Overall Course Learning Objective

Through this course, explore learning in the classroom and gain insight into managing course content, engaging learners, promoting deep and active learning, and employing instructional technology.

UNIT 1: FRAMING THE COURSE
1.1 Framing the course – Fostering intrinsic motivation through course design
1.2 Constructing learning objectives – Using Bloom’s taxonomy to articulate learning objectives
1.3 Creating the assessment plan – Building the package of exams, assignments, and projects that will allow students to demonstrate their learning

UNIT 2: LEARNING IN THE CLASSROOM
2.1 Managing content – Determining how you will provide your students’ first exposure to your course content
2.2 Active and engaged learning – Using a variety of activities such as prediction, retrieval practice, and self-explanations in order to deepen student learning
2.3 The role of technology – How various educational technologies can help students achieve the course learning

UNIT 3: FEEDBACK AND EVALUATION
3.1 Students as learners – An introduction to theories of student learning and development that can help shape course design and teaching practice
3.2 Common problems – Addressing three common challenges in college teaching: academic dishonesty, distracted students, and disengaged students
3.3 Feedback and evaluation – Giving feedback to your students and getting feedback on your teaching
Learning Outcomes

By the end of the course, participants will be able to:

- Understand key principles that govern student learning and development
- Frame courses in ways that foster intrinsic motivation and deep learning in students
- Formulate learning objectives and create an assessment plan that stems from those objectives
- Develop techniques to create active and engaged classroom learning
- Provide and elicit feedback that promotes learning and growth