Circuits Virtual Community of Practice

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Session 1: Introduction to the VCP

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Agenda

- Welcome ~ 5 mins
- Introductions (Part 1) ~ 10 mins
- Goals of VCP & Project Background ~ 10 mins
- Technology Overview ~ 10 mins
 - ASEE Portal
 - Adobe Connect
- Introductions (Pt. 2) Breakout room Activity ~ 15 mins
- Q & A ~ 5 mins
- Wrap-up & Plans for Session 2 ~ 5 mins







Session 1: Learning Objectives

- Begin to get to know each other
- Understand the overall structure and goals of the Circuits VCP
- Gain familiarity with the technology



Virtual Communities of Practice Model: Basic Premises

- Need for advancement in engineering education and effective methods of dissemination
- Current short-term, one-shot, face-to-face faculty workshops are inherently flawed and not scalable
- Learning communities and communities of practice offer an effective alternative
- Virtual approaches provide an effective, economical, and scalable approach without geographic constraints
- Engineering faculty will participate (that's you!)



Goals of Circuits VCP

Develop a supportive community that works to

- Share knowledge
- Gain a deeper understanding of research-based instructional strategies
- Develop skills needed to implement and evaluate approaches



VCP Sessions Overview

- Session 1 (March 21st): Introduction to the Circuits VCP
- Session 2 (March 28th): Research-Based Instructional Approaches
- Session 3 (April 4th): Learning Objectives and Bloom's Taxonomy
- Session 4 (April 11th): Student Motivation
- Session 5 (April 18th): Active Learning Approaches I
- Session 6 (April 25th): Active Learning Approaches II
- Session 7 (May 5th): Active Learning Approaches III
- Session 8 (May 12th): Student Assessment
- Session 9 (May 19th): Wrap-up, Reflection, Fall Planning



Technology Overview: Open Atrium Circuits VCP Portal

- Session materials (readings, slides) will be posted here
- Group work can be shared here



Technology Overview: Adobe Connect

- Speaking
 - Audio set-up wizard
 - Mute/Unmute button
 - Raising your hand (and other actions)
- Interactive features
 - Chat window
 - Polls
 - Breakout rooms
 - Whiteboard



Adobe Connect: Breakout rooms

- Useful for small group discussions and activities
- Notes taken in breakout rooms can be shared with full group when breakout ends



Introductions – Part 2

- You will be randomly assigned to a breakout room
- Once you are in your breakout room:
 - Start the timer for 6 minutes
 - "Recorder" (person listed <u>first</u> in the list of attendees) will take notes in the "Team Notes" pod
 - Each individual should take 60-90 seconds to
 - Briefly introduce yourself (e.g., name, institution/location, years teaching Circuits)
 - State your goals for participating in the VCP
- Upon returning to the main group, the Team Notes will be shared with the whole group



Session 2: Overview of Research-based Instructional Approaches

In preparation for Session 2 (March 28th):

- Read and be prepared to discuss HLW Introduction and Conclusion
- Read and be prepared to discuss Chickering & Gamson's Seven Principles for Good Practice in Undergraduate Education

