

Designing Activities that Enhance Student Learning

Please use this form to describe a teaching activity that you have modified or developed (or will modify or develop) in response to the working group sessions.

Name: Luke Segars and Dan Garcia

Role (circle one): Luke (GSI) and Dan (faculty member)

Home Department(s): EECS

Course(s) in which you would use this teaching activity: CS10

Activity Title: Challenge Problem Set

Description:

Please give a short synopsis of the activity and its learning goals, maximum 100 words.

We are going to be recording videos of professors/GSIs solving challenging problems. Students will first be presented with the problem itself and given the option to view the video online as interested. Solving these problems will not be necessary to succeed in the course but offers an easy path for students to extend themselves.

If this is an activity you have used in the past but now will modify in response to the Working Group sessions, please describe the activity as you previously conducted it:

Didn't exist before.

Describe the changes you made or will make to the activity and the reasoning behind these changes.

We have a wide variety of skill levels that come into our course and dislike the fact that we may move too slowly for some people. We want every student to have access to problems that are initially "too hard" for them.

Which session(s) of the Working Group influenced the changes you made or will make to this activity? How so?

Blank

How will you assess the effectiveness of this activity in enhancing student learning?

Viewing rates of participation, number of video views, and gather direct feedback from students.