

Teach-In Final Event Info

Running Interactive Learning Activities for other Teach-In Teams

Final Event - Monday, May 5

- Attendance is required.
- Each teach-in team can choose whether they would like to attend the morning session or the afternoon session

Morning: 8:00 am - 11:00 am (likely to start closer to 8:30 am, stay tuned)

OR

Afternoon: 12:00 - 3:00 pm

- Indicate your choice on this [Final Event Schedule spreadsheet](#) by Tuesday, April 29.

What is happening during the Final Event?

- We will create a set of groups, each with 4 Teach-In Teams
- Each team will run their interactive activity for the other teams in their group.
- You'll have time afterwards to complete and submit the last parts of the Teach-In deliverables.

Reminder - Interactive activity can address just one aspect of your big learning goal:

5. Design an interactive activity for your classmates:

Choose one aspect of your learning goal that translates well into an interactive activity for other students. Imagine ways to creatively engage your classmates in this material, and design an activity and a set of materials/artifacts to support the activity. It should take no longer than 15 minutes to run the activity, and it should be self-contained (no pre-work needed for your participants). The interactive activity you design will definitely not address every aspect of what you set out to learn for yourselves. Instead - identify a subgoal that you can truly address in a more focused way in a 15 minute activity (and don't forget to let your participants know what that is!).

Reminder of Teach-In Deliverable (from Canvas)

Your submission should include the following:

- A 1 - 2 page document summarizing what you learned in your pursuit of your stated learning goal. (It's ok if this goes beyond 2 pages - we're just encouraging you to do some smart summarizing and synthesizing of what you learned). The summary should include:
 - A clear statement of the learning goal you chose that *deepens or extends* your knowledge and ability to apply the concepts from the QEA2 class. (You may have sharpened or revamped your original learning goal since your Teach-In proposal. That's fine! Just share the more recent version of it).
 - Figures, equations, plots, etc as appropriate (please cite your sources if you did not create your own figures and plots)
 - A listing of any reference materials you used, including urls or appropriate citations.
 - (If you are working on the more structured robotics teach-in project, you can structure your report as described in those materials).
- Documentation of the interactive activity you've designed to help students achieve the learning goal. This should include:
 - A brief write-up describing your interactive activity (no more than half a page or so)
 - Any other materials or artifacts you created to use in the activity (slides, instructions, worksheets, photos of physical props)
 - A short reflection on how your activity went. Include the names of the students that tried your activity, and what you might change or improve (no more than half a page or so)
 - Copies of the feedback forms from the students that tried your activity
 - Copies of the forms from the activity you participated in.

Please read the Teach-In project description in Canvas if you haven't already. Many of the answers you seek are there.

Peer and Self-Directed Learning Activity

(15 minutes)

Take 15 minutes, and have a conversation with your teach-in team addressing the following prompts:

Talk about strategies for working together:

- Do you have exactly the same learning goal(s)? Or do you each have some specific things you really want to dig into?
- What activities will you engage in to achieve your learning goal, and to plan the interactive activity?
- What resources will you use, and how do each of you prefer to engage with resources?
- How will you share your learning with each other? How will you enhance each others' learning?
- Any past experiences with peer learning that will help you with this project?

Talk about a plan and timeline for the project.

- When and where will you work, together and/or independently?
- What are the major questions you'll need to answer to address your learning goal? What's your plan for digging into these?
- When will you make some decisions about what your interactive activity will be?
- What does your timeline look like?

Decide on your next step for today.

- Where will you start?
- What questions do you need to answer first?

At the end, we'll ask each team to share one insight or strategy they will use in this project.