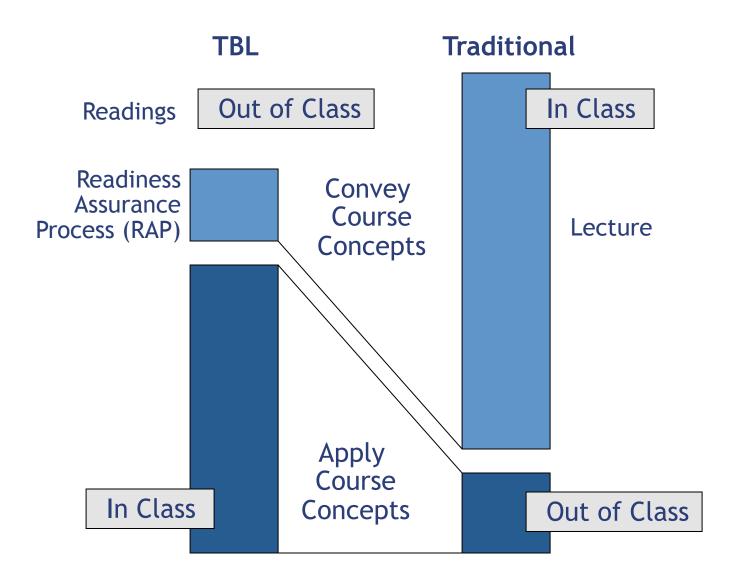
# Introduction to Advanced Programming Techniques

### Today's Plan

- Intro to Team-Based Learning (40 minutes)
  - Team Formation (15 minutes)
  - Team Naming (5 minutes)
- Sample TBL experience (40 minutes)
  - Review syllabus (5 minutes)
  - Individual quiz (5 minutes)
  - Team quiz (20 minutes)
  - Reporting and Discussion (10 minutes)
- Grade Weight Assignment (20 minutes)

#### **About TBL**

- What is TBL? How does it work?
- Team Formation
- The "Readiness Assurance Phase"
- Application Activities
- Peer Evaluation!

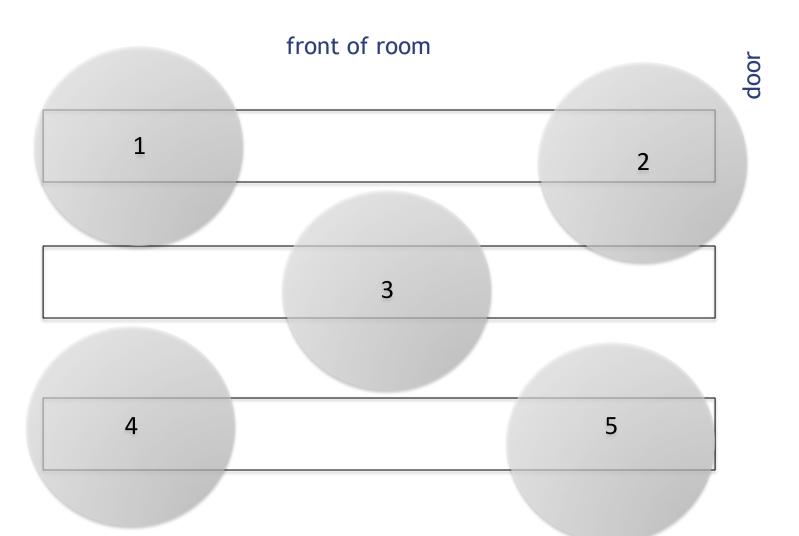


## TBL Sequence During Each Unit

- Readings and Outside Work
  - Selected readings assigned in advance
  - Students really are responsible
- Readiness Assurance Process (RAP)
  - Individual Readiness Assurance Test (iRAT)
  - Team test Readiness Assurance Test (tRAT)
  - Appeals
  - Instructor feedback
- In-Class Team Application Exercises
  - Simple to Complex
  - In-class practice

# Formation of Teams (designed to distribute students' unique "assets" equally across teams)

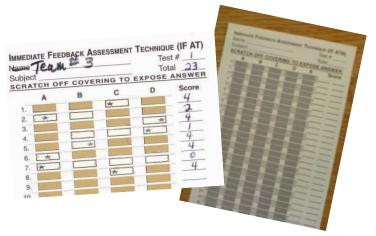
### Sit with your Team



Choose a name for your team; write down all team members

# Readiness Assessment Process (RAP) 1-2 hours per unit

- Complete reading assignment before each class
- ☐ Individually complete test
- ☐ Hand in individual test. I will score it while you
- ☐ Complete the same test with your team (IF-AT "scratch-off" sheets)
- Consider and submit any appeals (Appeal Form)
- Instructor will then clarify any questions or issues from the readings or test



**IF-AT Forms** 



Application Activity Response Cards



9

### iRAT: At the Beginning of Each Unit

<u>Instructions</u>: Each question is worth 4 points. You should assign a total of 4 points on each line. If you are uncertain about the correct answer, you may assign points to more than one box.

Q. #	A	В		
1		4		
2	2		2	
3	1	1	1	1
4			4	

# Demonstration iRAT (closed book!)

When finished, turn over your answer sheet.

# **tRAT**

#### Taken with team immediately after iRAT

If you choose the right answer, you will see the star.

4 points for choosing the right answer in 1 scratch; 2 points for 2 scratches; 1 point for 3 scratches and 0 points if you have to scratch 4 or more all squares.

Name Total Total SCRATCH OFF COVERING TO EXPOSE ANSWER						
	Α	В	С	D	Score	
1. [	,,,,,		*		4	
2.	*					
3.		*			Conferm	
4.		*			2	
5.		110	in the second	.*	4	
6. [	*	ERW			4	
7.					1200 5 <u></u>	

# Demonstration tRAT (closed book!)

\*\*Be sure to scratch the correct question number!\*\*

### **Appeals**

(using the Appeals Form)

APPEAL- RE-WRITE OF BAD QUESTION (TEAMS ONLY) - TEAM # \_\_\_\_\_

INDIVIDUAL QUESTION # \_\_\_

#### For appeals based on AMBIGUITY, you should:

- 1. Identify the source of ambiguity in the question
- 2. Offer an alternative wording that would have helped you to avoid the problem.

## **Appeals**

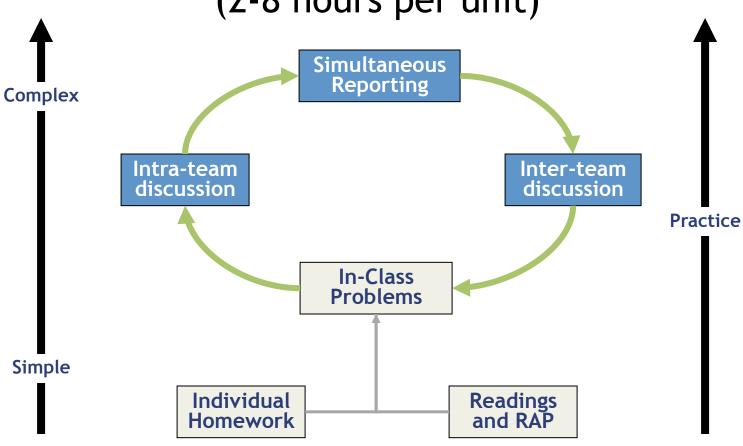
#### For appeals based on CONTENT, you should:

- 1. State the reason(s) for disagreeing with our answer and,
- 2. Provide specific references from the reading material to support your point of view.

#### **Instructions:**

"In the space below, explain, with references from the readings if possible, why you feel your selected response was the BEST one."

# Application Phase (2-8 hours per unit)



#### Making Application Activities Work

- Team activities (4 S's)
  - Same Problem. Teams work on the same problem, case or question.
  - Significant Problem. Teams work on a problem, case, or question demonstrating a concept's usefulness.
  - Specific Choice. Teams must use course concepts to make a specific choice.
  - Simultaneous Report. Teams report their choices simultaneously. Visibility of student thinking.

# How Assignment Design Affects Individual Thinking, Intra- & InterTeam Discussion

- "Make a list"—basic
  - Low cognitive skills
  - Low commitment to output
  - Low accountability
- "Make a specific choice"—better
  - Focuses on 'why?'
  - Higher cognitive skills
  - Higher commitment to output
  - Higher accountability/cohesiveness

#### Peer Evaluations

(Promoting Individual & Team Accountability)

- 1. Each individual will evaluate the contributions of all of the <u>other</u> team members by assigning an average of 10 points to the other team members.
  - For a 6-member team, you must assign a total of 50 points to the other 5 members in their team
  - For a 7-member team it would be 60 points
- 2. The ratings must differentiate the team members
  - Must give at least one score of 11 or higher (with a maximum of 15) and at least one score of 9 or lower.

#### Peer Evaluation Rules

- You cannot evaluate yourself.
- You cannot give the same score to all teammates (there must be some differentiation)
- Keep in mind an average of 10 points to each of the other members of your team.
- This is not a time to be "nice" and give everyone the same grade. It is an opportunity
  - to provide honest and anonymous feedback to teammates who contributed less than others
  - to reward the people who contributed the most

#### Peer Evaluations, continued

Example: Alice evaluated her team members

- 1. Alice --
- 2. Bob 8
- 3. Clark 10
- 4. Denise 10
- 5. Edward 12

TOTAL: 40

Average: 10 each

### Peer Evaluations, continued

- You will carry out this evaluation process twice, once around the sixth week of class, and once at the end of class.
- Filling out the evaluation will contribute to your individual performance grade
- Your scores on the midterm evaluation will not affect your course grade; it's an opportunity for you to get feedback
- Your scores on the *final* evaluation *will* contribute to your course grade.