

Leadership Virtual Community of Practice (LVCP)



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Session 7: Student Motivation – Part 1

February 26, 2013

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- Continue your conversation (offline) about using Adobe Connect and the ASEE VCP Portal
- Read and be prepared to discuss Chapter 3 of HLW: *What factors motivate students to learn?*

Tentative Agenda



- Welcome and learning objectives ~ 5 minutes
- Follow-up about technology ~10 minutes
- Discussion of the HLW chapter on student motivation ~ 25 minutes
- Generating list of ways to increase student motivation ~10 minutes
- Wrap up and plans for Session 8 ~ 5 minutes

Session 7: Learning Objectives



- Have a sense of the useful technology features for your VCP
- Describe key strategies to increase student motivation in the engineering classroom

Follow-up about Technology



- Now that you have had time to reflect, what to you think about:
 - ▣ The transition to Adobe Connect
 - ▣ Features of the ASEE VCP portal that will be useful for you
 - ▣ Lingering challenges, concerns, etc.

Reading Reflection

- Focus: Reflecting on today's readings
- Use the private chat with your VCP partner to write (~10 minutes):
 - ▣ Ideas, strategies, etc. that surprised you/resonated with you in the chapter?
 - ▣ Aspects that might ring true for faculty in your VCP? What challenges might your participants raise? What ideas do you have for overcoming these?
- Open discussion (~15 minutes)
 - ▣ Circuits, Thermo, Materials, FOEE, Mechanics

Increasing Student Motivation*

- Choose knowledge and skills that are **worth learning**
- **Pitch the tasks** you set for your students just beyond their base capability but well within their reach & expect them to succeed
- Make the classroom a **safe place** to take the risks involved in learning by the way you treat students' attempts to learn
- Encourage the building of a **community of learners** in your class, where everyone supports others' attempt to learn
- **Give the learners some choices** in what or the way they learn
- Be a good model of a **mastery-oriented learner**
- Accept the fact that **yours is not the only** or even the most important venue in which your students function

* Svinicki, M. D., (2005). *Student goal orientation, motivation, and learning*. (Idea Paper #41). Manhattan, KS, The IDEA Center.

Strategies to Increase Student Motivation



- Based on insights from HLW Chapter 3, in combination with the ideas offered in Idea Paper #41, use the whiteboard to generate a brainstormed list of specific things you can do in your own class to increase student motivation (~5 minutes)

Session 8. March 5, 2013

□ Student Motivation – Part 2

- ▣ Review the site on problem solving, focusing especially on issues of student motivation
www.cmu.edu/teaching/solveproblem/step1-problem
- ▣ Read the Svinicki Idea Paper on student motivation
- ▣ With your VCP partner, create an activity for your faculty VCP participants.
- ▣ Post the activity to the portal **by noon on March 4**, and be prepared to discuss

□ Practicing the technology

- ▣ Two pairs: Be prepared to take the reins for 10 minutes each by running an activity of your choice