

MSP YEAR TWO

Newsletter

volume I. Fall 2015

Welcome Back

The MSP project is back in action with a second year of workshops, planning, and science learning and engagement strategies. This year we welcome back our year one teachers from Osceola, Okeechobee, and Volusia Counties, as well as our faculty from Louisiana State University, and University of South Florida. In addition we are fortunate to have a second cohort of teachers joining us for the second year of this three-year grant project, funded by the Florida Department of Education,

Year Two

Fifty teachers, five faculty, four graduate assistants, and one web programmer will comprise the group of second year MSP participants. A lot is in store for participants this year, including development of new 5E lessons, assessment item planning, development of new educational games and simulations, and new planning of new learning strategies influenced by Kagan. Teachers from year one and year two had the opportunity to attend a Kagan workshop in August, and came back with many great ideas to promote student engagement in the classroom. A few of the Kagan strategies were even utilized during the first MSP workshop in September! So what is Kagan?

Kagan is an approach to teaching that actively engages every student in the classroom. Through interactive pair and team activities, Kagan encourages development of important social skills, teamwork skills, communication skills, and leadership skills. Everyone is more active, resulting in a more memorable learning experience.

What is
Kagan?

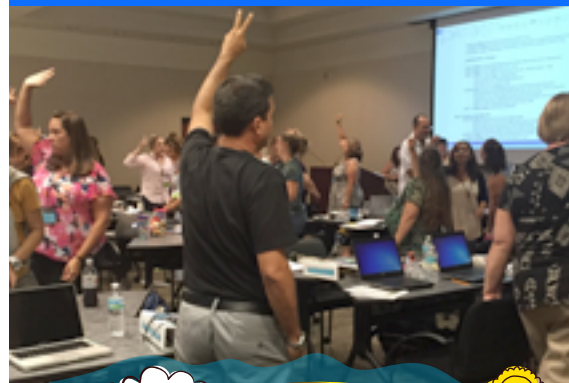
Technology for Learning

In addition to using new strategies from Kagan this year, our MSP cohort will continue to be introduced to new technologies for use in the classroom. Kahoot! is a technology that we have modeled in our MSP workshops often, and while we have used it as a modest means of creating surveys and analyzing MSP workshop participant feedback, teachers can employ the same technology in their classroom to create fun learning games called Kahoots! These games are comprised of a series of multiple choice questions that may include video, diagrams and pictures. They are best played in group settings, and students can even respond using their own device.



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Engage
Explore
Explain
Elaborate
Evaluate



[**MATH + SCIENCE**]
PARTNERSHIP

Next workshop is February 8-10, 2016!

Workshop Highlights

Lesson Plans

Teachers were introduced to six new 5E lesson plans at the September workshop. During the first day of the workshop, Elizabeth Colon presented a lesson on Heat Transfer. This lesson was followed by a lesson demonstration by Dr. Blanchard on Deforestation. At the conclusion of each lesson there was an opportunity for feedback. This was also an opportunity to discuss how educational technologies or games might be incorporated into the lessons as well. The second day of the workshop was very busy, and three new 5E lesson plans were shared with the group. Dr. Prevost presented a lesson on Invasive Species - Air Potatoes, Heather Miller presented a lesson on A Whole New World - The Search for Water, and Mike Cimino presented a lesson on Cruise Ship Sickness. Again, each lesson was followed by an opportunity to discuss and provide feedback. The third and final day concluded with one last lesson plan, Expanding the Universe, presented by Marcie Farrell. The conversation at the end of the workshop was robust and active, and teachers left eager to begin working on their own 5E lesson plans.

Games for Learning

Over the course of the three day workshop teachers were introduced to five science inquiry games developed by Graduate Assistants Ora Tanner, Lucille Moon-Michel, Jessica Hooper, and Bill Van Horne led by Dr. Yiping Lou.



In Surf's Up Science, students go on a "sciencetastic" adventure with Kody Kahuna to stop the evil Wade Waverly from ruining his surfing competition. Through analyzing and interpreting data students will infer how global ocean currents influence local weather.

This game focuses on thermal transfer processes and the direction of heat transfer between items. Set in a 1950's style diner, the user follows waitress Beverly Anne during her shift at the Big Daddy Diner to help her with five customer requests, and a summative challenge.



This game centers on the air potato, a deceptively attractive plant that threatens the livelihood of Floridian forests. Situated in the Warm and Fuzzy Friendship forest, the user is guided by Karl the raccoon to learn about the food chain and how it is affected by the air potato.

In this game students are invited to join Ranger Steve on an exciting bald eagle expedition. During the expedition students will observe the dietary habits of a bald eagle, gather and record data, graph the data that was collected, and compile their own bald eagle observations.



Students show they can keep their pet cell alive by identifying its parts and their functioning. The cell gains health by students answering questions right. It loses health by students answering questions wrong, or by the passage of time. How long can your students keep their cells alive?



Feedback

Follow the Heat

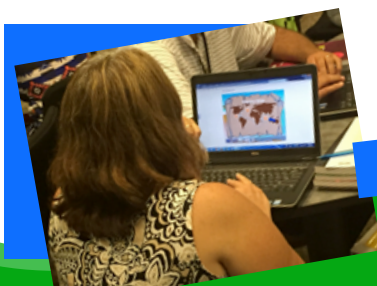
100% of participants surveyed at the workshop agreed that their students could learn key concepts from the Follow the Heat game.

Did You Know...

1 Okeechobee teacher Daniel Thomas used the Air Potato game with his students. Based on a brief survey, students' responses were overwhelmingly positive. The features of the game that the students liked the best were testing different methods, the chart, graphing, and the food chain activity.

2 Heather Miller, Becki Lucas, and Emily Streelman presented an overview of the MSP project to the Florida Association of Science Supervisors (FASS) on October 20th, and modeled a 5E lesson on Limiting Factors for the group. The presentation was well received.

"I love that your 5E lessons are quick and easy to implement!"
- FASS participant



<http://science4inquiry.com>

