

1

■ national non-profit



■ 50+ universities

provide engaging, evidence-based STEM programs at no cost to educators or youth

Royal Bay Secondary, November 1st

■ two Life Science 11 Classes



2

Viral Pandemic Workshop

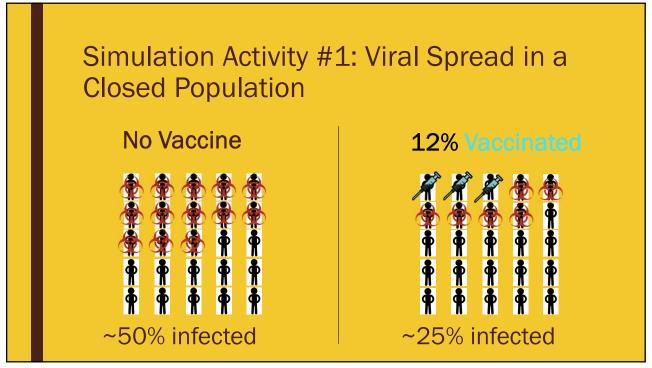
- developed by Jovian Tsang, LTS volunteer
- learning objectives:
 - demonstrate understanding of form and function of viruses and vaccines
 - use simulation to model spread of virus through closed population
 - gain appreciation for complexity of vaccine design & scientific collaboration

Simulation Activity #1: Viral Spread in a Closed Population

- all students receive test-tube
 - 24/25 contain water
 - 1/25 contains NaOH ("patient zero")
- three rounds of reciprocal exchange
- test for infection

https://p7.hiclipart.com/preview/827/749/197/laboratory-experiment-test-tubes-chemistry-computer-icons-laboratory.jp

5





SIMULATION ACTIVITY #2: GLOBAL PANDEMIC

https://www.un.org/youthenvoy/wp-content/uploads/2014/09/WHO.jpg

7

Simulation Activity #2: Global Pandemic

- Roleplay WHO emergency conference on WWZ Virus
- Epidemiology, virus characteristics, symptoms
- Immersive learning







https://en.wikipedia.org/wiki/Rhabdoviridae#/media/File:Vesicular_stomatitis_virus_(VSV)_EM_18_lores.jpg

Simulation Activity #2: Global Pandemic student groups select their WHO member country WHO package: - 1. Research finding ORIGINAL ARTICLE Aluminum salts cause rapid mutation in live-attenuated WWZ viral vaccine, unsafe - 2. Plane Ticket Round trip airfare for one A Delta - 3. Virus design template

9

Simulation Activity #2: Global Pandemic

- students have 10 minutes to design a functional vaccine
- choice to either...
 - fly to other lab & exchange research
 - publish their research
 - keep research private
- different outcomes in Block 1 vs. Block 2

https://en.wikipedia.org/wiki/Rhabdoviridae#/media/File:Vesicular_stomatitis_virus_(VSV)_EM_18_lores.jpg

Simulation & Student Engagement

- Constructivism in STEM (Matthews, 2002)
- multimodal
- Huang et al. (2010) epidemiology simulations enhance learning by framing it in within the context of real-world problem solving
- interaction flexibility

https://en.wikipedia.org/wiki/Rhabdoviridae#/media/File:Vesicular stomatitis virus (VSV) EM 18 lores.jp

11

Simulation & Student Engagement

- high level of student engagement (laughter, choice, role play)
- acquisition of key concepts (herd immunity, vaccine components, importance of collaboration in science)



Thank you!

Questions?

13

References:

- Huang, C.-Y., Tsai, Y.-S., & Wen, T.-H. (2010). Simulations for epidemiology and public health education. *Journal of Simulation*, 4(1), 68–80. https://doi.org/10.1057/jos.2009.13
- Matthews, M. R. (2002). Constructivism and science education: A further appraisal. Journal of Science Education and Technology, 11(2), 121-134.