

Developing and teaching interactive sedimentology and stratigraphy computer activities

May 21, 2019

CSDMS Meeting, Boulder, CO

Objective

In this clinic you will learn how to integrate computer-based active learning into the classroom and how to develop active learning modules.

Topics in this clinic

- What is active learning
- Strategies to integrate active learning into the classroom
- Active learning through computer-based activities
- Download, install, and use *SedEdu*
- Basic Python tools, syntax, programming
- Components of an interactive module
- Develop your own interactive module

It is my intention to make this clinic inclusive and accessible to everyone by fostering an atmosphere in which all participants can contribute, explore, and challenge their own ideas, as well as those of others. If there is anything you think I should be aware of, please don't hesitate to tell me.

Instructor

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Resources

- Content specific to this course: https://github.com/sededu/CSDMS_clinic
- *SedEdu* activities (install, use): <https://github.com/sededu/sededu>
- Contributing to SedEdu:
https://github.com/sededu/sededu/blob/develop/docs/contributing_module.md
- Matplotlib documentation: <https://matplotlib.org/contents.html>