

Teaching and Learning Conference
"Vision Building for a Carbonless Future" Workshop

You have learned about three examples, ranging from simulation modeling and problem-based learning to inquiry-guided learning. Now you will have the chance to design your own classroom activity.

First, take a some time to think about and write out ideas for a classroom activity, based on the following prompts. You can brainstorm an activity for a course you teach, or have taught/will teach. You can also base your brainstorm of a topic or issue of interest.

You will have a chance to discuss your ideas with a small group. If time, we will share with the full group.

- 1) Choose the course or topic you'll brainstorm about:

- 2) Next, write out one possible learning outcome related to this course or topic:

- 3) Now, brainstorm one to two ideas of possible problems, or case studies, related to your broad topic or issue that students may encounter in their professional or civic lives:

- 4) Consider the following:
 - a) How could you guide students through the activity?
 - b) How could you scaffold the learning process for students?
 - c) What background knowledge will be required for students to complete the activity successfully?
 - d) How can you build-in opportunities for student reflection and/or synthesis?