

Join and use your tutor

AIPLA student guide — S1

AIPLA project team

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Table of contents

1	Step 1 — Open the link and type your code	1
2	Step 2 — Choose your activity	2
3	Step 3 — Work with the tutor	3
4	If your code stops working	4

For students

You do not need an account or a password. Your teacher gives you a short **group code** — that is all you need to start. This takes about a minute.

1 Step 1 — Open the link and type your code

Open the student link your teacher gave you. You will see a join page. Type your **group code** — it looks like **bright-fox-42** — and select **Join** (*Tilslut*).

Tilslut din gruppe

Join your group

Din lærer har givet dig en kort kode (ligner `bright-fox-42`). Skriv den her for at starte.

(Your teacher gave you a short code — type it below to start.)

Gruppekode (Group code)

`aipla-demo-1`

Tilslut / Join

Hvis du lukker fanen og kommer tilbage senere, skal du bare skrive koden igen — den er gyldig i 30 dage. Glemte koden? Spørg din lærer.

(If you close this tab and come back later, just paste the same code again — it's valid for 30 days. Lost the code? Ask your teacher.)

[Sådan virker det / How it works](#)

Er du lærer? [Log ind her](#) / Are you a teacher? Sign in here.



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Figure 1: Type the group code your teacher gave you, then Join.

Your code keeps your group's work together. There is nothing to remember and nothing to install.

2 Step 2 — Choose your activity

After you join, you see the **activities** your teacher has set up. Select the one you are working on.

Aktiviteter / Activities

Vælg en aktivitet at arbejde med. / Pick an activity to work on.

Klasse / Class: Demo class

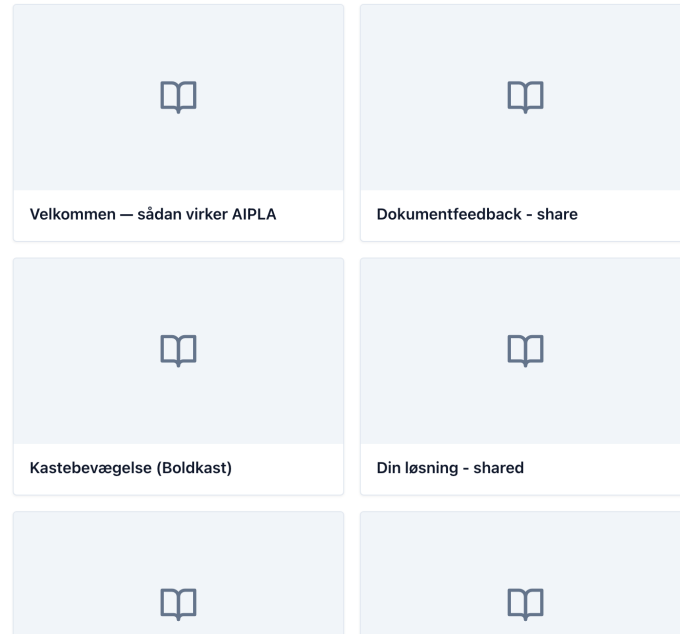


Figure 2: Pick the activity your teacher set for you.

3 Step 3 — Work with the tutor

The activity opens with two sides: the **tutor** you chat with, and your **workspace** — a simulation, a checklist, a table, or notes, depending on the activity. Ask the tutor questions in your own words; it guides you toward understanding rather than just giving answers.

AIPLA-DEMO-1
Manual

Sådan kommer du i gang

Hej! Jeg er din samtale-tutor. Vi skal *udforske et fysik-begreb sammen* — ikke regne en bestemt opgave.

Du kan fx skrive:

- "Hvad betyder energibevarelse egentlig?" — start en samtale om et begreb
- "Jeg forstår ikke hvorfor..." — hvis noget undrer dig
- "Kan du give et eksempel?" — hvis du vil have det gjort konkret

(English is also fine — I will match the language you write in.)

Hvad vil du gerne forstå bedre? 🧐

Sofie Jul 2

Hej! Velkommen til vores fysik-samtale.

Hvilket fysikkoncept eller emne har du lyst til, at vi skal undersøge sammen i dag?

Sofie Jul 2

Tilkald lærer

Message...

Send

ARBEJDSOMRÅDE

Åbn Boldkast — projektilbevægelse

Virtual simulation — åbn for at udforske.

Fremgang

FREM GANG

0/4

☐ a) Hvor lang tid er bolden i luften?

☐ b) Hvor langt rækker den (vandret distance)?

☐ c) Hvad er den maksimale højde?

☐ d) Hvilken vinkel giver den største rækkevidde?

Du bestemmer selv hvornår en delopgave er klar — markeringen er kun til din egen oversigt.

OPGAVE

Brug simulationen til at undersøge et skråt kast.

Indstil starthastighed (v_0) og vinkel (θ), tryk **Afspil**, og spørg tutoren hvad der sker, når du ændrer vinklen.

Figure 3: The tutor on one side, your workspace on the other.

Tip

Anything you do in the workspace — values you enter, a simulation you run, steps you tick off — is shared with the tutor, so it can help you with your actual work.

4 If your code stops working

Group codes can expire, or your teacher may give you a new one. If joining fails, ask your teacher for the current code. Closing the tab signs you out of the group — just open the link and type your code again.