

1st Year Induction PDA Instruction Sheet

The events of this year present a particular challenge when introducing first years to university life and requires a total rethink in how Freshers events are run. The Physics Society have prepared a first year zoom induction to substitute the normal events that would happen otherwise.

The aim of today's event is to meet your first-year students, make them feel welcome in the Physics Department, soften the transition from high school to university, and introduce the remote learning environment.

There is a checklist and help sheet at the end of this document to have in front of you during the event to help you along. 😊

Induction

Induction led by Professor Oppo

The first part of the session will consist of a talk by Prof Oppo to pass on information provided in any normal induction.

Physics Society Introduction

After Professor Oppo's talk, David Lowit will briefly talk about the Physics Society, invite everyone to join the Physoc Q&A after the event, and explain to the students what the PDA Activities will entail.

PDA Led Activities

After the induction, teams of roughly 6 students will join a zoom call set up by you or one of the PDAs in your group. Your team will include your own PDA students. If there are 2 or more PDAs in the same group one PDA should be designated as the lead before the event starts. You are then to screen share the PowerPoint provided to you with the group and complete the tasks together. There is a competitive side to the tasks, but this is arbitrary and only to make the event more engaging.

Please feel free to change and add your own touch to the activities.

Equipment

- A stopwatch app on your phone/browser.
- A method of keeping track of everyone's score.
- This instruction sheet.
- The PowerPoint supplied to you.

Introduction

Please begin the activities by introducing yourself and having everyone else introduce themselves. Additionally; remind the students that this event is intended to be fun and informal so the activities shouldn't be taken too seriously.

Scavenger Hunt

The lead PDA reads out an object description to the group, each member (excluding lead PDA) then has 30 seconds to find an item that meets the description provided. **1 point** is awarded to each member who retrieves something matching the description within the time limit. The descriptions are intended to be abstract. **Feel free to change any of the descriptions as you wish.**

Example:

Object description – Something you could use as a boat.

Possible item – A big plastic box, a big cardboard box, an IKEA bag, washing basket etc.

Object descriptions:

- Something that could be used as a toilet paper substitute.
- A blunt object you could use in a zombie apocalypse.
- Something you could use as a dog toy.
- Something you could use as a wig.
- A substitute for a knife and fork.

Talk to Each Other

Go around each student and ask them:

- About where they live.
- What they like to do in their free time.
- What new things they want to try out at university.

Please feel free to change/add your own questions. Follow up their answers to get to know your students better. If you can, let this activity lead to a conversation where students talk with each other. We understand this can be difficult so if the momentum drops, move to the next activity.

Escape from Doom Ice Breaker

Each member in the group is given a list of items and a deadly scenario is read out. With the items provided, each member must hatch an escape plan, the lead PDA can take part in the game. The escape plans are voted on by the group and the most popular wins the round. There are **2 rounds**.

- The lead PDA sends a direct message to each student with a list of 5 random and often useless items. The items and scenarios can be found on the next page.
- **Choose 2 scenarios and copy and paste them into the PowerPoint presentation (slides 10&11) before the event.**
- Once everyone is familiarised with their items, the lead PDA reads out the scenario for the round.
- Each member has 60 seconds to devise their escape plan **using up to 3 of their 5 items**.
- After 60 seconds, the lead PDA goes through the group asking each member to read out their answer in the order they were given their items i.e. the first person to get their items gives their escape plan first.

- Once all escape plans have been heard, the group votes on the best plan. For this, the lead PDA can use a Zoom poll (these can be set up before or during the call).
- The winner receives **2 points**.
- **Feel free to change any of the scenarios or add one of your own.**

Here is a video explaining how this game is played. Please note that we have changed the rules slightly so follow the instructions in this instruction sheet, not the video.

<https://www.youtube.com/watch?v=u1gDYktTRRc>

Example:

Situation – *You're a mermaid lost in the Sahara Desert.*

Useless Items – *A snake charmer's flute, a shop mannequin, a paper bag full of crumbs, a Piñata, a kit-Kat.*

Possible Answer – *First I use the flute to summon many snakes to my location. I then use the shop mannequin as a raft to ride on top of the snakes. Using the flute, I make the snakes transport me back to the ocean. I also throw crumbs from the paper bag in the direction I want the snakes to go as extra motivation.*

Escape from Doom: Scenarios and Items

Pick 1 for each round or feel free to use your own scenario-

- You're a mermaid lost in the Sahara Desert.
- You're at the top of the Empire State Building... in the fist of a giant gorilla with anger management issues.
- You're a skydiver with Alzheimer's, and you've forgotten to pack your parachute.
- You're a janitor cleaning Area 51. You accidentally open a door marked "No Access." Masked scientists yell, "Get him, he's seen too much!"
- You're in a shark cage surrounded by great whites, and the door falls off.

Send these items to each player in the group via zoom chat by copy and pasting them-

	Round 1 Items	Round 2 Items
Player 1	A gallon of Bleach, 7-legged octopus, Marge Simpson's Hair, Taxidermy Animal, Paper bag full of Crumbs	McDonald's Uniform, Depressed Circus Tiger, Miniature pony, Pumpkin Spice Latte, Fireman's Uniform
Player 2	Self-help Book, A Bop-it, Phone call to you Mum, Magic Shrinking Potion, Cheese grater	Jenga, Pumpnickel Bread, Foot long Toblerone, A Pinata, Loom Bands
Player 3	Knitting needles and Wool, A Valentine's Card for someone called Rodrigo,	A Gingerbread man, Harry Potter's owl (Headwig), A Rabbit-shaped Jelly mould,

	A trained pet mouse called Peter, Nicolas Cage's phone number, An angry Beaver	A pack of Bubble Gum, Warm apple pie (homemade)
Player 4	A fortune cookie, A Segway, An Electric eel, A bug zapper, A cloud	A cockroach, A can of Heinz baked beans, A snake charmer's flute, A hair scrunchie (bobble), A shop mannequin
Player 5	A Ukulele, The very hungry caterpillar, Mr T's jewellery (From the A team), A Kit-Kat, Tap-dancing Shoes	A Giant Bag of Wotsits, A golden egg laying hen. A foot-long hot dog, Blue face paint, A spice rack
Player 6	An irate lobster, A high school field trip permission slip, A life-size cardboard cut-out of Elvis, A 6-inch tall Statue of Liberty, A Roomba	A hotel's front desk bell, A potter's wheel, A SatNav, An official Mickey Mouse Costume, Play-doh
Player 7	A grumpy garden gnome called Gary, Bagpipes, A handy bottle of hand sanitizer, A dodo bird, A national geographic magazine	A t-rex leg bone, A very aggressive earthworm, A George Foreman grill, A Gameboy, A spork
Player 8	Phone call to you Mum, Magic Shrinking Potion, A cockroach, A can of Heinz baked beans, A shop mannequin	An irate lobster, 7-legged octopus, Marge Simpson's Hair, Paper bag full of Crumbs, A Roomba

Any Questions

If you have any questions or suggestions about the event, please contact any of us:

Prof gian-luca Loppo: g.l.oppo@strath.ac.uk

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1st Year Induction PDA Induction: Things to Remember

This document contains a list of things to always keep in mind when running the Induction.

Have the following equipment prepared before the event:

- A stopwatch app on your phone/browser.
- A method of keeping track of everyone's score.
- This instruction sheet.
- The PowerPoint supplied to you.

Point System:

	Number of Rounds	Points Awarded for winners
Scavenger Hunt	5	1
Talk to each other	N/A	N/A
Escape from Doom	2	2

Checklist:

1. Make sure you've read the instruction sheet above and went through the Induction PowerPoint. Ideally, go through both simultaneously to familiarise yourself with how each slide corresponds to a section in the instruction sheet.
2. Remember to copy and paste your chosen scenarios for Escape from Doom into the PowerPoint Presentation (slides 10&11).
3. Make sure students know that this event is intended to be fun and informal so the activities shouldn't be taken too seriously.
4. The PowerPoint should be screen shared to the students throughout the event. Make sure to move through the slides when moving through each activity.
5. The Instruction sheet should be open on your desktop to refer to throughout the event.
6. Always read out the examples for the activities that need them. The examples are highlighted in yellow in the Instruction sheet.
7. In the "Talk to Each Other" section, follow up students' answers to get to know them better and to try and spark a conversation between students.
8. Remember to keep track of Students' points.
9. Have Fun 😊