

Designing a College Classroom Activity with Application across Multiple Disciplines

Name	Email
Captain: _____	_____
Recorder: _____	_____
Speaker: _____	_____
Planner: _____	_____
Spy: _____	_____
Reflector: _____	_____

Initial Assignments

(2 minutes) Before diving in to the activity you should:

- Select/assign roles for each team member.
- Have the recorder collect names and contact information for each participant.
- The recorder can also rip out pages 10-11 of your packet to capture group ideas.
- Have the speaker read the Orientation, Learning Outcomes, and Targeted Skills to the group.

Orientation

In this group activity you will be asked to start creating an activity using a methodology for activity design. Methodologies are important for novices and experts alike because they provide a structure for the design process, and some consistency in what is produced. While there is no one-size-fits-all methodology for activity design, it is often useful to start with an existing methodology and then modify it in a way that becomes relevant for you.

Learning Objectives

- Exchange contact information with other participants who are interested in collaborating to create, review, and/or assess activities.
- Explore steps in the Activity Design Methodology. Take notice of which steps you already do, which steps you have not done before, and which steps you choose not to do.
- Lay foundational work for replacing a common college course lecture/class period with an active learning activity, and identify collaborators to finish the activity you started designing.

Targeted Skills

Collaborating – working together for mutual benefit

Interpreting – adding meaning for better understanding

Generalizing Solutions – modifying for broader applicability

Plan

In this activity you will be introduced to a methodology for activity design (pages 1-4 of your reference packet), and other supporting references. Finishing the design of a complete activity is not the goal of this workshop, but you will likely end with a great jumpstart to your activity.

1. (2-5 minutes) The large group created a list of potential activity topics. As a team, select a topic to create an activity around and refine the purpose for your activity. (Step 1 in methodology)
2. (2-5 minutes) As a team, choose the form of knowledge you plan to address in this activity. On page 7 of your packet, you will find a table that lists a variety of common activity types, and matches them to the forms of knowledge. As a team, decide on what type of activity you are going to design. Additional information about activity types can be found on pages 5-6 of your packet. (Step 2 in methodology)
3. (1-2 minutes) Create a title for your activity (Step 3 in methodology)
4. (3-5 minutes) Come up with a few bullet points that describe what your activity is about, how it fits in to the course, and why it would be important to the learners. (Step 4 in methodology)
5. (3-5 minutes) As a team, brainstorm a few learning objectives that you hope your students would achieve through completing the activity you are designing. (Step 5 in methodology)
6. (2-5 minutes) If this activity is going to involve a learning object (resource, software, handout, reading, etc.), identify what this resource would be. If you will be creating this yourself, describe what you need to do to get it ready. (Step 8 in methodology)
7. (5-15 minutes) Create a rough outline for the plan of the activity. (Step 10 in methodology)
8. (5-10 minutes) Create a list of potential critical-thinking questions that you might have the students work on as part of the activity. Identify these as being directed, convergent, or divergent. (Step 11 in methodology)

Wrap-Up Preparation (~11:07 am)

You will be sharing some information with the large group (all participants) as part of closure for the activity. In preparation for this, make sure your speaker is prepared to report the answers to these questions to the large group.

1. Your activity title
2. A brief description that describes what your activity is about
3. Insights you discovered in the process of working through some of the activity design methodology with your team