

Welcome to Day 2!

Train the Trainer: Design and plan: session, course, materials

SciLifeLab Training Hub - Spring 2024

Course Leader - Jill Jaworski

Train the Trainer Course Schedule

Day 1	Wednesday, April 10 - 12:30-16:30 CET, over Zoom	Introductions Principles of Teaching and Learning
Day 2	Wednesday, April 17 - 12:30-16:30 CET, over Zoom	Designing and Planning Sessions
Day 3	Wednesday, April 24 - 12:30-16:30 CET, over Zoom	Enhancing Learner Participation and Engagement
Day 4	*Thursday, May 2 - 12:30-16:30 CET, over Zoom (May 1 is a holiday in Sweden)	Assessment and Feedback in Teaching and Learning

Housekeeping

- Zoom Etiquette:
 - Please change your Zoom screen name to show your full name
 - Please keep your camera on as much as possible
 - ...Try not to multitask... you and everyone else will have a better learning experience that way!
- We will be recording these sessions
- Contribute your thoughts!
 - Ask questions as we go along if anything is unclear
 - Be curious! Both on the material and on each others experiences
 - Write down any “Aha’s” (things you come to think of) along the course [for course leaders to collect and improve sessions]

Code of Conduct

- Be respectful, honest, inclusive, appreciative and open to learning from all present
- Do not attack, demean, disrupt others or encourage such behaviours

Train the Trainer - Materials Needed

Pen and paper! We will be doing some concept mapping today

Any and all materials needed for your 3 minute trainings

Recap from Day 1

Feedback

Discussion:

- What were your most important take-aways from Session 1?



By the end of this session, you will be able to:

- Design a mini-training
 - Write Learning Outcomes (SMARTIE)
 - Identify target audience
 - Draw a concept map
 - Select content
 - Deliver
 - Provide and receive targeted feedback
- Create a plan from lesson to session
- Create a plan from session to full course

Key:



Shared notes

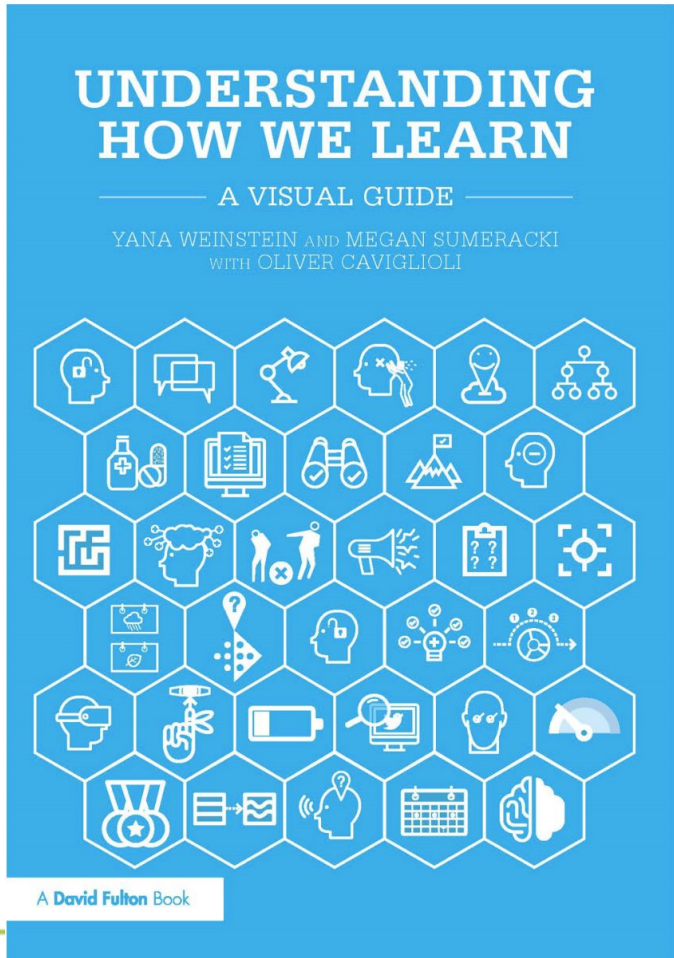


Break time



Group Activity

Germane Load: 6 strategies



concrete examples

dual coding

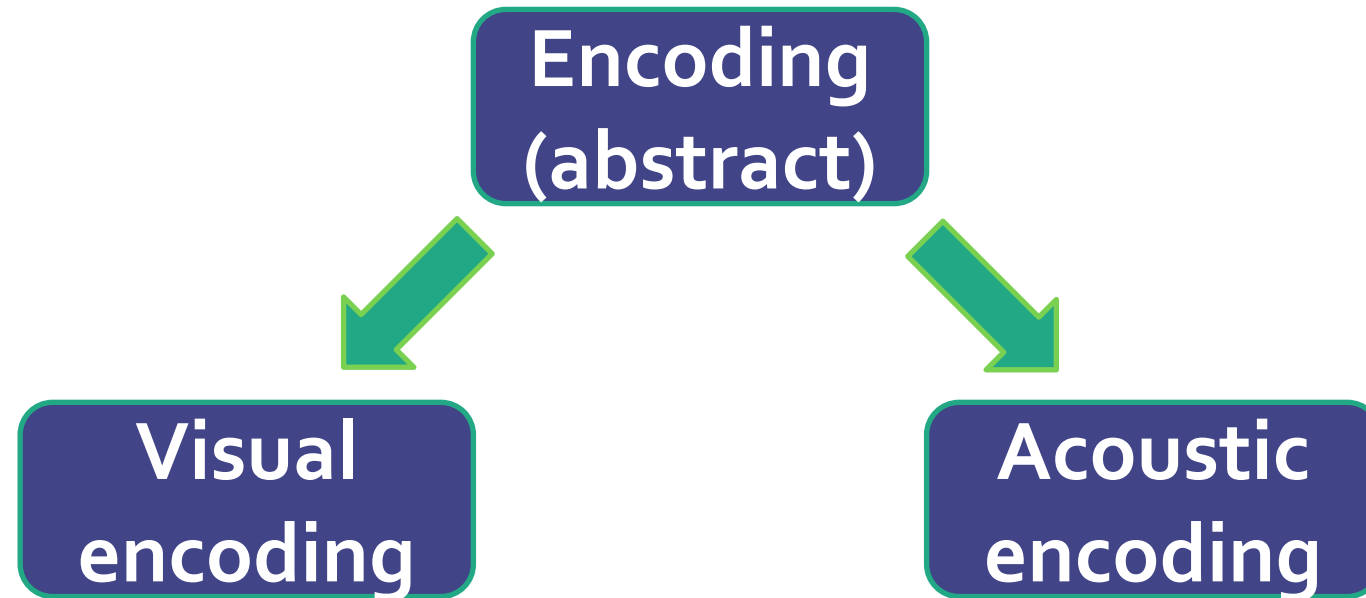
interleaving

elaboration

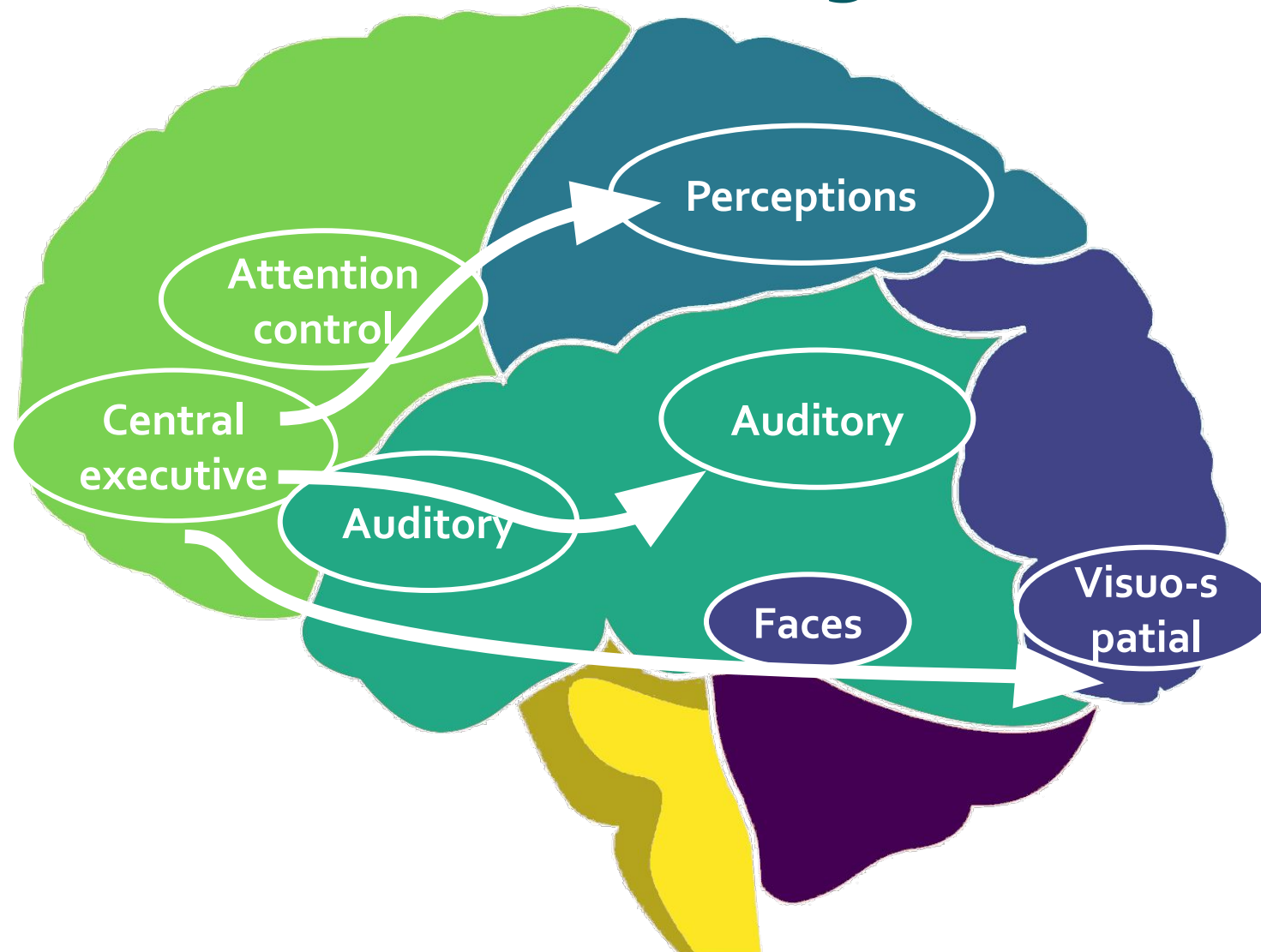
spaced practice

retrieval practice

Concrete examples



Dual Coding



Blocked vs Interleaved practice

Blocked practice

defining core concepts

highlighting common aspects

comparing highly dissimilar abstract categories

identifying similar items in diverse categories

listing similarities within one category

=

best for **novices**

Interleaving

practicing core concepts (motor behaviors)

relating concepts for problem-solving

distinguishing highly similar abstract categories

finely discriminating similar items

classifying

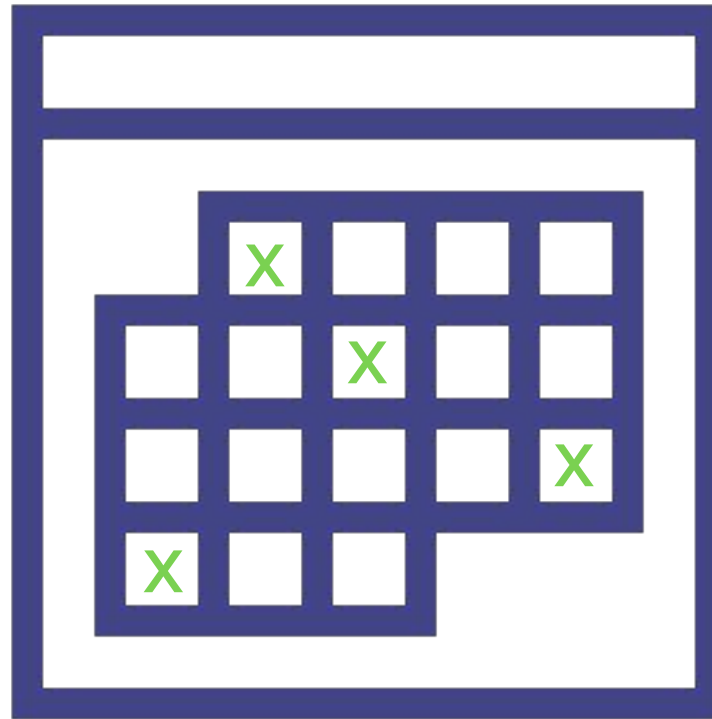
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best for **experienced learners** and **experts**

Elaboration

Why?

Spaced Practice



Retrieval practice

P5: To develop **mastery**, students must:

- acquire **component skills**
- practice **integrating** them
- know when to **apply** what they've learned

P8: To become self-directed learners, students must learn to **monitor and adjust** their approaches.

Challenge 1.7 (8 min + 3 to discuss)

How do you understand the 6 strategies?

6 breakout rooms - Room number corresponds to the strategy number

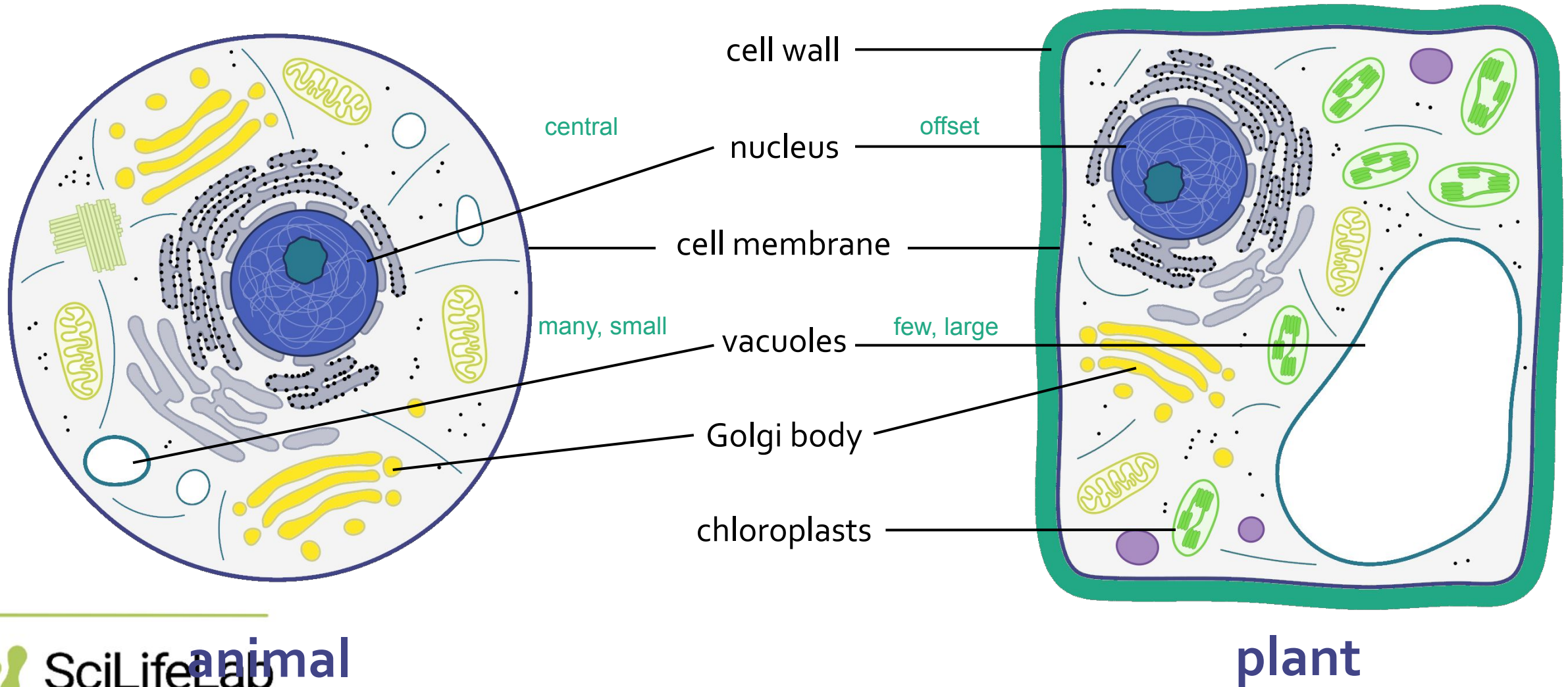
- (1) concrete examples (2) dual coding (3) interleaving
(4) elaboration (5) spaced practice (6) retrieval practice

Did you understand your learning strategy the same way? Do you have questions? Provide examples of how you could implement it as an instructor.

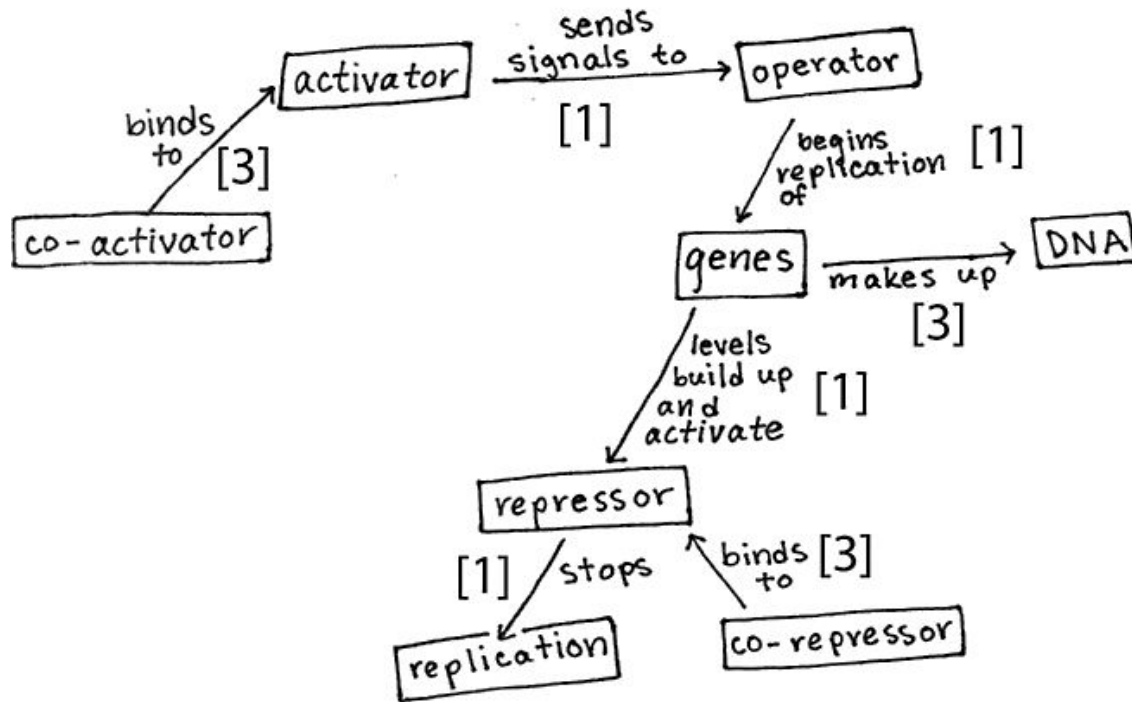
Mental Models

understanding
problem-solving
decision-making
learning
communication

Knowledge representation: schemas

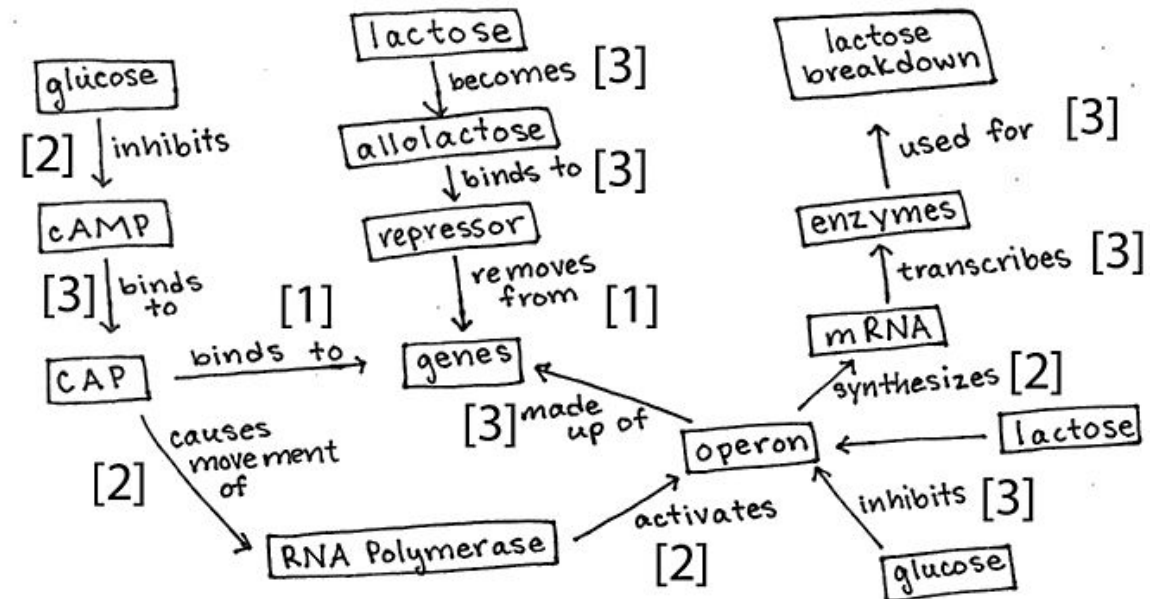


Concept mapping of a mental model



before lesson

average correctness = 1.9



after lesson

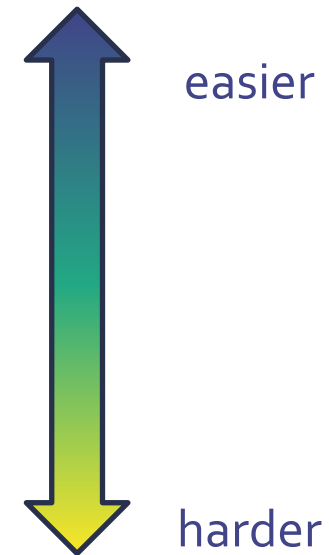
average correctness = 2.4

Broken mental models: misconceptions

simple factual errors

broken models

fundamental beliefs



Dreyfus model of skills acquisition



Progression: components



Progression: perspective



Progression: decision



Progression: commitment



Integrating the Dreyfus model

Principles of knowledge

Learning theories

Memory, attention, and cognitive load

Strategies for effective learning

Instructional design

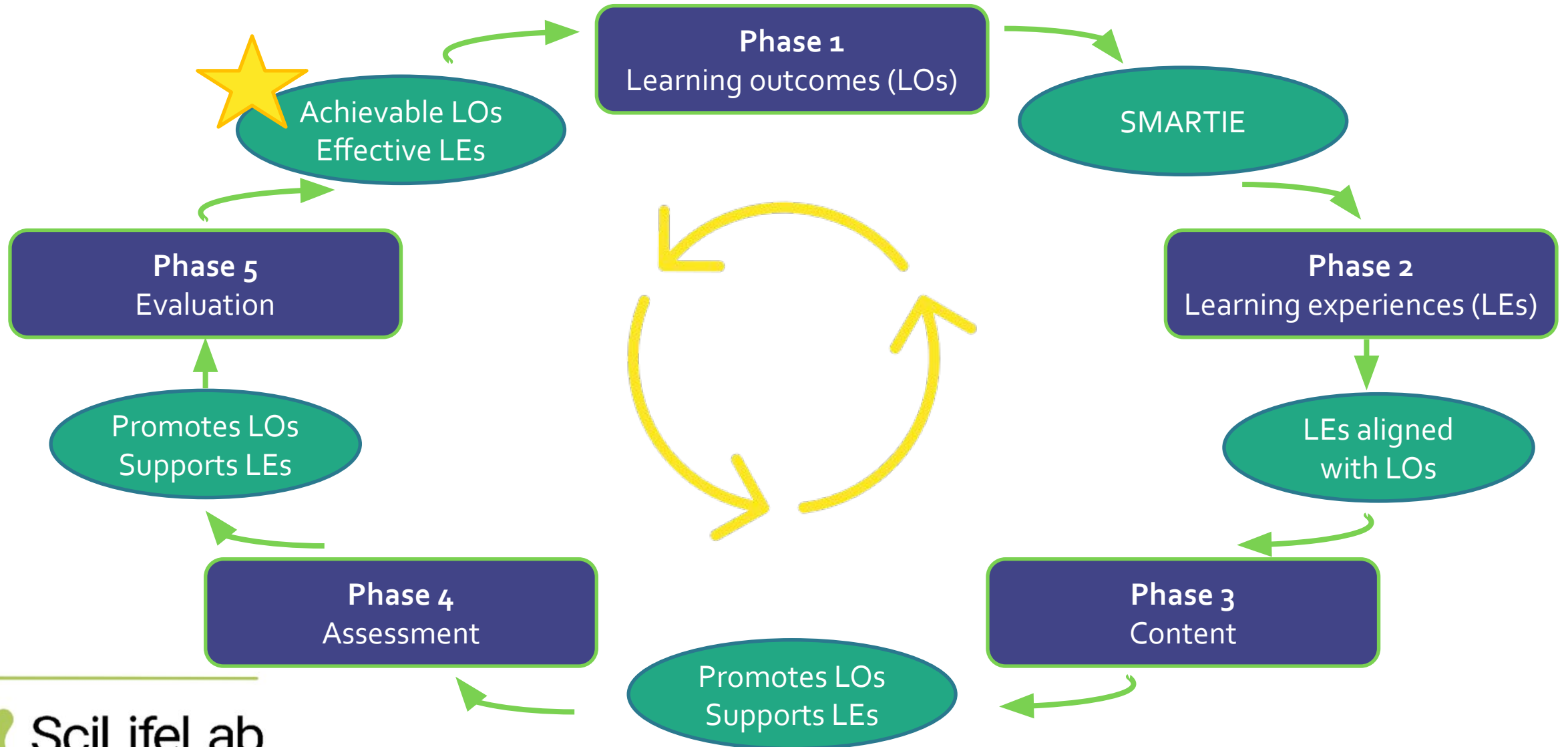
Nicholl's 5-step model

Knowledge, skills, abilities

Learning outcomes and assessable verbs

Bloom's taxonomy

Nicholl's 5-steps



Phase 1

1. Define the learning outcomes (LOs)

Specificity of objectives

	Teaching goals	KSAs	Learning outcomes
Scope	broad	moderate	narrow
Time needed	year(s)	weeks/months	hours/days
Purpose	provide vision	design curriculum	prepare lesson plans
Example of use	plan a learning path	plan units of instruction	plan daily experiences

Knowledge, Skills, Abilities (KSAs)

Identify the set of KSAs

Example:

- knowledge of learning principles
- skills to adapt your curriculum based on what you've learned
- ability to evaluate prior knowledge in your students

Learning Outcomes (LOs)



What are Learning Outcomes?

Statements expressing which Knowledge, Skills, and Abilities (KSAs) learners will be able to demonstrate upon completion of a learning experience or a sequence of learning experiences

What learners will be able to do, at the end of a lesson that, the teacher (you) can in principle evaluate?

Recommended Reading: <https://irds.stanford.edu/sites/g/files/sbiybj10071/f/clo.pdf>

Operational definitions of LOs

: statements expressing the KSAs that can be **demonstrated** upon LE completion

: what learners will learn and the instructor can **assess**

<https://irds.stanford.edu/assessment/assessment-overview/assessment-tools>

SMARTIE learning outcomes

S pecific

M easurable

A chievable

R elevant

T ime-limited

I nclusive

E quitable

Frameworks and taxonomies

framework: distinct categories

taxonomy: continuum of categories

Bloom's taxonomy: cognitive complexity

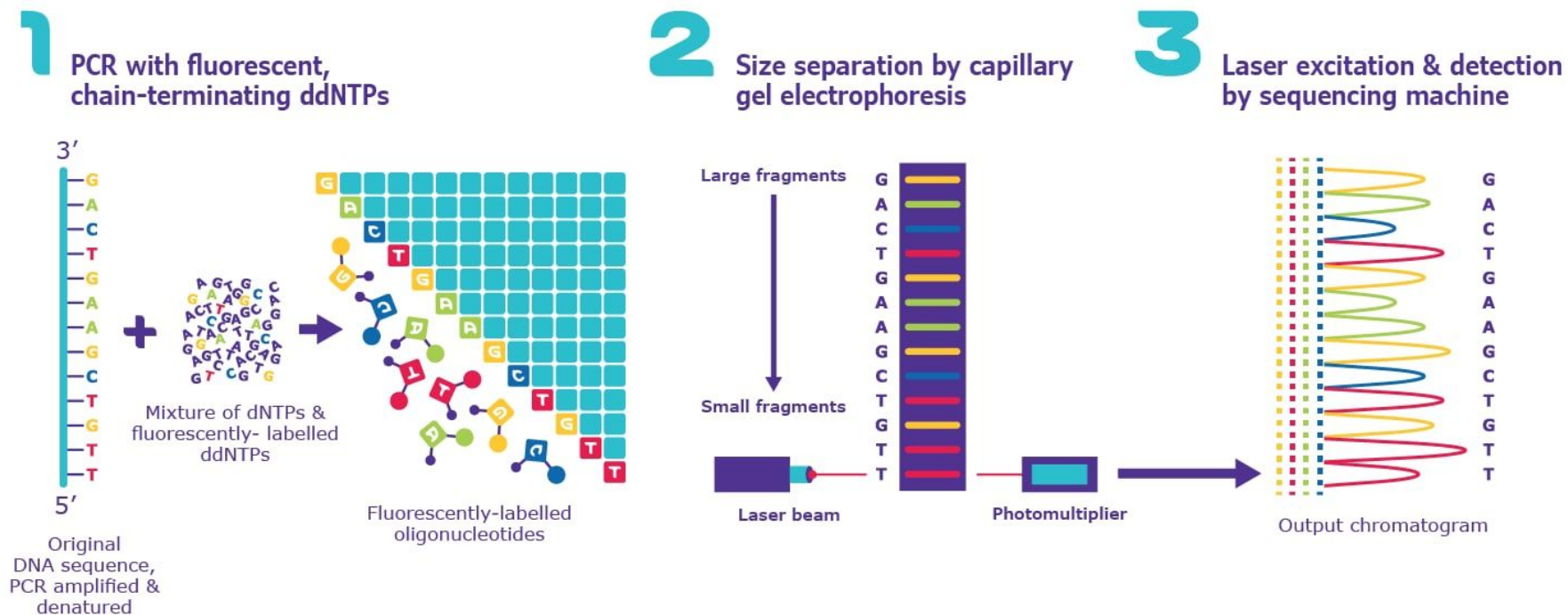


Taxonomy of verbs

Create	assemble, build, collect, combine, compile, compose, constitute, construct, design, develop, devise, formulate, generate, hypothesize, integrate, invent, make, manage, modify, organize , perform , plan, prepare, produce, propose, rearrange, reconstruct, reorganize, revise, rewrite, synthesize, write
Evaluate	advise, appraise, argue, assess, compare , conclude , consider, contrast, convince, correct, criticize, critique, decide, defend , determine, discriminate, grade, judge, justify, measure, rank, rate, recommend, review, score, select, standardize, support, test, validate
Analyze	arrange , break down, categorize , classify , compare , conclude , connect, contrast , deconstruct, deduce, detect, diagnose, diagram, differentiate, discriminate, distinguish , divide, examine, explain , identify, integrate, inventory , list , order, organize , relate, separate, structure
Apply	calculate, carry out, change, choose, classify, complete, compute, construct, demonstrate, dramatize, employ, examine, execute, experiment, generalize, illustrate, implement, infer, interpret, manipulate, modify, operate, organize , outline, perform , predict, solve, transfer, translate, use, verify
Understand	arrange , associate, categorize , clarify, classify , compare , conclude , contrast , defend , diagram, differentiate, discuss, distinguish , estimate, exemplify, explain , express, extend, extrapolate, generalize, give examples of, illustrate, infer, interpret, match, outline, paraphrase, predict, rephrase, represent, restate , summarize, transform, translate
Remember	cite, define, describe, identify, inventory , label, list , match, name, outline, quote, recall, recognize, report, reproduce, restate , retrieve, show, state, tell

By the end of the course, learners will know DNA sequencing process

How to assess whether learners know the DNA sequencing process?



What do we mean by «knowing» the DNA Sequencing process?

- They are able to describe it?
- They are able to explain it?
- They are able to apply it theoretically/practically in a project?
- They are able to demonstrate it?
- They are able to use it in a solving problem?

What do we mean by «knowing» the DNA Sequencing process?

- Are learners able to describe it?
- Or explain it?
- Or apply it?
- Or demonstrate it?
- Or use it in problem solving activities?

It would make more sense to ask:

What will learners be able to do to show they understand **DNA sequencing**?

Writing LOs with assessable verbs

Avoid verbs that are:

unassessable

unmeasurable

open to interpretation

Writing learning outcomes using ACTION verbs

Think about: what learners will be able to do by the end of a course that I will be able to evaluate

By the end of the course, learners will be able to



Avoid verbs open to multiple interpretations



Use a verb that describes an observable action

Implications for classroom teaching

learning

instruction

assessment

alignment

Challenge 2.1 - define the audience, goal and outcomes (12 minutes)

1. Choose a topic
2. **Define teaching/learning objectives** (describe your goals and intentions as the instructor)
3. **Write learning outcomes** (think about what learners will be able to do by the end of this instruction) - using Bloom's taxonomy - actionable verbs
4. **Identify the target audience and prerequisites**
5. **Identify the learning experiences**
6. **Start thinking about the content - but don't spend time in preparing this yet**



Use pen and paper

Learning experiences

lecture: remember, understand

exercise: apply, analyze

group discussion: analyze, evaluate

?

Challenge 1.9 (3 min + 3 to discuss)
Identify LEs and assessments aligned with LOs
Breakout Rooms: groups of 4

Pick one learning outcome from below and identify a learning experience and an assessment aligned with that LO.

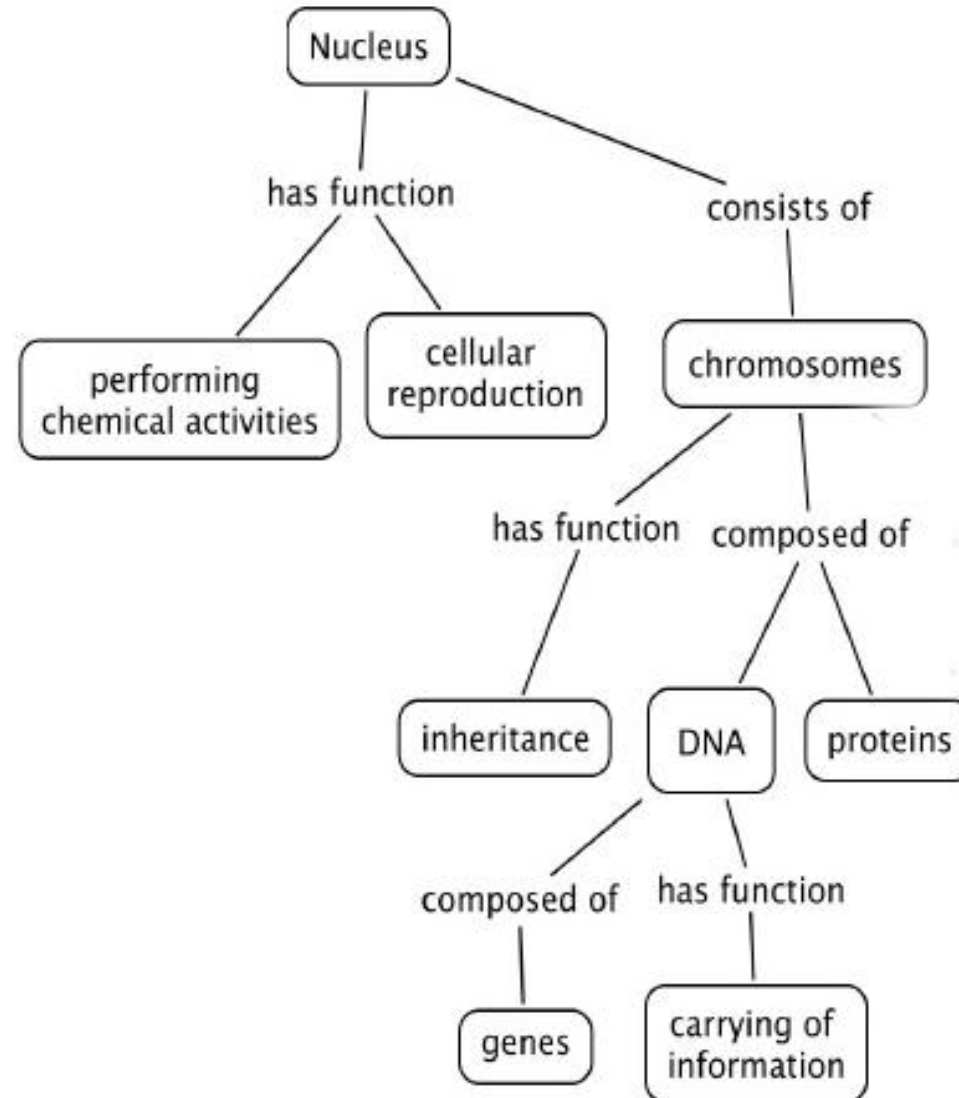
By the end of this course, you should be able to:

list the planets of the solar system

explain the difference between a nut and a berry

develop a short programming script (in x language)

Defining content with Concept Maps



- 9 nodes
- 6 edges
- Total: 15 concepts

Concept maps – how to use the tool

- Concept maps are graphical tools for organizing and representing knowledge
- Include concepts and relationships to link concepts
- Good to start a concept map with a focus question - context
- Help to organize knowledge and to structure it
- Good concept maps are built with iterations and feedback
- Concept of mapping: invented by Joseph D. Novak , 1972

Further reading - [The Theory Underlying Concept Maps and How to Construct and Use Them](#)

Challenge 2.2 - Draw a concept map (15')

Draw a concept map of your topic of interest, start with a question

- Include 7 (+ - 2) concepts
- Include relationships and cross-links between these concepts
- Arrange it in a hierarchical structure with the key concepts on top



Use pen and paper

Discussions / feedback - How to give and receive feedback

- Listen actively and attentively
- Ask for clarification if you are confused
- Do not interrupt one another
- Challenge one another, but do so respectfully
- Critique ideas, not people
- Do not offer opinions without a supporting evidence
- Take responsibility for the quality of the discussion
- Build on one another 's comments; work toward shared understanding.
- Do not monopolise discussion.
- Speak from your own experience, without generalizing.
- If you are offended by anything said during discussion, acknowledge it immediately.



Challenge 2.3 - Feedback on concept maps (10')

In pairs, exchange concept maps. No need to explain the map.

- Highlight one thing you are confused; what you are not sure about the map?
- Highlight one thing you like; what is clear about the map?

Each person will give and receive two feedbacks:

Positive and Constructive on content

Content

- **Content collection**

Appropriate content to the needs and capabilities of your target audience

- **Content reduction**

One of the biggest challenges in designing training courses is the reduction of content to the training format. **Key points!**

Discussions / Feedback - How to give and receive feedback

- Listen actively and attentively
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Discussions / Feedback - What to give feedback on

- **Instructor:** the atmosphere they create, rapport, approachability, presence, patience, tone, energy, the learning environment and learning experience created
- **Instruction:** clarity, ability to explain in multiple ways,
- **Content - Concepts:** level of difficulty, whether concepts were described in a clear way, whether level of knowledge was tested and improved, whether an improved understanding of the content was achieved
- **Content - Slides:** images, text, image-text pairings, font, readability, colour scheme, overall clarity
- **Activities:** Was the activity well suited to the content? Did it enhance or hinder your understanding? What were the group dynamics like for group activities?

What else can we think of?

The 8 Dimensions of Wellness

3 GOOD HEALTH AND WELL-BEING



Broadly speaking...

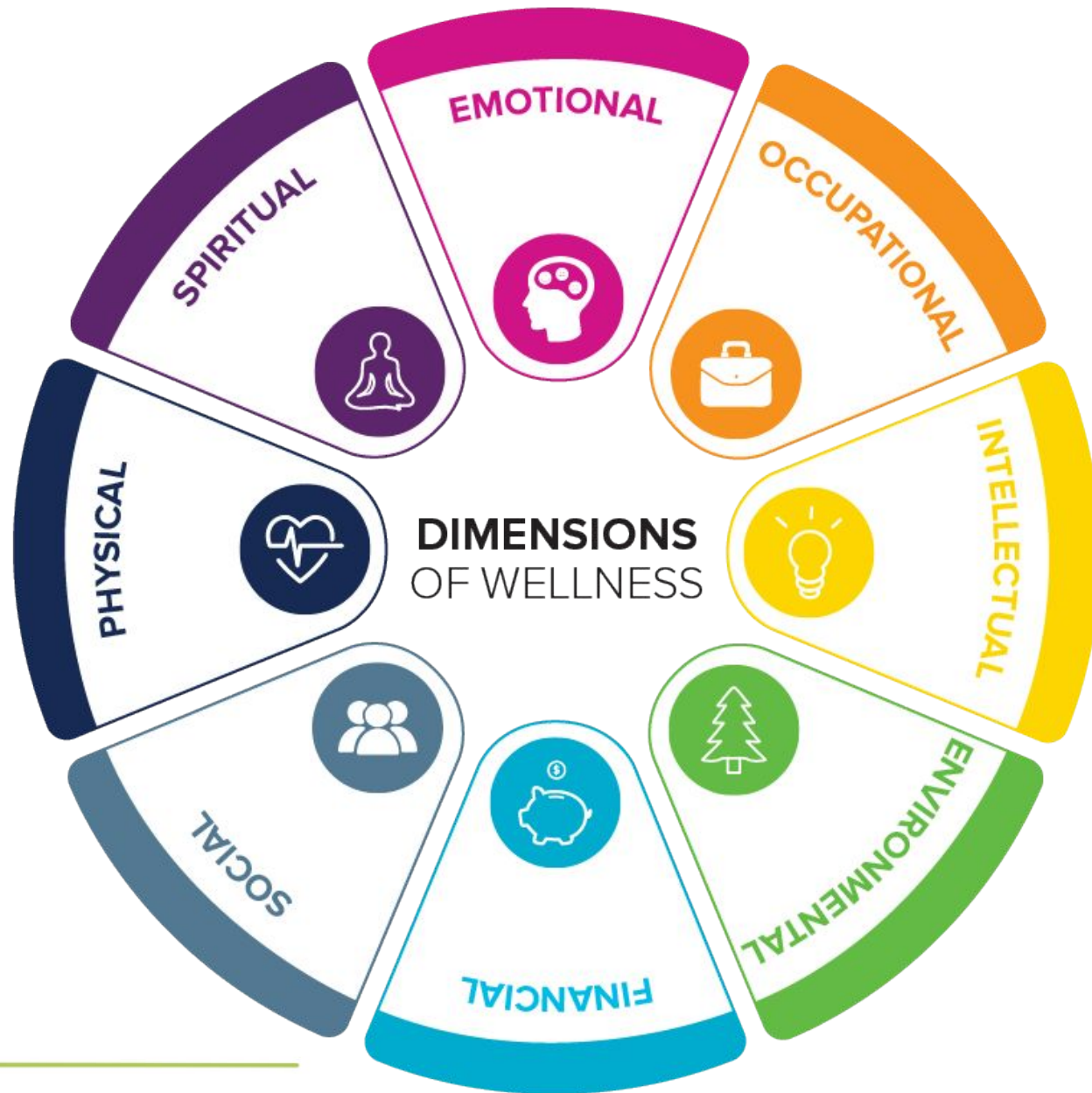
What factors do we first think of that we know affect health?

Some factors are likely to come to us easily...

But other factors may be more subtle...

8 Dimensions of Wellness





There is interplay between these dimensions...

- Overlap
- Mutually exclusive
- Synergies
- Dysergy

What examples (+ & -) can you think of for each dimension?

8 Dimensions of Wellness





How can the 8 dimensions of wellness be used in health assessments and health promotion?



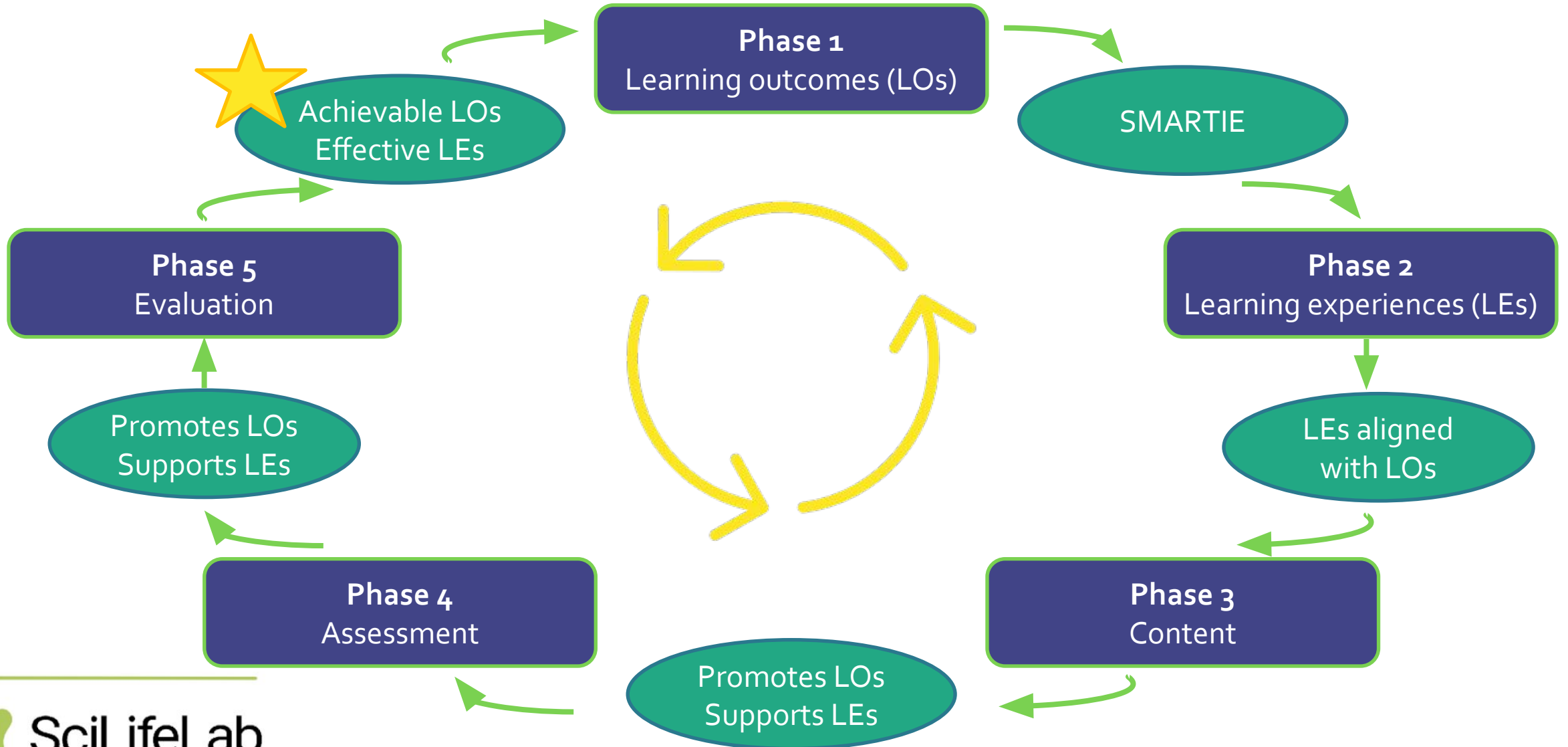
Challenge 2.6 - Deliver mini-training (30')

Breakout rooms of 3

1. Each will deliver their 3 minute session to the others
 - Person 1 delivers the session
 - Persons 2 and 3 note down feedback in real-time
2. Feedback
 - You describe your own feedback (self-feedback) on your delivery
 - Persons 2 and 3 provide feedback to the Person 1
3. Rotate presenters

Re-cap

Nicholl's 5-steps



From learning outcomes to a lesson/session/course outline

- Well-defined and well-written SMARTIE LO will guide the whole structure
- Learning outcomes (LO): knowledge, skills and abilities (KSA) that learners will be able to demonstrate after instruction
- Learning experiences (LE): lectures, scripts, exercises, a game, a video, group work, ...
- Assessment and feedback tools: creative activities, written tests, observation, interaction, forms,...
- LO, LE, Assessment should be tightly-linked
- When all the LOs are expanded, you have your course outline

Lesson/session/course plan

Time	Activity	Description	Goal

Example: Plan for a 1 hour 15 session

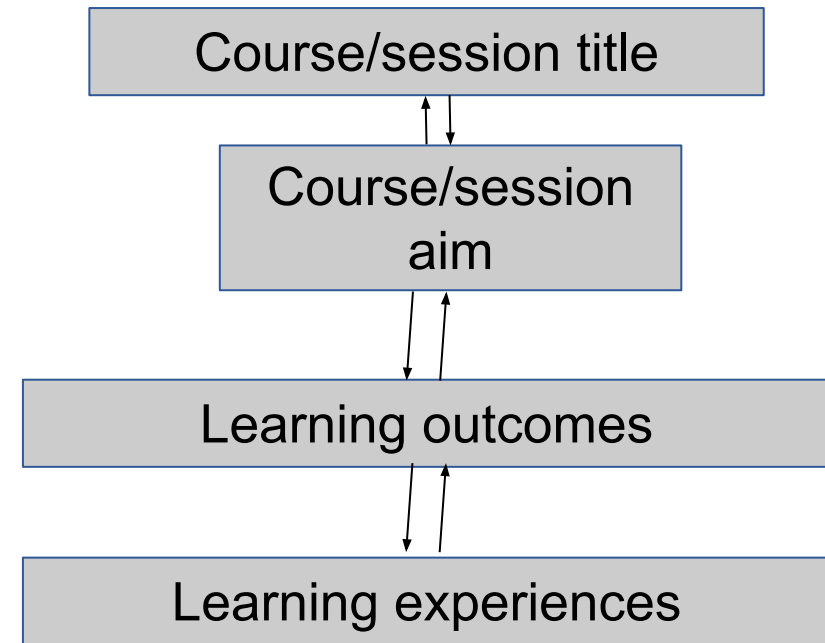
Time	Activity	Description	Goal/Outcome
9.00-9.15	warm-up	Learners summarise the key points of each session from the previous day and answer questions from the audience. The instructor describes the plan of the day in detail.	Retrieval from memory, repetition, get prepared for new topics, expose learners
9.15-9.25	lecture	Python functions	Learning to write a function, about function input and output, and how to call a function.
9.20-10.00	practical activity	Two exercises two be solved in pairs on a single computer. After solving the first exercise, the "driver" and the "navigator" will swap. Two learners (one per exercise) will display their solutions to the audience. Questions and discussion.	Learners will be able to write and call a function calculating the distance between two points in the 3D space and a function taking the base and height of a triangle as input and returning its area.
10.00-10.15	wrap-up	Group test on functions (match input and output with specific functions; fill gaps in pieces of code). Game: repetition using ball throwing.	Assess learning. Do we need to work more on functions? Repeat meaning and usage of all Python objects introduced so far.

See you on Wednesday, April 17!

Before you go: Please fill out today's feedback form (in the chat)

Summary of LOs: Learning outcomes should map to learning experiences, aims and titles

- Learning outcomes should start with verbs
 - e.g. List, Design, Write script
- Learning activities should allow outcomes to be achieved
- Example of verb “List” - knowledge domain, bottom of Bloom’s taxonomy
 - Activity should involve listing, remembering, choosing correct answers, etc.



Instruction design in five steps

Tools for session, course, curriculum design

