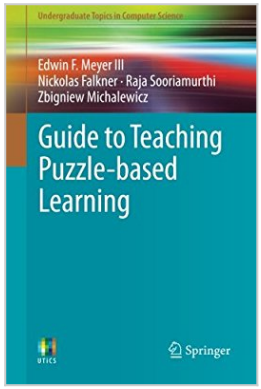

Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science)

By Edwin F. Meyer III, Nickolas Falkner, Raja Sooriamurthi, Zbigniew Michalewicz

Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) By Edwin F. Meyer III, Nickolas Falkner, Raja Sooriamurthi, Zbigniew Michalewicz

This book provides insights drawn from the authors' extensive experience in teaching Puzzle-based Learning. Practical advice is provided for teachers and lecturers evaluating a range of different formats for varying class sizes. Features: suggests numerous entertaining puzzles designed to motivate students to think about framing and solving unstructured problems; discusses models for student engagement, setting up puzzle clubs, hosting a puzzle competition, and warm-up activities; presents an overview of effective teaching approaches used in Puzzle-based Learning, covering a variety of class activities, assignment settings and assessment strategies; examines the issues involved in framing a problem and reviews a range of problem-solving strategies; contains tips for teachers and notes on common student pitfalls throughout the text; provides a collection of puzzle sets for use during a Puzzle-based Learning event, including puzzles that require probabilistic reasoning, and logic and geometry puzzles.

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Editorial Review

Review

From the book reviews:

“The book’s approach is to present many problems, and for each one, discuss how to present it to students and how to help them learn in the course of working on it. … this book does a very nice job of bringing together an impressive collection of puzzles and presenting them to teachers in a manner that supports their use in an undergraduate classroom.” (S. L. Tanimoto, Computing Reviews, November, 2014)

From the Back Cover

Puzzle-based Learning is a foundational approach to develop the critical thinking skills and mental stamina essential for solving real-world problems.

This *Guide to Teaching Puzzle-based Learning* provides invaluable insights drawn from the authors’ extensive experience in teaching Puzzle-based Learning. Practical advice is provided for teachers and lecturers evaluating a range of different formats for varying class sizes, based on results from classes taught in many different countries.

Topics and features:

- Suggests numerous entertaining puzzles designed to motivate students to think about framing and solving unstructured problems
- Discusses models for student engagement, setting up puzzle clubs, hosting a puzzle competition, and various warm-up activities
- Presents an overview of effective teaching approaches used in Puzzle-based Learning, covering a variety of class activities, assignment settings and assessment strategies
- Examines the issues involved in framing a problem, and reviews a range of problem-solving strategies
- Contains tips for teachers and notes on common student pitfalls throughout the text
- Provides a collection of puzzle sets for use during a Puzzle-based Learning event, including puzzles that require probabilistic reasoning, and logic and geometry puzzles

This unique textbook/guide will be of great interest to instructors on all levels who wish to experiment with the Puzzle-based Learning approach. This approach has been successfully applied in universities, high schools, professional organizations and leading companies.

About the Author

Dr. Edwin F. Meyer is an Associate Professor and Chair of the Department of Physics and Astronomy at Baldwin Wallace University, Berea, OH, USA.

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As people who live in often the modest era should be change about what going on or information even knowledge to make them keep up with the era which is always change and advance. Some of you maybe will probably update themselves by looking at books. It is a good choice to suit your needs but the problems coming to a person is you don't know what one you should start with. This Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and want in this era.

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This Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) is brand new way for you who has fascination to look for some information mainly because it relief your hunger info. Getting deeper you upon it getting knowledge more you know otherwise you who still having tiny amount of digest in reading this Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) can be the light food in your case because the information inside this particular book is easy to get by means of anyone. These books produce itself in the form that is certainly reachable by anyone, yes I mean in the e-book application form. People who think that in e-book form make them feel tired even dizzy this guide is the answer. So you cannot find any in reading a publication especially this one. You can find what you are looking for. It should be here for anyone. So , don't miss this! Just read this e-book kind for your better life as well as knowledge.

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