

Course Design

Martin Wong and Kaatje Kraft

With material from Rachel Beane, Karen Kortz, Heather Macdonald, David McConnell, Barb Tewksbury, Karl Wirth & Richard Yuretich

By the end of this session
you will be able to:

- Have the initial phases of developing a course through a backward design including:
 - Setting goals
 - Aligning activities with those goals
 - Considering how assessment and feedback can support student learning
- Actively engage in negotiating your understanding of how students learn
- Reflect on how this session connects to your teaching



Chuck Bailey photo

Scenario Discussion

1. Individually, read one of the scenarios.
2. As a table, discuss the *problems*.
3. Guided discussion among all.

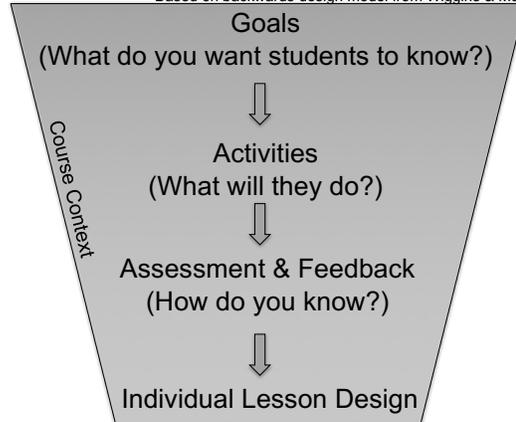
Many students need our help in
“learning to learn”

Elapsed Time (mins)	0	2	4	6	8	10	12	14	16	18	Elapsed Time (mins)	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
Read	█										Read	█																				
Analyze											Analyze		█																			
Explore											Explore																					
Plan											Plan																					
Implement											Implement																					
Verify											Verify																					

Novice → Expert

From K. Wirth with data from Schoenfeld (1987) Mathematical Problem Solving

Based on backwards design model from Wiggins & McTighe



Focus on one of your courses



Consider course context

Each class has a different context.
These differences influence the course design.

- **Students**
undergrad, grad, majors?
- **Motivation**
required, elective, gen-ed?
- **Class size**
<10, 10-50, 50-100, >100?
- **Format**
lecture, lecture + lab, studio, project-based, seminar, flipped?



Photo by C. Omond, www.cornell.edu

Goals-based approach

Emphasizes designing a course for which

- Students learn significant content & skills
- Students practice thinking & solving problems
- Students leave prepared to apply knowledge & skills

Sets goals that

- Are student centered
- Involve higher-order thinking skills
- Can be assessed
through problem sets, papers,
projects, exams...



Discussion: Hydrology Course Goals

Students should be able to...

1. interpret hydrological processes based on available maps and data.
2. design a study to predict how future disturbances may alter hydrologic systems.
3. develop a conceptual model that solves a problem and uses mathematical relations to quantify the solution.
4. predict the effect of heterogeneity on groundwater flow patterns in an unfamiliar setting.
5. critically review journal articles.

<http://serc.carleton.edu/NAGTWorkshops/hydrogeo/goals.html>

Discussion: Hydrology Course Goals

For your assigned goal(s) determine if they are:

1. Student Centered.
2. Higher ordered thinking skills (lower order skills are subsumed by higher ordered)
3. Assessable

<http://serc.carleton.edu/NAGTWorkshops/hydrogeo/goals.html>

Goals

What do you want students to be able to do as a result of taking your course?

- What do you do?
- What problems should students be able to solve?
- How might students apply what they have learned?
- How will they be different at the end of the course?
- How do you assure that the big ideas are emphasized over the minutia?



Photo by C. Field

What goals will you set for your course?

- Consider & complete

“When students have completed the course, they should be able to...”

- Try verbs such as

derive, predict, analyze, design, interpret, synthesize, formulate, plan, correlate, evaluate, create, critique, adapt



Review goals

- You will have the chance to provide/receive feedback from your peers.
 - Pass your notebook two people from your left
 - Read the goal and consider the following:
- Does the goal focus on **higher-order thinking**?
- Is the goal **student-focused**?
- Could you design an **activity/assignment** that will allow you to **assess** whether students have achieved the goal?
 - After two minutes, you'll be asked to pass the notebook to your right.
 - Repeat the process
 - Pass again to the right, take one minute to read your feedback and discuss with each other

Course design

- Consider **course context**
- Articulate **goals**
- Design **activities and assignments**



Students learn when they are actively engaged in practice, application, and problem solving.

(NRC, 1999 *How People Learn*)

- Plan **assessment & feedback**

Active learning methods promote

Higher order thinking

Metacognition
(thinking about thinking)

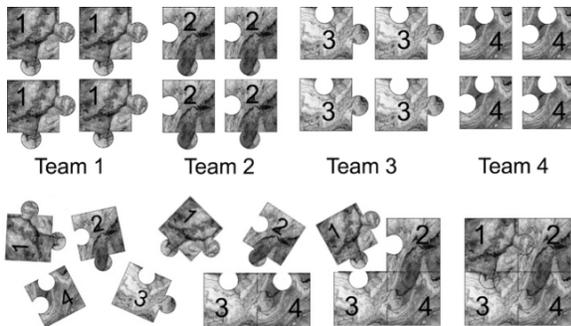
Social Interaction

Quick feedback

Active engagement with the material

x

Active learning method: Jigsaw



From Barbara Tewksbury
http://serc.carleton.edu/NAGTWorkshops/teaching_methods/jigsaws/index.html

Jigsaw Examples



- **Plate tectonics:** Teams analyze earthquake, volcano, seafloor age, and topographic maps, then combine to draw plate boundaries and interpret processes.
- **Google Earth:** Teams analyze different locations that show similar features (e.g., barrier islands, folds, valley glaciers, volcanic cones, etc.), then combine to discuss similarities and differences of the feature.

<http://serc.carleton.edu/sp/library/jigsaws/examples.html>

Your turn: Jigsaw on active learning Part I (*Teams analyze...*)

Count off 1-7 at your table. Move to the poster that corresponds with your number.

Talk to your poster team members:

When would the technique be especially useful?

For what courses/topics might the technique not work as well?

How much preparation before class does the technique require?

Your turn: Jigsaw on active learning Part II (*then combine...*)

Return to your table and as a group:

Briefly describe each method (teach each other).

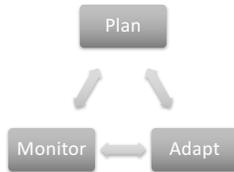
Rank the methods by time required for preparation. (after group consensus, place on a poster board)

If there's time: Which methods the most useful for formative vs. summative assessment?

Active learning supports metacognition/self-regulation

Three basic steps to teaching students metacognition (self-regulation):

1. Teach students that their ability to learn can be changed.
2. Teach planning & goal-setting.
3. Provide students opportunities to monitor and adapt their learning.



Summarized from Lovett, 2008,
Educause Learning Initiative Conference

<http://serc.carleton.edu/NAGTWorkshops/metacognition/index.html>

Assessment & Feedback

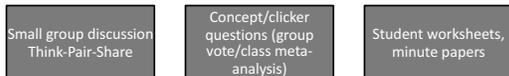
- Consider **course context**
- Articulate **goals**
- Design **activities**
- Plan **assessment & feedback**
 - Formative assessment
 - Summative assessment



Assessment & Feedback

Formative assessment

Measures learning through low-stakes opportunities to help instructor adjust ongoing instruction to meet student needs

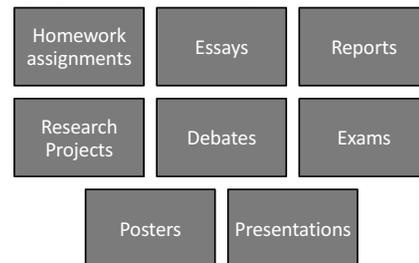


Provides opportunities for self-assessment



Assessment & Feedback

Summative assessment Measures learning at end of learning unit, accounts for a modest to large proportion of student grade



Assessment & Feedback

"FIDEIty" Feedback

- Frequent** When possible give (formative) feedback daily or weekly.
- Immediate** Provide summative feedback soon after student work is completed.
- Discriminating** Clearly explain differences between high/low scoring work.
- Empathy** Show compassion for the students when delivering feedback.

Adapted from Fink, 2003

Assessment & Feedback: Rubrics

"Learning increases when learners have a sense of what they are setting out to learn, a statement of explicit standards they must meet and a way of seeing what they have learned."

Loaker, Cromwell and O'Brien (1986)

Criteria	Exemplary	Good	Acceptable	Unacceptable
Organization				
Figures				
Interpretations				
...				

Rubrics improve consistency & efficiency when grading.

<http://serc.carleton.edu/NAGTWorkshops/assess/rubrics.html>

Reflection

What is one thing you learned this morning that you want to apply to designing your courses?

Today, in our **Teaching Strategies** sessions and at our **Teaching Fair**, you will have opportunities to think about learning, teaching, and course design in more detail. What questions do you have? What would help you to plan your courses?

