

# Up off your Seat

Labs, activities,  
games promote  
learning

In the shade of a tree out in front of the high school, a group of Pre-AP Physics students pulled with all of their might against the opposing team for a lab on balanced and unbalanced forces.

For almost all science classes, hand-on activities were a must. Just reading the material helped students get a basic idea, but when a tactical element was added, Mr. Casey Georg said, it helped them to understand.

"Seeing practical use of things really benefits students," Mr. Georg said. "Once you see it in action and make that practical connection, kids can really see how it works."

Science classes weren't the only place for students to engage in interactive learning.

In Mrs. Hannah Kettelman's English II class, the students read the book 'Night' by Elie Wiesle. To help them better understand the hardships, Mrs. Kettelman had students cram into a 10 by 5 ft rectangle that she had taped on the floor to represent a cattle car that the Jews in the Holocaust would have been transported in.

"You could see some of them got stressed out from being so close together, some thought it was funny, and others took it seriously, seeing what it would really be like," Mrs. Kettelman said.

Even though hands-on activities enhanced the curriculum, they did not replace reading and taking notes. "Hands-on activities are only beneficial to me if there is a good amount of text information to me to understand what I'm doing," Megan Byrd, 12th, said. "I can do a hands-on activity without knowing what I'm doing, but when I'm able to read about it, and know what I'm doing, I can understand it better."

*Story by Rachel Byrd*

1

3