

Teaching and Learning SIG Meeting
20 September 2005, Internet2 Fall Member Meeting
Philadelphia, PA

1. Formation of a working group to develop a course around use of Internet2 in classroom (Franz Kurfess, fkurfess@calpoly.edu)

Faculty too busy to get involved, so Franz tried to reach out to the students.

Looking for collaborators to co-submit proposals to NSF and to co-teach course on Internet2 technology and sociology (using Internet2 as the medium for the course as well).

Vision was to open to all students on university, ended up being focused on computer science students. Offered to all students for credit (faculty could sit in). Could offer to classroom teachers for professional development and match up to federal technology standards for teachers. Could we involve anyone from the corp sector to support this?

Course objectives:

Introduce basics of Internet2 technology. Explore how Internet2 enables collaborations resources you can access (laboratories) via Internet2. Examine personal/social aspects of collaboration via advanced technology.

Course format:

Develop course as modules that could be plugged into discipline area instruction (for example, instructional technology).

Next Steps -- Brainstorm

Identify potential audience and tailor content to that (e.g., those who know something about advanced technologies and those who don't).

Develop course outline (perhaps a content subcommittee could be formed to do that). Perhaps the group collaborating on the joint grant proposal could do this. What do you want students to be able to do at the end of the course? Explore this to help define goal of course.

Professional development goal would be for teachers would be to come away knowing how to incorporate Internet2 usage into the subjects they teach.

Distinguish between what can be done with commodity Internet and what can be done with Internet2.

Leverage Doug Van Houweling's course for School of Information at University of Michigan (has a week long module on Internet2).

Formulate best practices for incorporating advanced technologies into teaching.

Virtual field trips. Especially important for classroom teachers (and developing materials and lesson plans in support of these).

Provide central location to provide support materials (video, course materials, etc.).

2. Proposal to initiate a meta-database effort to compile existing T&L resources (Marty Siegel, msiegel@indiana.edu)

Challenges: How to keep this resource current and running. Wiki could be updated and edited by anyone. Use appropriate metadata (explore what libraries are using). Don't start fresh metadata schema. Research into automatic updating. (Mary Fran Yafchak)

Use K20 database as a model (James Werle)

(Higher level view: all four of these areas overlap and could collapse into a single course.)

GEM NSF library initiative (has lost current funding).

Additional suggestions of existing resources should be sent to Marty at msiegel@indiana.edu

Start with a problem, then define solution.

Is it technology centered vs. people/student centered?

How does this improve student performance? What is role of standardized tests?

Schedule follow up call: Marty Siegel, Ann Doyle, John Yost, Ruth Blankenbaker

3. Strategies for engaging student champions (Jennifer MacDougall, jmacdoug@magpi.net)

Goal: Get students more involved in Internet2 member meetings and activities (on site and remotely). Couldn't make this happen as extensively as we'd hoped for the Fall 05 Member Meeting, but with more advance planning we could make this work for the Spring 06 Member Meeting.

Start by reaching out to their teachers.

Iowa has online course "IT at Iowa". Also, student training that prepares students for IT positions on campus. Ask for student volunteers to come to Internet2 Member Meetings. (SC does this.)

Work with Schools of Education on our member campuses.

Leverage Internet2 “neternship” program for engaging students
<http://www.internet2.edu/neternship/>.

Kidz Online

REU, NMI (Mary Fran), REN site -- SURA managed a program (URL coming from Mary Fran)

Internet2 facilitate classroom becoming a learning portal, rather than just four walls and a door. Get students involved. What are problems that students could help us solve. Problem-based environment, engage students in solving those problems.

Get corporate sponsors to provide award for best problem-based solution

Look at ThinkQuest as a possible model (sponsored by Oracle) www.thinkquest.org

Look at new audiences to engage. E.g., go to dance department and ask “what would you like to do that you can’t currently do.” Competition could be based on most-innovative implementation of technology to enable new skills, outreach, etc.

Encourage cross-disciplinary collaborations.

Assemble some existing examples and approach corporate members about sponsorship.

Competition at different levels: from grad school down to elementary schools.

4. Creation of an interactive new member road-map: Ann Doyle (adoyle@internet2.edu)

Think of “members” in a broad context. E.g., not new universities, but faculty who are just engaging in uses of advanced technologies.

Need to develop incentives for faculty/teachers.

Helping faculty advance and facilitate their tenure and promotion.

Faculty don’t want to invest time to learn new technology. Tie in to their immediate needs of preparing for class tomorrow. How can Internet2 help implement “do tomorrow” solutions for teachers/faculty.

Help faculty free up time by promising to help them teach their less desirable lectures.

Look at NMI roadmaps developed by Ann West (Internet2/NMI)

Identify who is doing what NOW, even starting with current Teaching and Learning SIG membership.

Chennai, India videoconference demonstration with Indian children in Philadelphia on October 15. Studying the effectiveness of videoconferencing for teaching and learning.

Resources for presentations to Faculty.

Cross-state collaboration and sharing