




Motivation is...



- “a process that arouses, maintains, and guides behavior toward a goal”

(Cacioppo & Freberg, 2013)

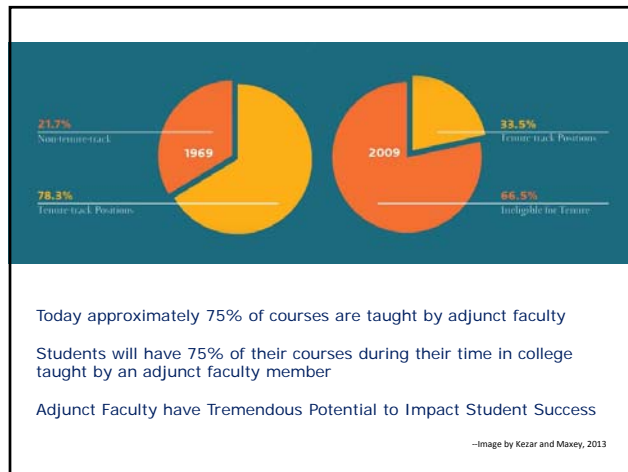
Cacioppo, J.T. & Freberg, L.A. (2013). *Discovering Psychology: The Science of Mind*. Canada: Wadsworth, Cengage Learning.

The slide features a white background with a blue and green mountain landscape on the right side. A yellow sticky note with the text 'GOT MOTIVATION?' and a question mark is positioned in the upper right. The text is in a bold, sans-serif font.



Faculty Are Crucial

“It is the people who come face to face with students on a regular basis who provide the positive growth experiences for students that enable them to identify their goals and talents and learn how to put them to use”



“The Great Eight”

1. Enthusiastic Teachers
2. Relevant Materials
3. Organized Presentations
4. Appropriate Difficulty level- content
5. Opportunities for Active involvement
6. Variety in Teaching Methods
7. Rapport with Teacher
8. Appropriate (Reasonable) Exams

Sass, E. J., Motivation in the College Classroom: What Students Tell Us, Teaching of Psychology, 1989, 16(2): p. 86-88



What characteristics do employers request in your graduates?



- Energy, passion, enthusiasm
- Embracing diversity
- Thinking laterally and creatively
- Time management skills
- Learning from experience, mistakes
- Remaining calm when under pressure
- Identifying from a mass of information the core issue/opportunity
- Persevering



Learning Outcomes Promoted by Collaborative Learning

- Higher achievement and increased retention
- More frequent higher level reasoning, deeper level understanding, and critical thinking
- Greater achievement motivation and intrinsic motivation to learn
- More positive, accepting, and supportive relationships with peers regardless of gender, ability, or social class differences.
- Greater social support




Johnson, D.W., & Johnson, R. (1989). Cooperation and competition.



We learn and retain...

- 10% of what we hear
- 40% of what we discuss
- 80% of what we experience directly or practice
- 90% of what we teach others
(Walter, 1997)
- 95% of what we teach others
(Glasser, 1998)

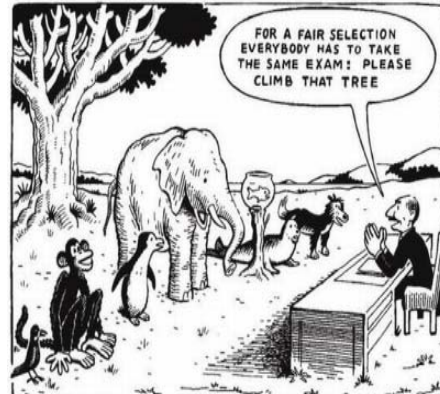



Creating a Learner Centered Classroom

1. Become a facilitator rather than a lecturer
2. Develop a team atmosphere
3. Use ice-breakers that become topic starters
4. Create opportunities for students to work together
5. Make the classroom a safe place to express thoughts.



Appreciating Our Differences



Involvement (Collaboration)

- Discussion- "interactive exchange of ideas & views so that students can co-construct meaning & build a more in-depth understanding of the topic than they would have achieved on their own"
- Don't tell students something when you can ask them
- 5 Hand Rule



Student Success

"Technology includes the use of materials, tools, techniques and sources of power to make life easier or more pleasant and work more productive" (Merriam-Webster Dictionary, 2013)



Active Learning is any type of activity that gets students engaged in the learning process.





In 60 seconds your students can

- **Review** what they just learned
- **Think** about what they just learned
- Keep their minds **alert** and **attentive**
- Become **active** participants in their own learning
- **Feel** that what they have just learned is worthwhile
- **Increase** short-term memory
- Move some information into **long-term** memory



This technology allows instructors to:

- Assess students' understanding of the subject matter.
- Receive immediate feedback and reinforcement for what is being learned.
- Get shy and under-prepared students to participate.
- Poll students' opinions and preferences instantly.
- Observe student misconceptions.
- Encourage peer instruction.



Kahoot

getkahoot.com

Game-based blended learning platform – educators and students can research, create, collaborate and share knowledge.

1. **Quizzes** (timed responses, point system based on speed and accuracy, competitive atmosphere)
2. **Discussions** (single question)
3. **Surveys** (like a quiz but no points)

Socrative by MasteryConnect

Welcome to Socrative!
Enter your teacher's room below
Room Name: _____
Join Room

ROOM: socrative1
Space Race: State Facts

- Multiple Choice: Ask a MC question, display results.
- True/False: Ask a T/F question, display results.
- Short Answer: Open-ended question, display responses.
- Start Quiz: Run a pre-made quiz.
- Exit Ticket: Get an end-of-class pulse-check.
- Space Race: Run a quiz as game.

Having Fun in Class ≠
Learning ISN'T
Taking Place



Having Fun in Class ≠
Learning IS Taking Place

Classroom Assessment Techniques: What's the Point?

- The more you know about what and how students are learning ...
- Better understand your students' learning
- Get them engaged



Classroom Assessment Techniques:

One-Minute Paper or Muddiest Point

- "What is the most important point you learned today?"
- "What point remains least clear to you?"

Application Cards

Chain Notes



Students Helping Each Other

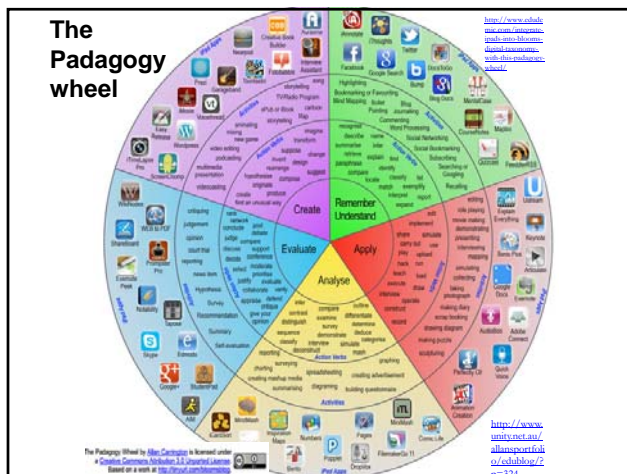


CONNECTYARD COMMUNICATE BETTER



Involvement through Interaction with content:

WordPress, Blogster™, weebly, LIVEJOURNAL, Blogger, tumblr.



Where to find additional apps:

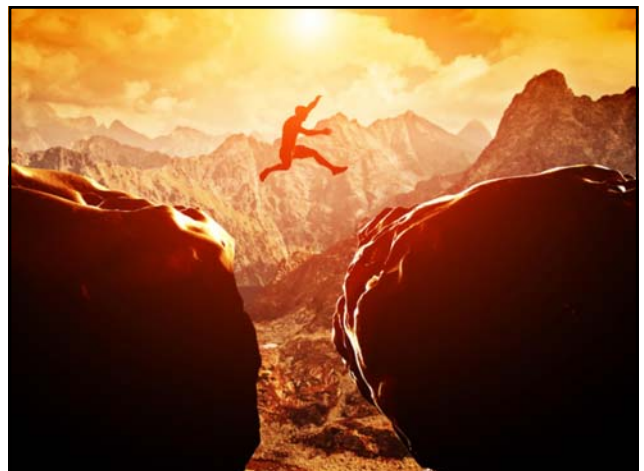
AppCrawlr: THE APP DISCOVERY ENGINE

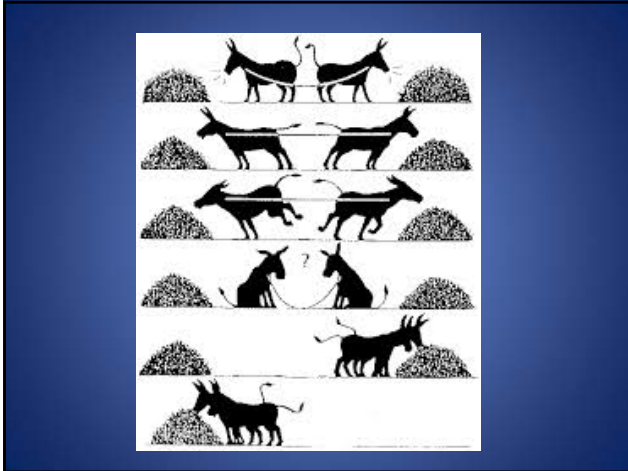
Showing 1-12 of 884 - Top Apps on iPhone - Most Popular Default

Sort By	Price	Category	Topic	Helps you	Audience	Features
<input checked="" type="checkbox"/> Relevance	<input type="checkbox"/> Free	<input type="checkbox"/> Games	<input type="checkbox"/> Learn Skills	<input type="checkbox"/> Learning Aid	<input type="checkbox"/> Families	<input type="checkbox"/> User Friendly
<input type="checkbox"/> Date Downloaded	<input type="checkbox"/> Paid	<input type="checkbox"/> Entertainment	<input type="checkbox"/> Puzzle Games	<input type="checkbox"/> Learning to Read	<input type="checkbox"/> Kids	<input type="checkbox"/> One-Button
<input type="checkbox"/> Popular Now	<input type="checkbox"/> Free	<input type="checkbox"/> Action	<input type="checkbox"/> Strategy Games	<input type="checkbox"/> Learning on the Go	<input type="checkbox"/> Families	<input type="checkbox"/> One-Button
<input type="checkbox"/> Trending	<input type="checkbox"/> In-App Purchases	<input type="checkbox"/> Arcade	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Writing Aids	<input type="checkbox"/> Students	<input type="checkbox"/> Customer Service
<input type="checkbox"/> Latest From	<input type="checkbox"/> No	<input type="checkbox"/> Puzzle	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Writing Time	<input type="checkbox"/> Puzzle Solvers	<input type="checkbox"/> Award Effects
		<input type="checkbox"/> Strategy	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Reading Everything	<input type="checkbox"/> Math Puzzles	<input type="checkbox"/> Answer Checker
		<input type="checkbox"/> Productivity	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Stay Focused	<input type="checkbox"/> Light Stickers	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Education	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Reading Programs	<input type="checkbox"/> Comics	<input type="checkbox"/> Math Information
		<input type="checkbox"/> Kids 3-5 Years	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Games	<input type="checkbox"/> Weather Games	<input type="checkbox"/> Math Solver
		<input type="checkbox"/> Family	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Reading Motivation	<input type="checkbox"/> Puzzle Toys	<input type="checkbox"/> Writing Games
		<input type="checkbox"/> Simulation	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Reading Comprehension	<input type="checkbox"/> Math Books	<input type="checkbox"/> Word Games
		<input type="checkbox"/> Kids Reading	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Business	<input type="checkbox"/> Background Music
		<input type="checkbox"/> Books	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Music	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Health & Fitness	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
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		<input type="checkbox"/> Business	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Reference	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> News	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Travel	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games
		<input type="checkbox"/> Misc	<input type="checkbox"/> Action/Adventure	<input type="checkbox"/> Math Tools	<input type="checkbox"/> Math Games	<input type="checkbox"/> Math Games









Adjunct Faculty Engagement:

“Faculty **Engagement**”-
Involving faculty **creatively**, and **authentically**

“If student success initiatives are to be successful,
it must be a campus-wide effort”

Faculty energy and enthusiasm most commonly
cited factor in the success of initiatives

- American Council on Education

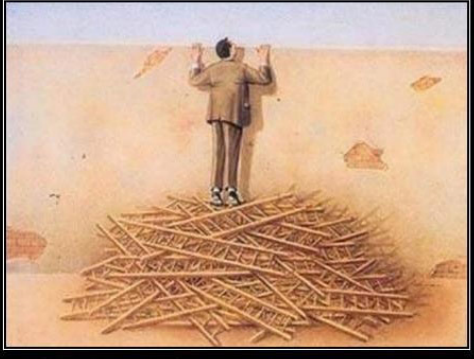


ASK THEM

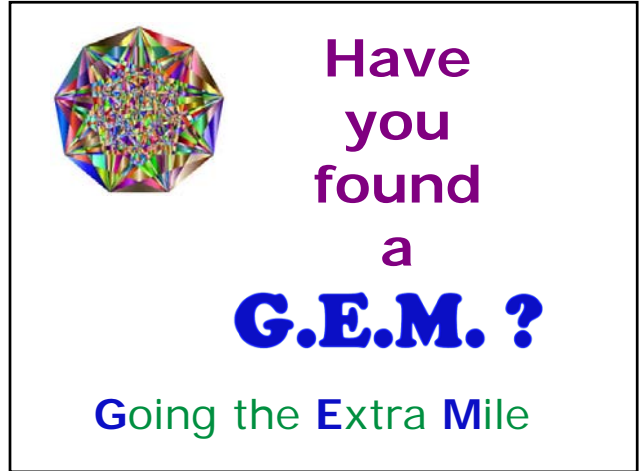
SHOW THEM

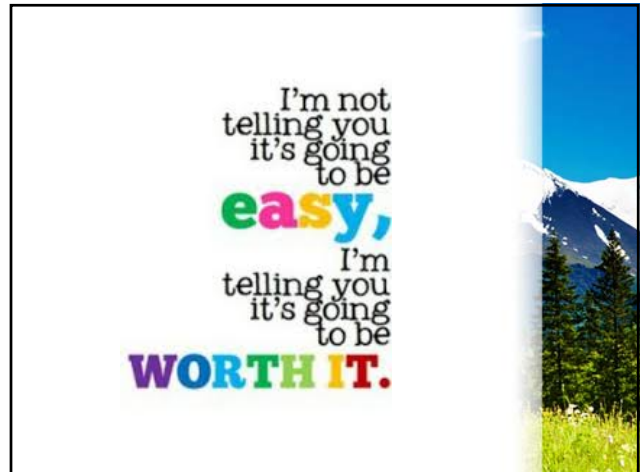
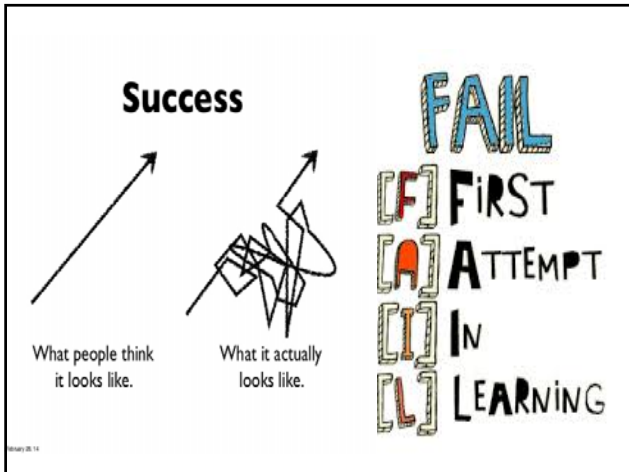


THANK THEM



It doesn't matter how many resources you have
if you don't know how to use them, they will never be enough







Let's Go Change The World



Thank you!!

Do you have any



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