

Math 5120**Fall 2014****Active Learning Instructions.**

Your task is to design, implement, and report on an active learning activity.

- The design is due Wednesday October 8.
- The report is due Wednesday October 22, so the implementation must happen before then.

Subject matter:

- Those of you teaching MATH 1200 should pick a topic that you can do in your class during the week of October 13. Based on the syllabus, that means section 2.6 Transformations of Graphs or 2.7 Analyzing Graphs of Functions and Piecewise-Defined Functions.
- Those of you not teaching will implement your activity during our 5120 class on Wednesday 15 October. You can choose any topic you like; it need not be mathematical.

How active?

- We will discuss some active learning strategies in class. Choose (or create) something that is distinctly more active than what you usually do. It should be at least 10 minutes long.

The design document:

Describe the activity in sufficient detail that someone else could use it. Include any handouts or other materials you will use. Submit in .pdf format through Blackboard (to the extent possible).

Some points to consider:

- How much time will the activity take? How do you know when to stop?
- What are the learning objectives of the activity?
- Why did you choose to organize it the way you did? (For example, why did you choose groups of 3 and not 7?)

The implementation report:

Describe how the implementation of this activity went. Submit in .pdf format through Blackboard.

Some points to consider:

- In what way(s) was the experience different from what you planned?
- Do you think the students learned/understood more through this activity?
What evidence do you have?
- Did the students resist doing the activity or enjoy it?
- What changes should you make to the activity design?
- If this activity was a success, how can you get others to use it?