

**TEACHING  
EXCELLENCE  
CERTIFICATE  
PROGRAM: FINAL  
PRESENTATION**

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# **WHAT'S UP WITH THE COW?**

**An unscientific experiment with  
technology and humor -**

- **Using humor as an attention-getter**
- **The graphic now has your attention...  
and you are wondering what is coming  
up next.**
- **According to students, it works**

**Result: Attention & interest in the  
information is obtained**



# **INTRODUCTION**

## **4 Focus Areas**

- 1. Get student's attention**
- 2. Increase active learning**
- 3. Incorporate and improve use of technology**
- 4. Facilitate better learning through more effective syllabi and grading rubrics**



# INFUSING ACTIVE LEARNING STRATEGIES

## How Did I Do It?

- **Inject humor**
- **Pair-Share exercises**
- **1 – 3 Minute writing exercises**
- **Increase dialogue between instructor & students**



**Result: Mostly Effective**



# **INFUSING TECHNOLOGY**

- **Technology: Utilizing PowerPoint**
- **Learn to use PP advantageously**
- **Use technology to move beyond basic communication + printed notes -**
- **keeps attention on the instructor and presentation**
- **Student presentations using PP technology in the classroom**

**Result: Positive**

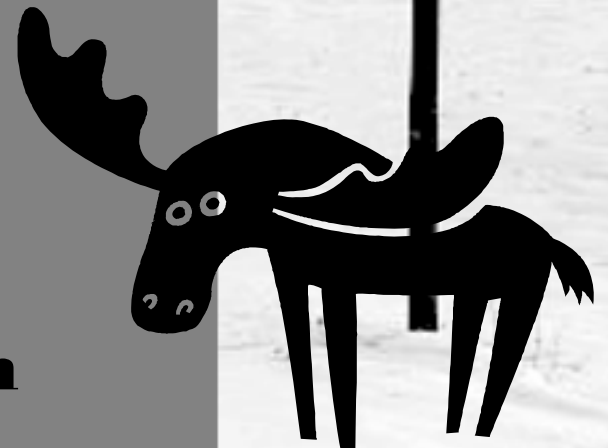


# **TECHNOLOGY**

**PP technology can be effective - or overused & misused**

- **Too much information on the screen that looks like a big run-on sentence and then read without much inflection by the professor after awhile blah, comes across as blah, blah... an auditory sedative...blah...blah...blah...**
- **Use bullet pointed statements**
- **Inject questions to class as prompts**
- **Periodically infuse humor**

**Result: Interest & Attention**



# **EFFECTIVE ASSIGNMENTS**

- **Clear, concise syllabus - Students know what is expected from them**
- **Grading Rubric - Explicitly outlines the expectations of the final paper**

**Result: Positive**

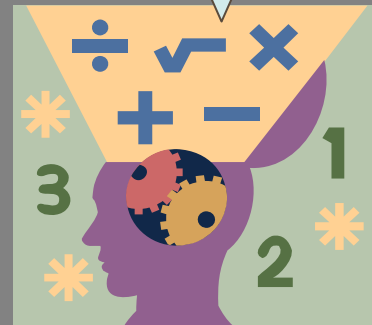
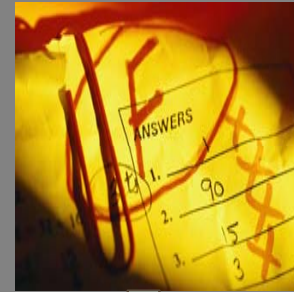


# EXAMPLE OF GRADING RUBRIC

(refer to handout)

- **Short but clear description of expectations**
- **Page number expectations**
- **Point values assigned**
- **Learning objectives achieved**

**Result: Positive**



# **LESSON'S LEARNED**

**All new knowledge and approaches to learning were effective in certain formats...**

**Some were more effective than others - depending on the audience...**

**Some simply failed...**



# **LESSONS LEARNED, CON'T**

**Not everything will work, so try  
new things and note what works,  
what doesn't, and the conditions  
in which they were used**

**Learn your audience, your tools,  
your technology, and be creative!**



# **CLASSROOM EXAMPLE**

- **Student presentations using technology  
- given some freedom to be creative**
  - **All used PP technology - expected**
  - **Many used advanced graphics - still  
expected**
  - **All created interactive game show to  
test class over information presented -  
unexpected**

**Outcome: Positive**

**Result: Serendipity!**

