

## Overall topics

1. Introductions, get technology to work
2. Bloom's taxonomy, lesson objectives, course objectives (maybe have people do this after week)
3. Matching learning objectives, classroom activities, and assessment
4. Seven principles for good teaching
5. Active learning – think pair share, “team homework”, “easy” things to do in class
6. Collaborative learning, inquiry-based learning, project based learning (include MEAs)
7. Student motivation – inductive teaching
8. Making more time for active learning – flipped classrooms
9. Networking, ASEE papers, NSF grants, other resources

Other things people might like to share: hands-on demos or mini-labs, project they do, motivational tools, things to add humor or fun to the classroom (comics, funny videos, etc), interesting assignments, other technology tools they have used, JiTT, MEAs, peer tutoring, computer programming or simulations they assign.