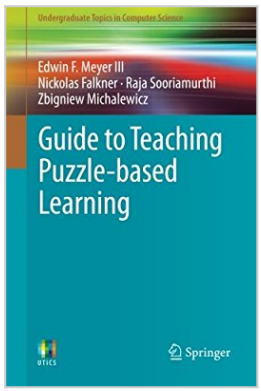

Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science)

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

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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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Users Review

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Jacqueline Gore:

Here thing why this specific Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) are different and dependable to be yours. First of all examining a book is good but it depends in the content from it which is the content is as delightful as food or not. Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) giving you information deeper including different ways, you can find any reserve out there but there is no guide that similar with Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science). It gives you thrill looking at journey, its open up your eyes about the thing in which happened in the world which is maybe can be happened around you. You can easily bring everywhere like in park your car, café, or even in your approach home by train. Should you be having difficulties in bringing the imprinted book maybe the form of Guide to Teaching Puzzle-based Learning (Undergraduate Topics in Computer Science) in e-book can be your option.

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