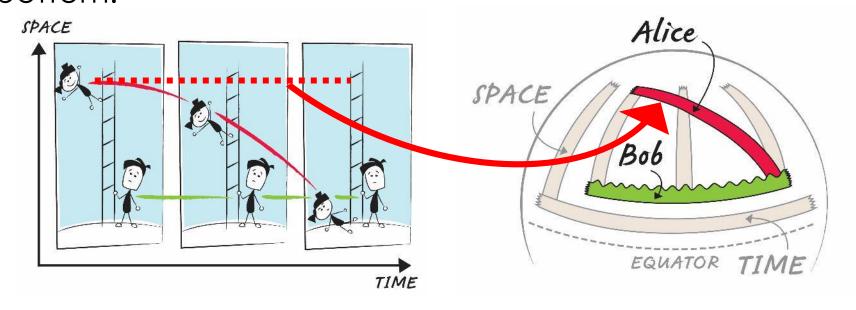






#### Alice's path stays straight (no force, no acceleration)

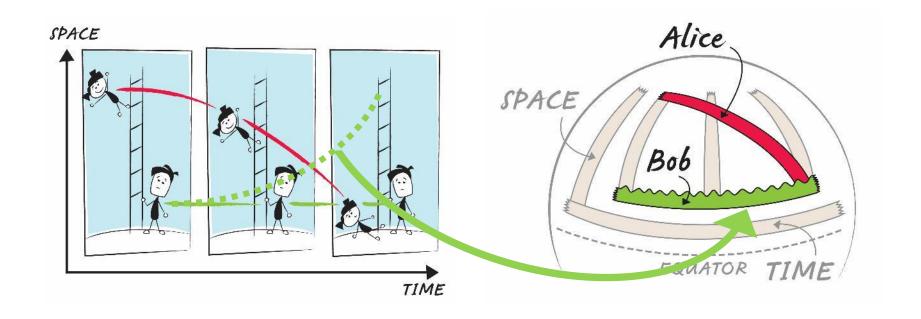
...and yet she is *falling* from the top of the ladder to the bottom!





## Bob's path curves up (he feels upward force and acceleration)

...and yet he is not moving up!





### Two Models

Newton: Gravity is a force

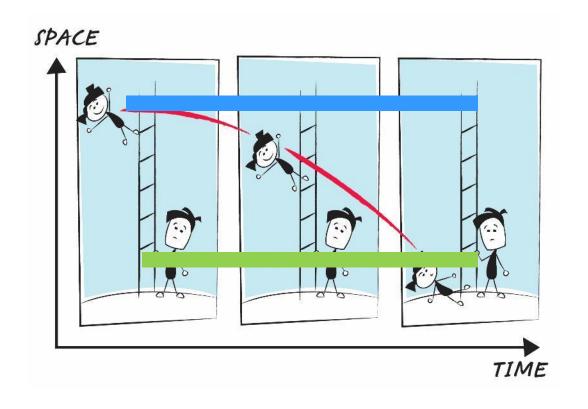
FEELS RIGHT, but doesn't survive experimental tests

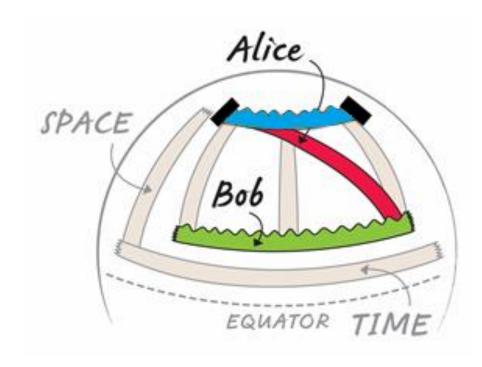
Einstein: Spacetime is curved

FEELS WEIRD but explains what we see (so far)



# Models cannot be proven *right*, only *wrong*Curved spacetime predicts time dilation







### GPS confirms that time dilation is **REAL!**

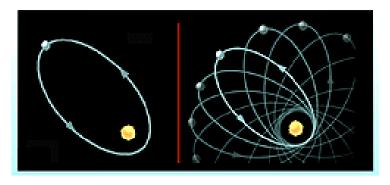
Time dilation proves the force model is **WRONG** 





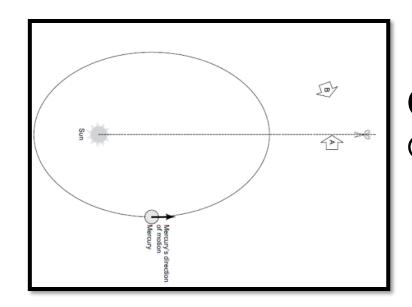
### Relativity predicts exact precession

#### MERCURY'S ORBIT



### **Observations** (1859)

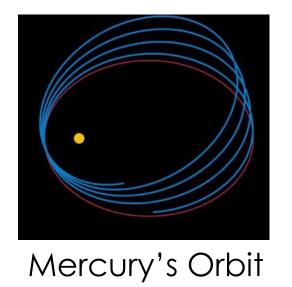
Force model predicts the wrong orbits

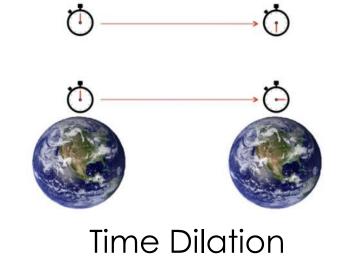


### Classroom Activity

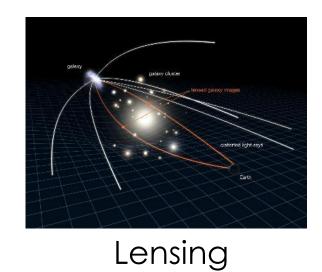
Curved spacetime produces precession









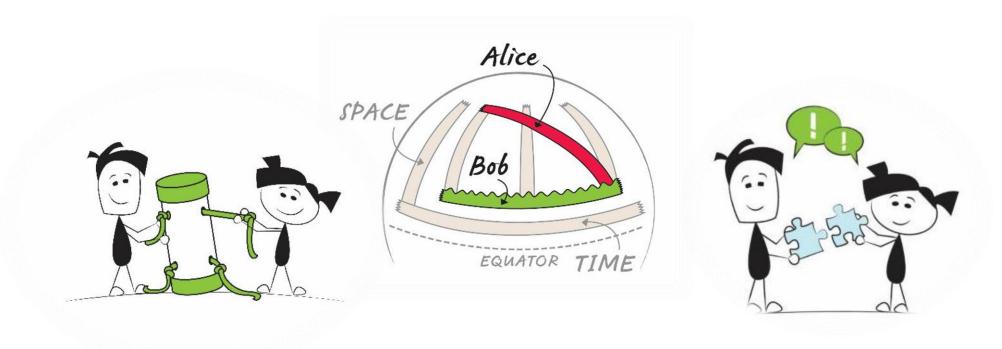




**Gravitational Waves** 



### Science is a powerful way of thinking



Curiousity

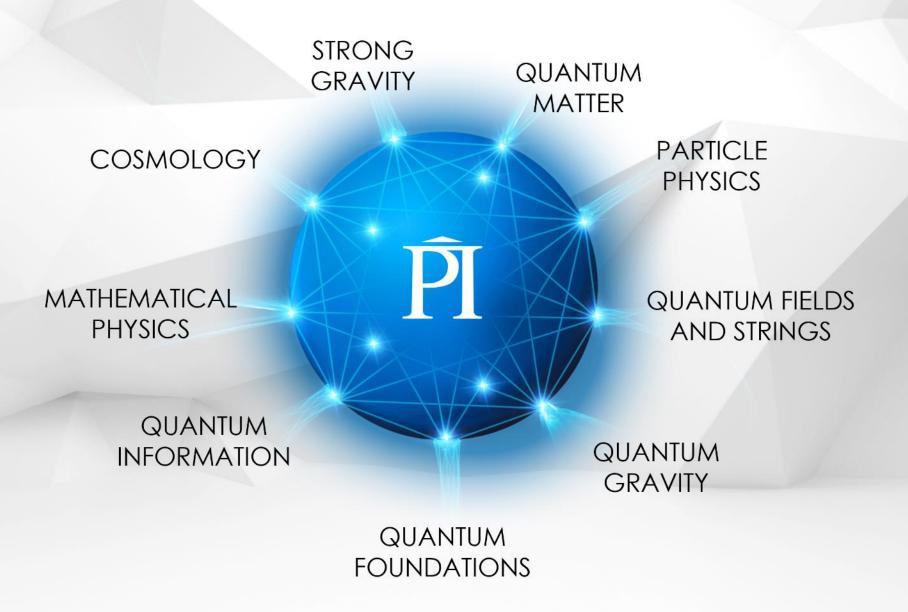
Creativity

Collaboration





#### PERIMETER RESEARCH AREAS





### IN-CLASS RESOURCES



Experienced teachers

Perimeter researchers

Pedagogy and teaching strategies

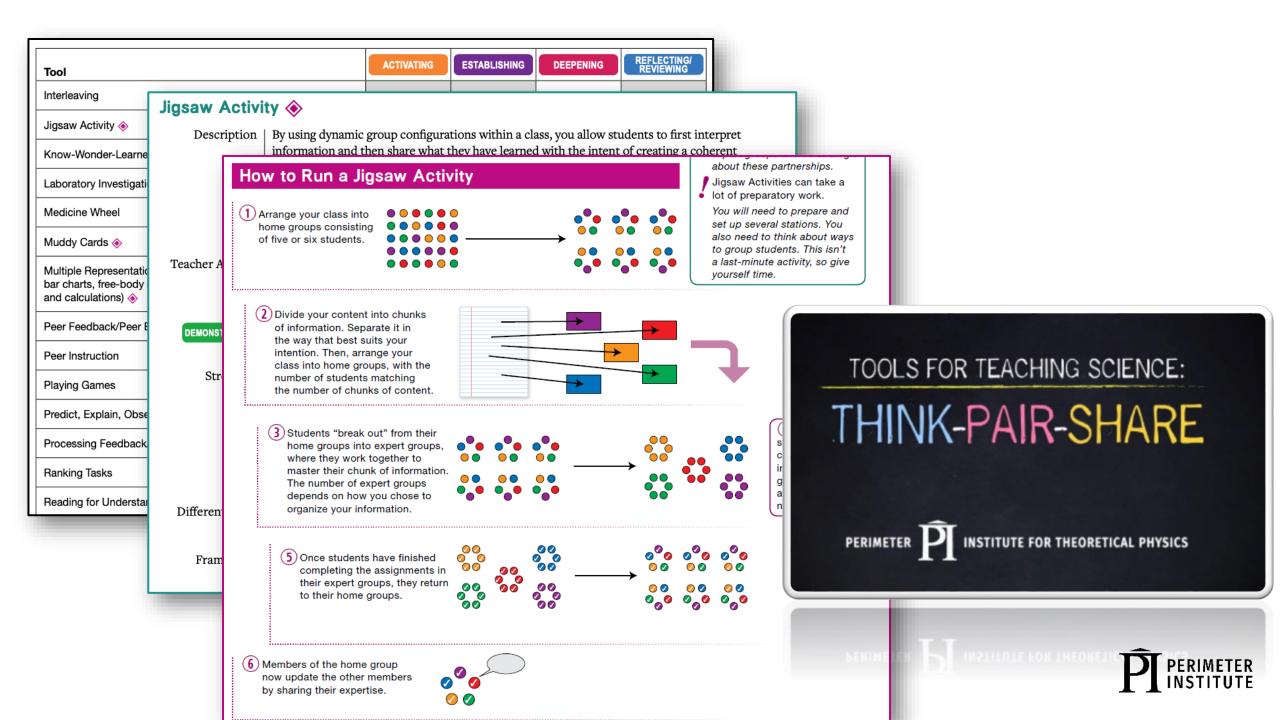




## This session:

- Tools for your classrooms
- Teacher collaboration





Tool	Tool	Tool
Brainstorming	Interleaving	Intentional Retrieval
Building and Testing Models (mathematical and physical) 🔷	Jigsaw Activity ♦	Interactive Demonstration/Discrepant Event
Case Studies	Know-Wonder-Learned (KWL) Chart ♦	Interactive Lecture �
Coding	Laboratory Investigation/Video Analysis ♦	Interdisciplinary Projects/Project-based Learning
Designing Games	Medicine Wheel	Snowball Activity
Digital Simulations	Muddy Cards ♦	Socratic Questioning 🅎
Discussions (small group to full class)	Multiple Representations (e.g., situational diagrams, work-energy bar charts, free-body (force) diagrams, graph shapes, equations, and calculations) �	Sorting Tasks (open, closed, blended) ◈
Exit Tickets �		Storytelling
Field Trips/Field Studies	Peer Feedback/Peer Editing	Strong Writing/Qualitative Writing/Persuasive Writing
Fine Arts (e.g., dance, song, tableau, role playing, mural, poster making a video)	Peer Instruction	Student Voting (e.g., Pick a Side, Four Corners, Flippity Books, Thumbs Up/Thumbs Down) 📀
	Playing Games	
Gallery Walk	Predict, Explain, Observe, Explain (PEOE) ◈	Team Problem Solving ♦
Graphic Organizers (e.g., Placemats, Anchor Charts, Mind Maps) ♦	Processing Feedback/Self-evaluation	Think-Pair-Share (TPS)
Group Work ♦	Ranking Tasks	Whiteboards (i.e., non-permanent surfaces)
Hands-on Activities (not Investigations)	Reading for Understanding	Worksheets 📀
Hook	Research (open-ended and closed)	
Independent Work	Rich Problems/Context-rich Problems ♦	
Intentional Questioning �	Sharing Circle �	

### Teacher Programs

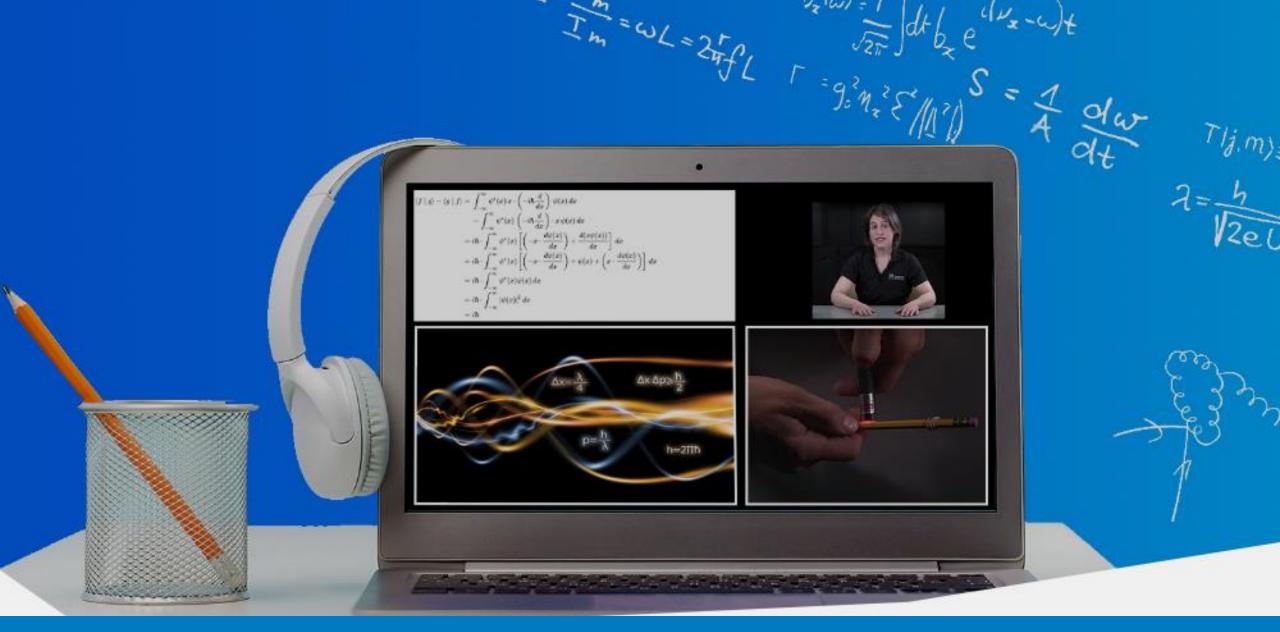
### www.perimeterinstitute.ca/outreach/teachers











Perimeter Institute Teacher Courses

### High School Student Programs

### www.perimeterinstitute.ca/outreach/students

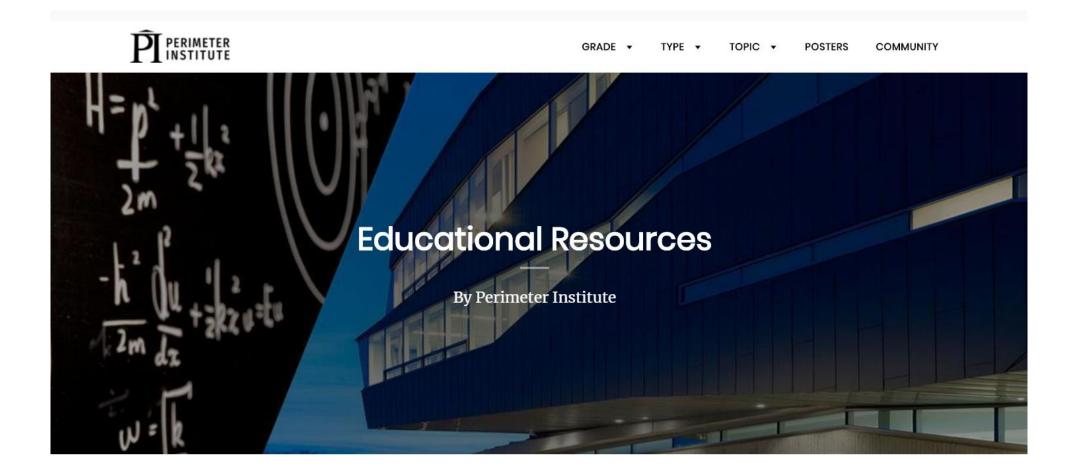


1-day workshops (online and in person)



**ISSYP** 





Free Educational Resources for Teachers

resources.perimeterinstitute.ca

### Thank You!!

### www.perimeterinstitute.ca

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