

Creating An Engaging Seminar

Active Learning and Community-Building Activities

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Exercise: How Engaged is Each Classroom?

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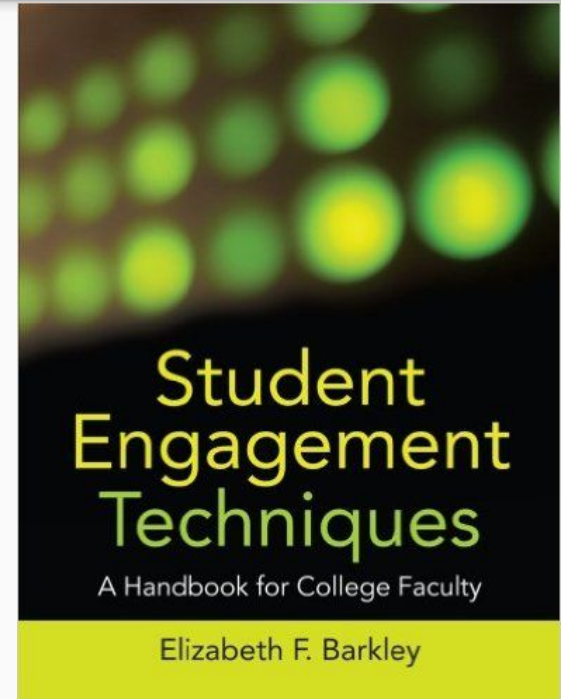


Exercise: How Engaged is Each Classroom?



Source: “Student Engagement Techniques”

- Theory for Understanding Student Engagement
 - Describes Student Engagement as being dependent on:
 - Valuing the Learning Task
 - Feeling Emotionally Secure
 - Feeling Confident about Achieving Success
 - Being Reasonably Challenged
- Tips and Strategies for Creating An Engaging Environment
 - Fostering Motivation
 - **Promoting Active Learning**
 - **Building Community**
 - Ensuring Appropriate Challenge Level
 - Promote Holistic Learning
- Some 50 Specific Techniques



Promoting Active Learning

1. **Be Clear on Your Learning Goals**

- In Beginning of Session, Describe specific, observable End Goals of Session.
- Clarify Your own Role Regarding these Goals.

2. **Recognize Psychological Limits of Learning**

- **Limit** Amount of Information
- **Chunk** Information
- Keep **Primacy** and **Recency** Memory Effects in Mind.
- **Activate Prior Learning.**
- Work with **Attentional Limits** by keeping sections less than 15-20 minutes in length.

3. **Provide Opportunities for Guided Practice**

- Share Learning **Resources**
- Demonstrate Different **Learning Strategies**
- Give **Exercises**

Example Session

- Introduction (10 mins)
 - Session Goals Slide
 - Motivation Slide
 - Outline of Talk Slide
- Topic 1 and 2 (15-20 mins, each)
 - Introduction
 - Demonstration
 - Review
- Review (10 mins)
 - Share Additional Learning Resources
 - Answer Questions
 - Post Material on Github Repository
- Describe Exercise for 30-min Work Session
 - Pass out *simplified* Cheat Sheet to help in Exercise

Building Community

1. **Move Away from an Authoritarian Role**
 - Keep Focus on Learning Goal
 - Involve All Students in Discussion

2. **Reduce Anonymity**
 - Learn Names and Help Students Learn Each Other's Names.

3. **Support and Celebrate Community**
 - Create a Physical or Online Course Environment that Supports Community
 - Celebrate the Community
 - Use Icebreakers to Warm Up the Class

Example Application

Additionally:

- Link Students Online through Social Network
- Give Out Python Badges for Displaying in Office
- End-of-Series Party

- Greet New People as They Enter and Help Introduce People, with Presentation already Prepared.
- Introduction (10 mins)
 - Introduce Yourself
 - Motivation Slide
 - Poll Question: “How many people Here...”
 - Session Goals Slide
 - Outline of Talk Slide
- Topic 1 and 2 (15-20 mins each)
 - Introduction
 - Demonstration: **Use Pair Programming in Exercise**
 - Review
- Review (10 mins)
 - Share Additional Learning Resources
 - Answer Questions.
 - Post Material on Github Repository
 - **Remind that You’re Around to Chat After Talk**
- Describe Exercise for Post-Session
 - **Use Group Work in Exercise**
- On Online Forum: Thank Participants, Answer Questions, and Provide Links for Further Resources

Thank You for Your
Attention!

