[MATH + SCIENCE] PARTNERSHIP

June Workshop

On June 22nd, the MSP cohort of teachers arrived ready for a week of science content learning, hands-on investigations, and collaboration. As the group entered the iteach Lounge located in the College of Education at the University of South Florida (USF), it was obvious many new friendships and working relationships had formed over the past several months. The group of educators, hailing from three different counties, whom were just months before unfamiliar faces to one another were now openly sharing past experiences, laughing, and telling stories with one another. With a jam-packed week ahead, Dr. Yiping Lou began the workshop with an overview of the teachers' past accomplishments and upcoming goals.

Games & Simulations

Since the first training workshop in March, the MSP team of graduate students and web programmers from the Instructional Technology Program at USF have worked to develop games and simulations for teachers to use in conjunction with their new 5E lesson plans. The following titles are currently under development, and will be ready for implementation in the upcoming academic school year:

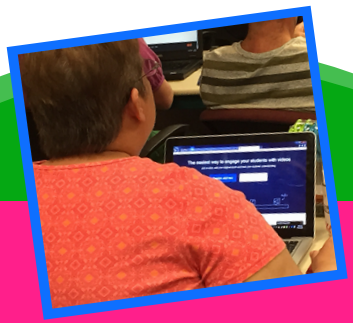
- Surf's Up Science - weather patterns and ocean currents
- Follow the Heat - heat transfer process
- Bald Eagle Adventure - dietary habits of bald eagles
- Air Potato Invasion - invasive species
- 3D Interactive Cell - interact with the parts of a cell

At the June workshop, teachers had an opportunity to preview the games and simulations, and beta tested the prototype for Surf's Up Science. Feedback was positive, and the MSP team of graduate students is eager to continue development of these inquiry-based projects.

Technology Integration

In addition to the games and simulations developed in-house, teachers experimented with several different learning technologies during the workshop. MSP participants were encouraged to choose a technology to accompany the 5E lesson they had recently developed. There was time blocked out each day of the workshop to instruct the middle school educators on technology integration. Ora D. Tanner led the group through a demonstration of Web 2.0 applications such as Brainrush, Quizlet, EDpuzzle, and Educaplay on the first day. Teachers appreciated the hands-on approach to learning and many used the allotted time to integrate the technologies into their lesson plans later in the week.

educaplay



EDpuzzle

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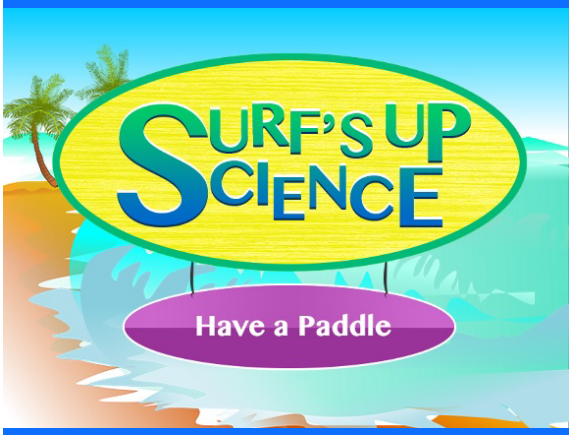
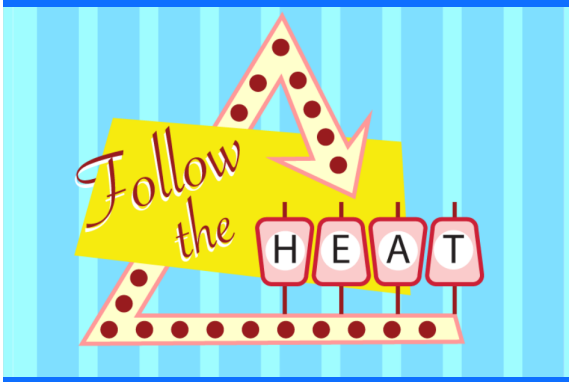




Newsletter

Volume 3. June 2015

Inquiry, Assessment, Technology

Workshop Highlights

Lesson Plan Modeling

Lesson plan modeling has become one of the favorite activities at the MSP workshops, and the June workshop was no exception! Several different 5E lesson plans were modeled over the course of the five-day workshop, including: The Reasons for the Seasons, Edible Plate Tectonics, Musical Vibes with Palm Pipes, Levitation Engineers:Exploring Forces, and Carbon & Climate. Each lesson plan provided a unique learning experience for students. As the lessons were modeled, suggestions for change and improvement were shared amongst the group. Heather Miller provided the teachers with all of the necessary resources to deliver each of the lessons in their own classrooms when they returned home.

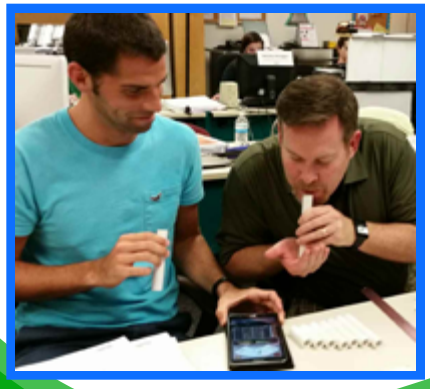
Working on Lesson Plans

A large portion of the June workshop was dedicated to teachers working on their 5E lesson plans, and working with peers to receive feedback. On the first day, teachers were put into groups of 3-5 people to work on developing suggestions for improving one of their peer's 5E lesson plans. Teachers tracked their feedback and rationale for their suggestions using Padlet, an online collaboration tool. Feedback was then reviewed, and adjustments to each lesson plan were made by the lesson plan developers. Final versions of the 5E lesson plans were reviewed towards the end of the week by one of the MSP faculty. Dr. Luanna Prevost or Dr. Pamela Blanchard looked through each lesson carefully before each was given approval for CPALMS submission. On the last day of the workshop, Jessica Hooper and Heather Miller instructed the teachers on the process for uploading their completed lesson plans to the CPALMS website, where they would later be reviewed for public release as a CPALMS resource.

The following lesson plans were published to the CPALMS website for review:

- At the Top: A Bald Eagle's Diet
- Rocks Makin' Rocks
- Phases of the Moon
- Edible Plate Tectonics
- Investigating How Heat Flows
- Monster Mash-Up of Genetics
- Snakes Invade in the Everglades
- An Investigative Look at Florida's Sinkholes
- The Real Story of Where Babies Come From
- Levitation Engineers: Exploring Forces
- Expanding the Universe

Congratulations to all of our teachers on a job well done!



Feedback

In what ways do you feel that you will teach differently because of your experiences with the MSP Project this year?

"More focus on inquiry embedded into content."

"This next year I will be focusing a lot more on student inquiry – having the students explore & discover before making connections."

"Less front loading of content and more exploring the content."

"More accurate & use data to drive instruction."

"I've reconsidered the types of assessment I use in my class, and whether or not I am assessing what I want /need to and using that assessment for future instruction."

"My assessments will be more purposeful and standard directed. The data will be used more efficiently."

"Give feedback to guide teaching more."

"I will continue to add technology into my activities in a variety of ways, and use it to enhance the learning."

"I will be incorporating more games into lessons and adding more technology."

"Using EdPuzzle & Brainrush. Very excited."