

Nakatani Teaching and Learning Center Programs, Fall 2009

➤ *Programs Offered to Departments –*

The NTLC offers the following presentations to your department. We will come to your location! Call ext. 1131 or email tlcenter@uwstout.edu to set up a time.

- **Active Learning Strategies to Use Today** (20 min.)
 - Most active learning strategies require little time and not a lot of preparation yet are very effective.
- **Assessing Active Learning** (20 min.)
 - Active learning is a bit 'messy'; this session illustrates quick ways to assess.
- **Audio Grading Papers** (15 min.)
 - By using D2L's dropbox and Adobe Acrobat you can easily audio grade papers.
- **Creating Comics for Instructions or Reports** (15 min.)
 - This Web 2.0 application, ToonDoo, is easy to learn and use to facilitate learning.
- **Integrating Multimedia for Learning** (20 min.)
 - General comments about using video to assist learning.
 - Groups who wish for hands-on help should schedule a 50-minute workshop.
- **Jing** (10 min.)
 - This Web 2.0 application allows you to capture and comment on student work, from papers to videos.
- **Laptop Management in Class** (10-30 min.)
 - Suggestions based on the work of veteran UW-Stout instructors.
- **Lecturing With Laptops in the Room** (10-30 min.)
 - Suggestions specifically oriented to issues with laptops in a lecture.
- **LEAP** (15 min.)
 - An explanation of this UW System program and its relation to your courses.
- **Setting Up a Scholarship of Teaching and Learning (SoTL) Project** (20 min.)
 - Researching your students' process of learning your course's content is highly rewarding.
- **Teaching and "Studenting" For Engagement** (20 min.)
 - For engagement to occur both teachers and students must change some attitudes and actions
- **Threshold Concepts** (15 min.)
 - This new version of an old concept helps teachers focus students on essential items they must learn.

➤ *Topics we will develop with you* (30-50 min.):

- **Custom Event to Cover a Topic of Your Choice**
- **Introduction to Online Teaching**
- **Introduction to 3D Virtual Environments**
- **Problem-Based Learning**
- **Shifting Demographics of Learners**
- **Teaching for Student-Centered Learning**
- **Using PowerPoint and not Bore Them to Sleep**