



Objectives

- Introduce diverse models of student engagement within both the classroom and community settings
- 2. Demonstrate how to initiate and implement these models
- 3. Allow participants the opportunity to reflect on their own student engagement practices

Transformative Learning



Transformative Learning

- Engaging students in pedagogy through the creation of dynamic student-faculty partnerships that are both collaborative and experiential
- These partnerships fall within an engagement framework that includes five major elements:
 - Personal
 - Academic
 - Intellectual
 - Social
 - Professional



Transformative Learning

- Promote a deeper understanding and application of course content
- Enriches capability to acquire, analyze and disseminate knowledge in a relevant and meaningful manner.
- Promotes leadership
- Transforms outlook, motivation, values, and skills with respect to their learning



Student Engagement

- These opportunities include the development and implementation of:
 - Interactive online tools used within the <u>classroom</u> for formative assessment
 - 2. <u>University</u> programs in partnership with the University of Windsor's Faculty of Science
 - 3. <u>Community</u> education programs in partnership with the Windsor Cancer Research Group



Within the Classroom

 Interactive online tools used within the classroom for formative assessment

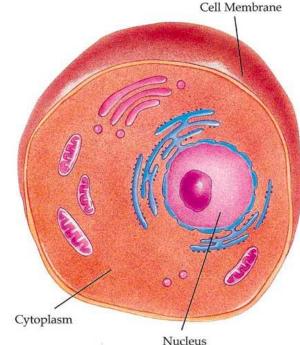
Development of Kahoot Games

- Type of formative assessment that would include use of electronic devices (e.g. cell phones, tablets, laptops)
- Students worked in teams (2 teams)
- Work with Faculty
- Multiple choice format
- Varying degree of difficulty
- Identified topics that were challenging for students
- Links to visual learning
- Free no cost to students



Kahoot Demonstration - The Cell

- The cell is the basic unit of life
- All living things are made up of cells
- All cells have a membrane and many have a nucleus
- The membrane encloses the cell and all its contents
- The nucleus is an organelle that contains DNA
- DNA carries genetic
 information (genes) that can
 be passed down generation
 to generation





Let's Play Kahoot



- 1. Type kahoot.it
- 2. Enter the game pin number
- 3. Enter your nickname



Within the Classroom

Outcomes:

- Implemented into the first year biology courses
- Developed a set of chapter questions (31 chapters)
- Developed a set of lab review questions (16 labs)
- Anonymous
- Challenging
- Not linked to marks
- Mid-semester evaluation showed the activity was ranked high among students (up to 88 % participation)



Within the University

- Partnership with the University of Windsor's Faculty of Science
- Development of "Amazing Science Race" for UWindsor Science Academy
 - Outreach program for top, local high school students interested in Science
 - Amazing Science Race is a interdisciplinary science challenge
 - Mimics the TV show "The Amazing Race"
 - Undergraduate science students design the challenges and are leaders for the various high school teams

Amazing Science Race





Within the University









Within the University

Outcomes:

- Work in teams with the high school students
- Apply what they have learned in undergrad
- Share their undergrad experiences
- Take on leadership role
- Work with faculty to design activities
- Fosters a sense of pride about university and program of study
- Very interactive and multidisciplinary
- Highly ranked by high school students



Within the Community

- Partnership with the Windsor Cancer Research Group (WCRG)
- Development of Cancer Activities for Community Outreach
 - Students worked in groups to design cancer biology and research related activities
 - Goal to promote cancer research awareness within the local community
 - Students interact with faculty in the design and execution of activities
 - Students interact with the public at various community forums



Cancer Activities Demonstration

Who Uses Which Tools?

Scientist, Doctor or BOTH





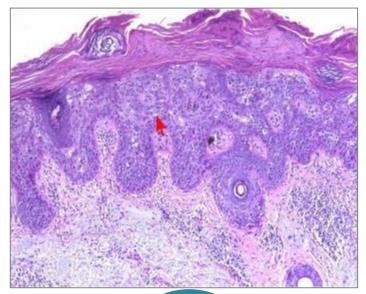
SCIENTIST

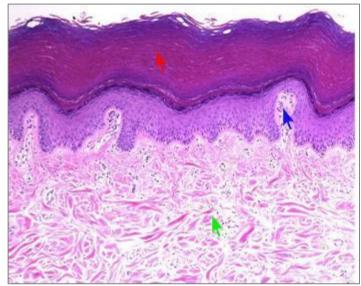






Cancer Activities Demonstration Guess the Cancer







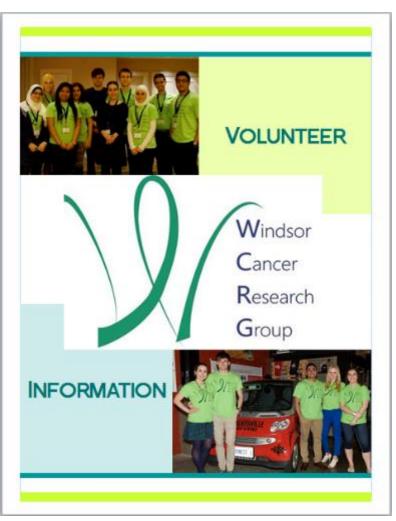
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Within the Community









Within the Community

Outcomes:

- Students interact with faculty and clinicians in the design and execution of activities
- Opportunity to apply content learned in the classroom and the lab
- Students interact with the public share their educational and research experiences
- Opportunity to be educators
- Fosters a sense of community and pride for their university and program



Student-Faculty-Community Partnerships



Faculty Comp. Sci.

Student Comp. Sci.

Students Biology Staff Windsor Cancer Research Group Clinical Researchers Windsor Regional Hospital



Ongoing Projects

- Expanding Kahoot tool
 - Kahoot collaborate for group work
 - Analysis of data for research
- Creating a USci Network
 - Online website connecting Science resources for undergraduates
 - Development of science workshops
- Development of a Cancer Biology Lab/Workshop
 - Student-driven
 - In collaboration with community groups
 (Windsor Cancer Research Group; Let's Talk Science)



How have student-faculty partnerships transformed learning and the experience?

- Using knowledge to teach others
 - Effective way to retain knowledge
- Allowed practical application of knowledge
 - See impact of this in the community
- Formation of close bonds between students and faculty
- Increased sense of connection with the school
- Development of leadership skills while being sensitive to different learning styles
- Gave the ability to share our experiences to younger students to stimulate their interest



How can you build studentfaculty partnerships?

 Take a few minutes to think about ways in which you can create student-faculty partnerships in your courses, programs, departments, institutes.



"Tell me and I forget.
Teach me and I remember.
Involve me and I learn."
- Benjamin Franklin

Thank you for your attention.

Questions?

