

Supporting All Students Through Your Teaching

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With material from Karen Kortz , David McConnell, Barb Tewksbury, Karl Wirth, & Richard Yuretich

This morning's session

- **Students as learners**
Scenario discussion
- **Course design process**
 - Course context
 - Goals
Writing goals exercise
 - Activities
Jigsaw activity
 - Assessment & Feedback
- **Reflection**
- **Resources**



Photo: Joshua Villalobos

Many students need our help in “learning to learn” = metacognition

Novice



Expert

Few strategies

Many strategies

| Elapsed Time (mins) | 0 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
|---------------------|---|---|---|---|---|----|----|----|----|----|
| Read | ■ | | | | | | | | | |
| Analyze | | | | | | | | | | |
| Explore | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ |
| Plan | | | | | | | | | | |
| Implement | | | | | | | | | | |
| Verify | | | | | | | | | | |

| Elapsed Time (mins) | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
|---------------------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|
| Read | ■ | | | | | | | | | | | | | | | | | | | |
| Analyze | | ■ | ■ | | | | | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | | | | | |
| Explore | | | | | | | | | | | | | | | | ■ | ■ | ■ | | |
| Plan | | | | ■ | ■ | ■ | ■ | ■ | | | | | | | | | | ■ | | |
| Implement | | | | ■ | ■ | ■ | ■ | ■ | | | | | | | | | | | | |
| Verify | | | | | | | | ■ | | | | | | | | | | | ■ | |

*From K. Wirth with data from
Schoenfeld (1987) Mathematical Problem Solving*

Common Way to Plan a Course

Choose textbook



Develop syllabus



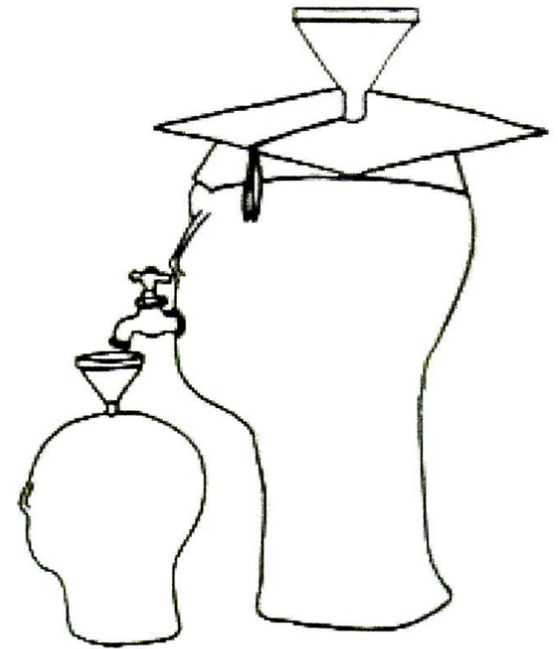
Write/revise lectures, notes



Prepare PowerPoint presentations

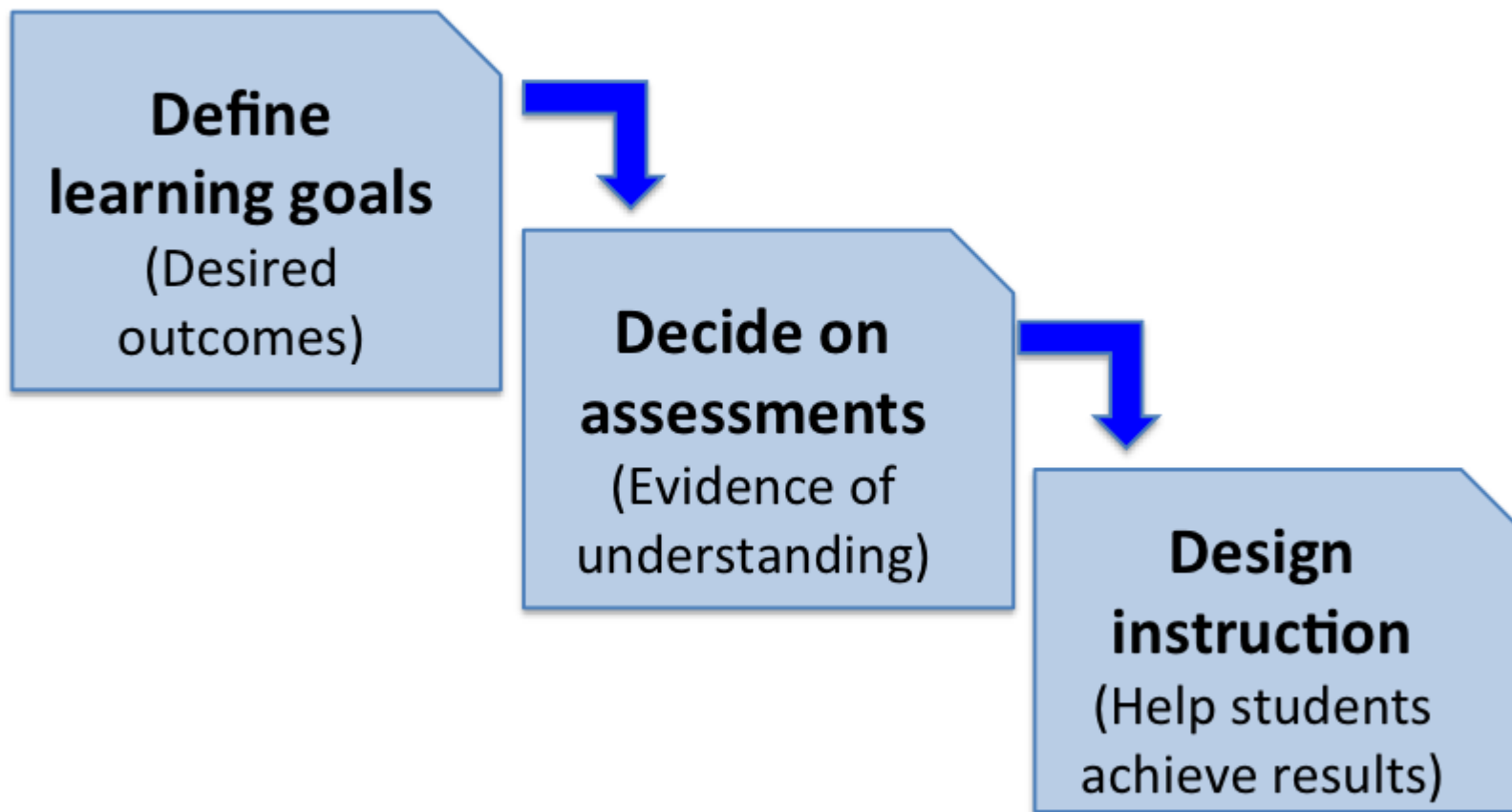


Write quizzes and mid term and final exams



Alternative Way to Plan a Course

“Backwards design”: Start at the End



Resource: Wiggins and McTighe (2006). Understanding by Design

We can help students learn by how we design our courses

- Consider **course context**
- Articulate **goals and outcomes**
- Plan **assessment & feedback**
- Design **activities**

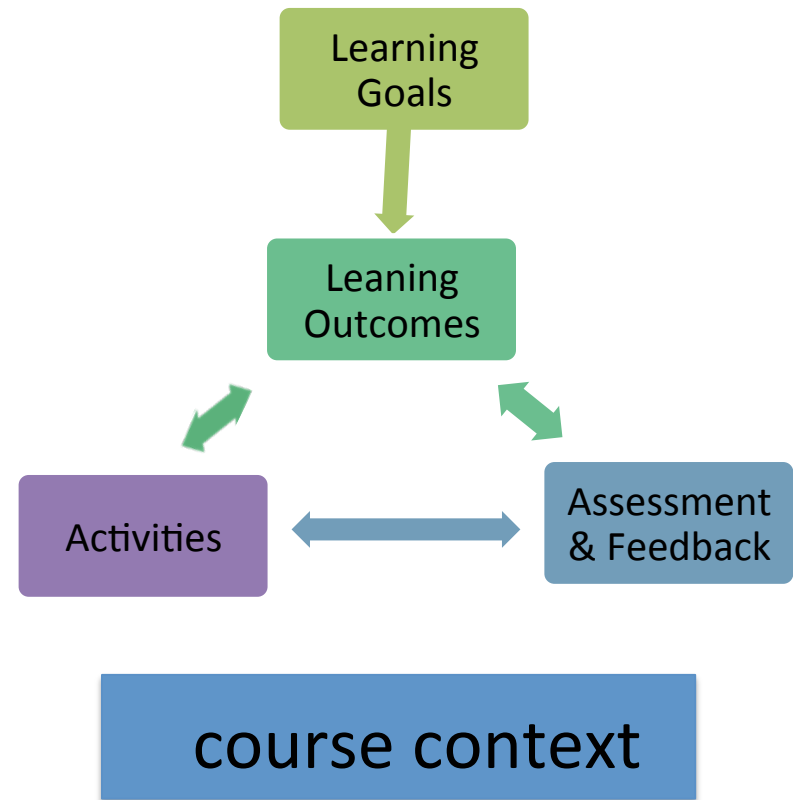


Figure modified from D. McConnell

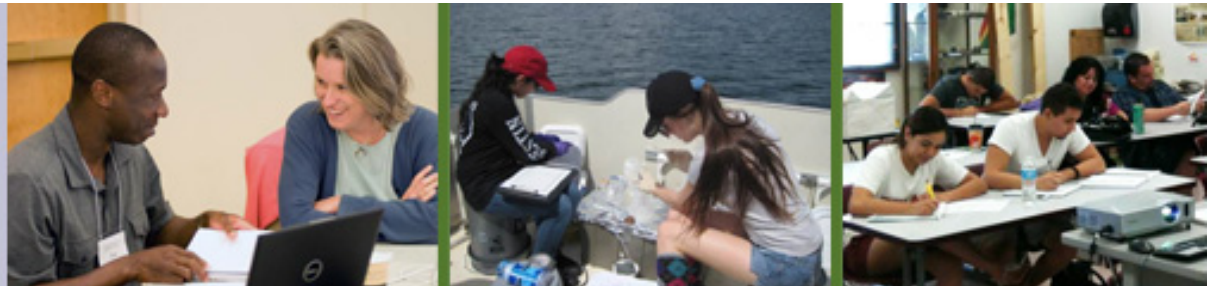
<http://serc.carleton.edu/NAGTWorkshops/coursedesign/tutorial/index.html>

Handelsman, J, S. Miller & C. Pfund. 2007. Scientific Teaching. WH Freeman and Co.

Focus on one of your courses

SAGE 2YC

*Supporting and Advancing
Geoscience Education in
Two-year Colleges*



Consider course context

Each class has a different context.
These differences influence the course design.

- **Motivation**
gen-ed, required for major transfer, elective, ?
- **Class size**
<10, 10-25, >25
- **Format**
lecture, lecture + lab, on-line, flipped?

Goals

What do you want students to be able to know and be able to do as a result of taking your course?

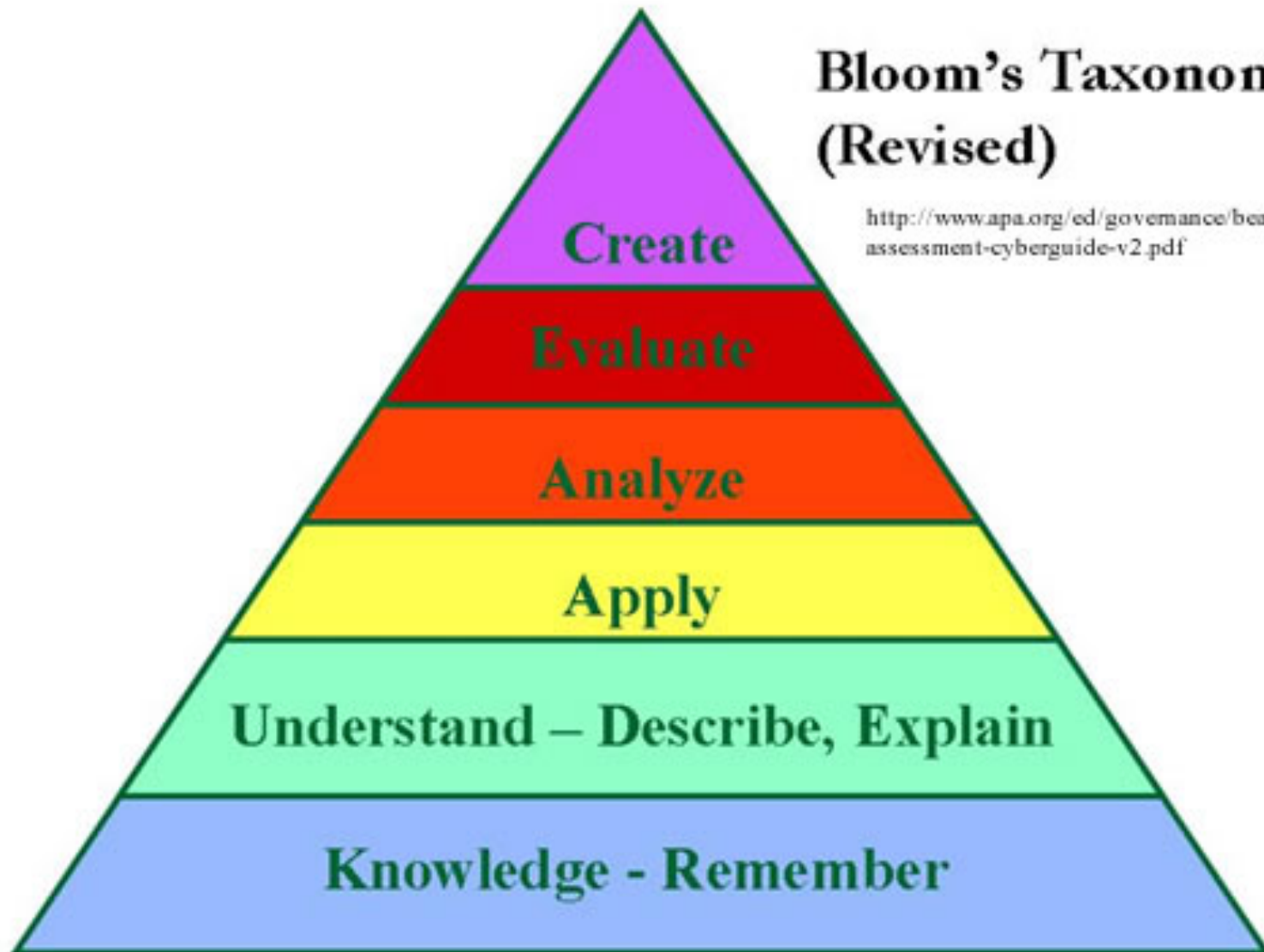
- What problems should students be able to solve?
- How will students apply what they have learned?
- How will students be different at the end of the course?



Photo by C. Field

Bloom's Taxonomy (Revised)

<http://www.apa.org/ed/governance/bee/assessment-cyberguide-v2.pdf>



Based on an APA adaptation of Anderson, L.W. & Krathwohl, D.R. (Eds.) (2001)

Active verbs developed based on Bloom's Taxonomy

| Knowledge | Understand | Apply | Analyze | Evaluate | Create |
|---|---|---|---|--|--|
| define identify describe label list name state match recognize select examine locate memorize quote recall reproduce tabulate tell copy discover duplicate enumerate | explain describe interpret paraphrase summarize classify compare differentiate discuss distinguish extend predict associate contrast convert demonstrate estimate express Identify indicate Infer relate | solve apply illustrate modify use calculate change choose demonstrate discover experiment relate show sketch complete construct dramatize interpret Manipulate Paint Prepare produce | analyze compare classify contrast distinguish infer separate explain select categorize connect differentiate discriminate divide order point out prioritize subdivide survey advertise appraise Break down | reframe criticize evaluate order appraise judge support compare decide discriminate recommend summarize assess choose convince defend estimate find errors grade measure predict rank | design compose create plan combine formulate invent hypothesize substitute write compile construct develop generalize integrate modify organize prepare produce rearrange rewrite role-play |

Goals-based approach

Emphasizes designing a course for which:

- Students learn significant content & skills
- Students practice thinking & solving problems
- Students leave prepared to apply knowledge & skills

Sets goals that:

- Involve higher-order thinking skills
- Are student centered
- Can be assessed in multiple ways

Course Goals

1. Students will understand plate tectonics
2. Students will interpret unfamiliar tectonic settings based on information on landforms, seismicity, and volcanic activity
3. Students will learn to appreciate the natural world
4. Students will predict the weather given appropriate meteorological data
5. Students will be provided with an introduction to the geology of environmental issues
6. Students will explain how geologists use radioactive decay of elements to determine the ages of rock
7. Students will critically review web site articles about oceanographic processes

What goals will you set for your course?

- Consider & complete

“When students have completed the course, they should be able to...”

- Try verbs such as

derive, predict, analyze, design, interpret, synthesize, formulate, plan, correlate, evaluate, create, critique, adapt



Review goals

- Does the goal focus on **higher-order thinking**?
- Is the goal **student-focused**?
- Can you **assess** in multiple ways whether students have achieved the goal?

Course design

- Consider **course context**
- Articulate **goals and outcomes**
- Plan **assessment & feedback**
- Design **activities**

Students learn when they are actively engaged in practice, application, and problem solving.
(NRC, 1999 How People Learn)

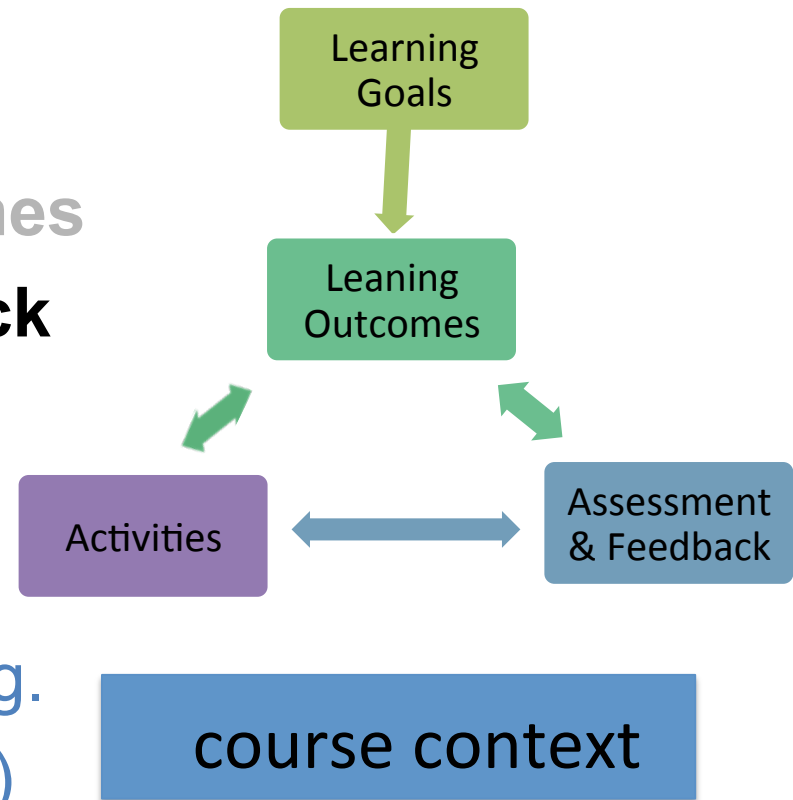


Figure modified from D. McConnell

Student retention rate over a 24 hour period from different teaching methods

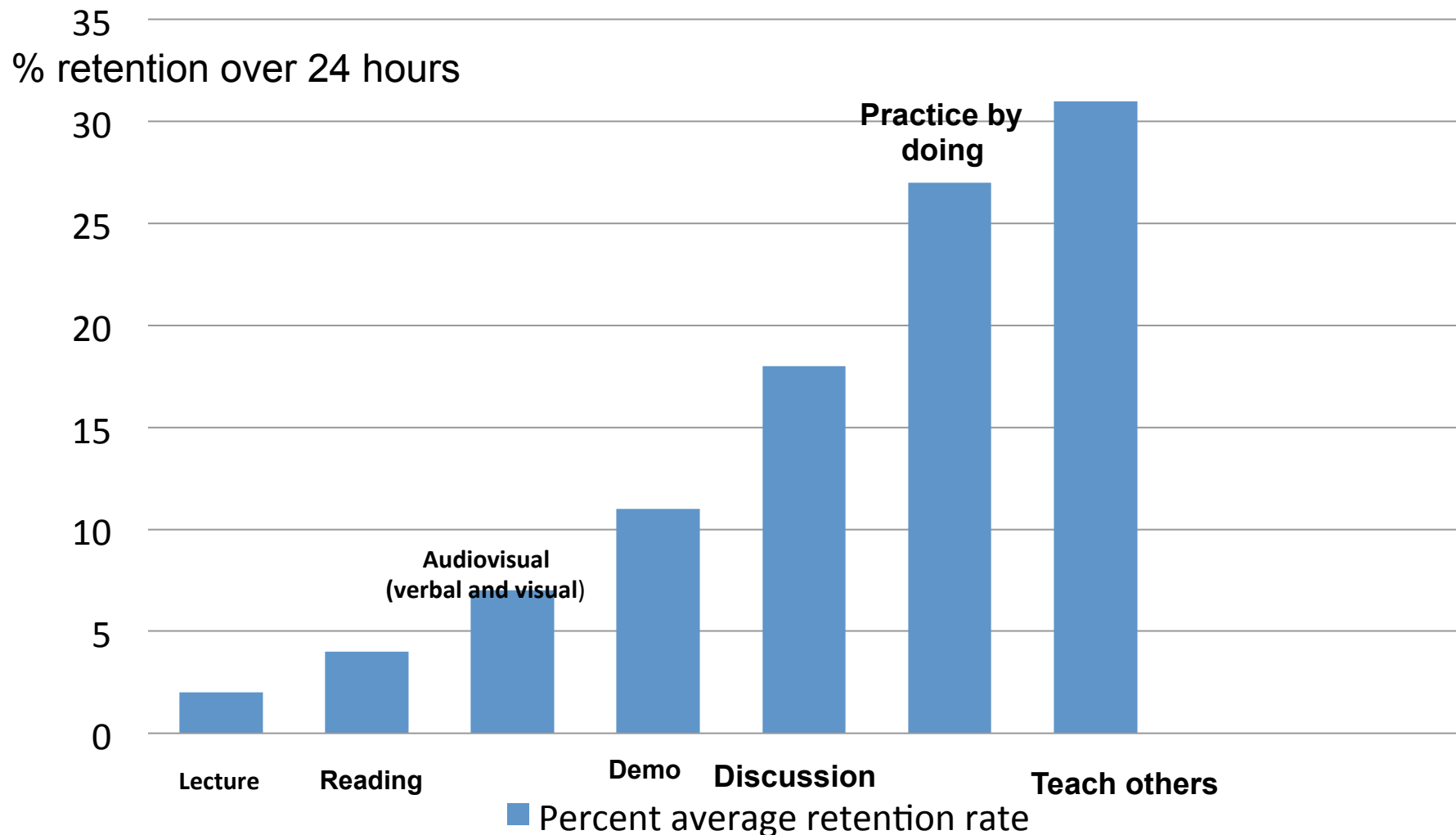
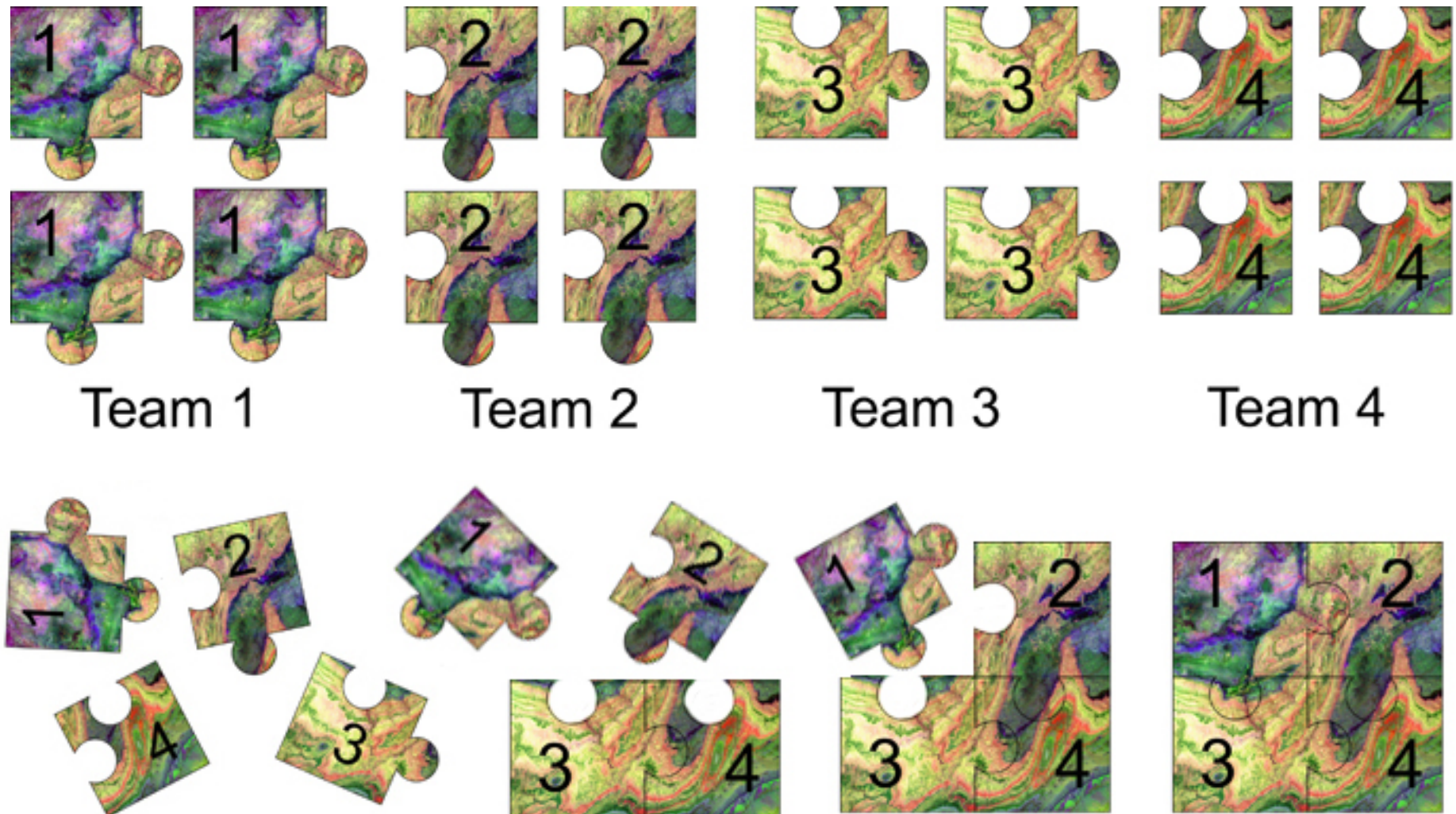


Chart made from data in Sousa 2006. How The Brain Learns. Fig 11.1 in Barkley 2010. Student Engagement Techniques

Active learning method: Jigsaw



From Barbara Tewksbury

http://serc.carleton.edu/NAGTWorkshops/teaching_methods/jigsaws/index.html

Jigsaw Examples



- **Plate tectonics:** Teams analyze earthquake, volcano, seafloor age, and topographic maps, then combine to draw plate boundaries and interpret processes.
- **Google Earth:** Teams analyze different locations that show similar features (e.g., barrier islands, folds, valley glaciers, volcanic cones, etc.), then combine to discuss similarities and differences of the feature.

<http://serc.carleton.edu/sp/library/jigsaws/examples.html>

Your turn: Jigsaw on active learning

Part I (*Teams analyze...*)

Count off 1-6 at your table. Move to the poster that corresponds with your number and read the poster. Talk to your poster team members:

Summarize the method.

When would the technique be especially useful?

For what courses/topics might the technique not work as well?

How much preparation before class does the technique require?

Your turn: Jigsaw on active learning

Part II (*then combine...*)

Return to your table and as a group:

Briefly describe each method (teach each other)

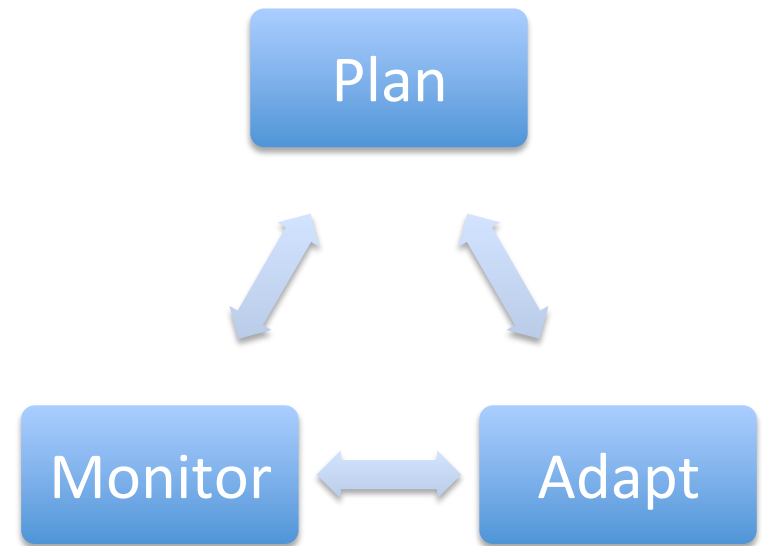
Rank the methods by time required for preparation.

What are 3 activities that use different active learning methods to help students *interpret graphs*.

Active learning supports metacognition

Three basic steps to teaching students metacognition:

1. Teach students that their ability to learn can be changed.
2. Teach planning & goal-setting.
3. Provide students opportunities to monitor and adapt their learning.



*Summarized from Lovett, 2008,
Educause Learning Initiative Conference*

<http://serc.carleton.edu/NAGTWorkshops/metacognition/index.html>

Assessment and Feedback

- Consider **course context**
- Articulate **goals and outcomes**
- Plan **assessment & feedback**
- Design **activities**

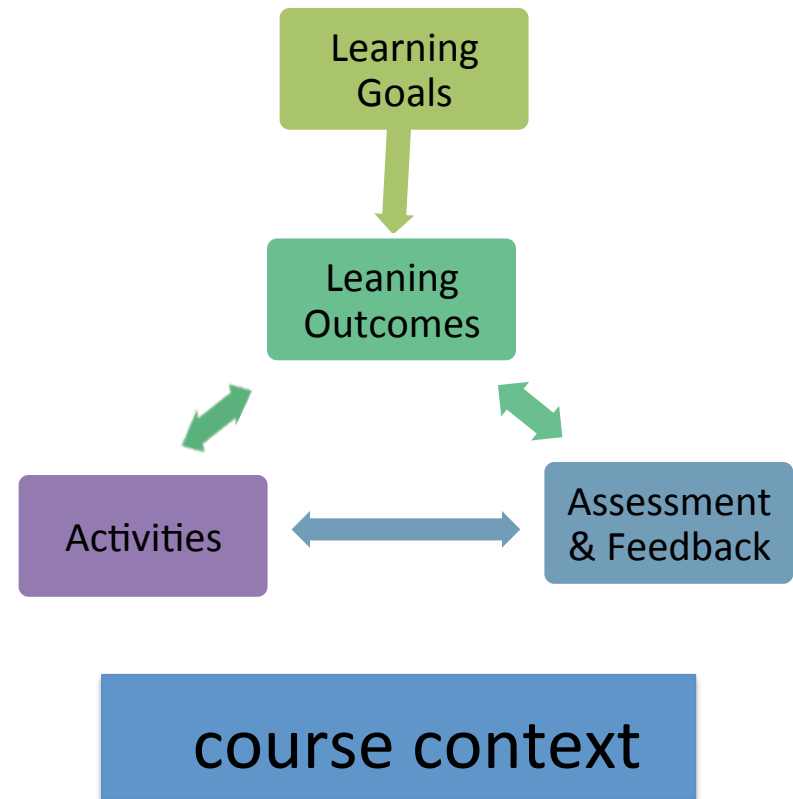


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Assessment & Feedback

Evidence for what students know and can do

Low-stakes opportunities to help instructor adjust ongoing instruction to meet student needs

Small group
discussion Think-Pair-
Share

Concept/clicker
questions (group
vote/class meta-
analysis)

Student worksheets,
minute papers

Opportunities for student self-assessment

Pause and write
down.

How do you
know?

What will you
do differently
next time?

What questions
do you have?

Assessment & Feedback

Higher stakes assessments that may account for part of a student grade

Homework
assignments

Essays

Reports

Research
Projects

Debates

Exams

Posters

Presentations

Assessment & Feedback

“FIDELity” Feedback

Frequent

When possible give feedback daily or weekly.

Immediate

Provide feedback soon after student work is completed.

Discriminating

Clearly explain differences between high/low scoring work.

Empathy

Show compassion for the students when delivering feedback.

Assessment & Feedback: Rubrics

"Learning increases when learners have a sense of what they are setting out to learn, a statement of explicit standards they must meet and a way of seeing what they have learned."

Loaker, Cromwell and O'Brien (1986)

| Criteria | Exemplary | Good | Acceptable | Unacceptable |
|-----------------|-----------|------|------------|--------------|
| Organization | | | | |
| Figures | | | | |
| Interpretations | | | | |
| ... | | | | |

Rubrics improve consistency & efficiency when grading.

<http://serc.carleton.edu/NAGTWorkshops/assess/rubrics.html>

Reflection

What ideas from this session are potentially useful for your teaching?

Why?

Which of those ideas is likely to give you the biggest “return on investment” – i.e., have the highest impact on student learning – while still being manageable?