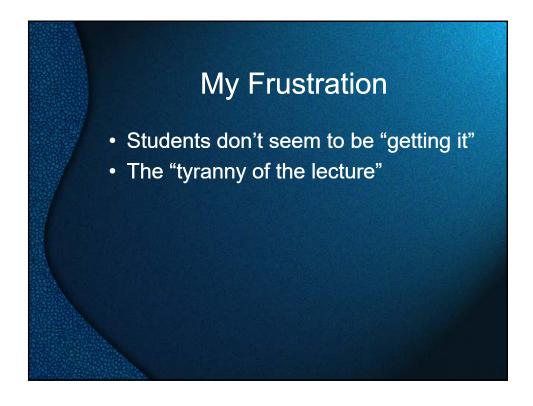
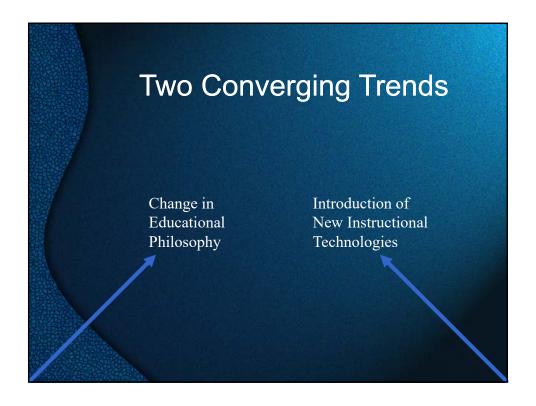


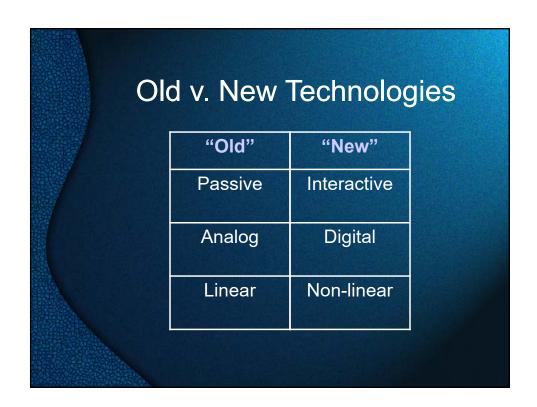
Faculty Frustrations

- Students are unprepared for class
- How do I get my students to spend enough time in the class material?
- How do I get them to read the text?
- How do I help them apply the content?
- If I use active learning strategies, how do I get in all the content?

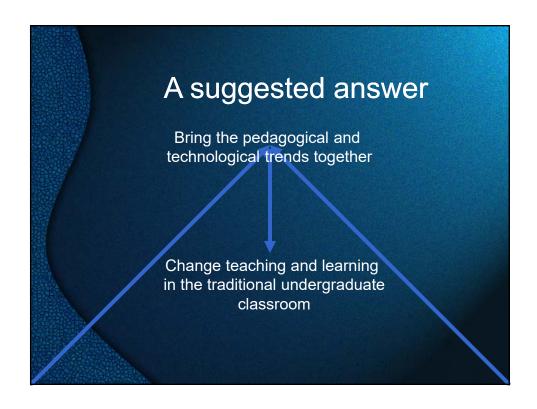












Assumption • New information technologies – provide lecture content – open up time for active learning

Goals • Find an approach to move from "sage" to "guide" • Reduce time spent on lecturing • Open up class time for active learning

Goals

- Focus more on understanding and application than on recall . . .
- . . . while not sacrificing presentation of the factual base
- Provide students with more control over their own learning

Goals

- Give students a greater sense of responsibility for their own learning
- Provide students with more opportunities to learn from their peers

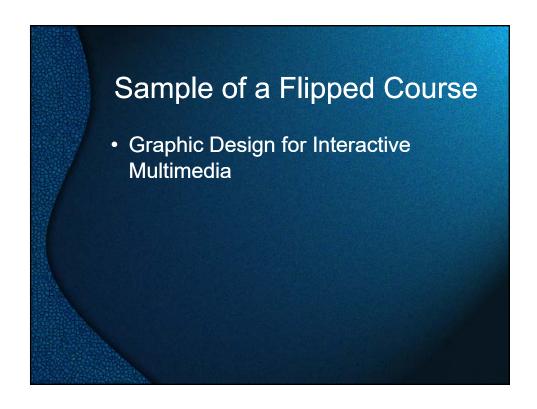
The Classroom Flip

- Move lecture material out of the classroom through online delivery
- Extend conversation out of class through threaded discussion
- Move "homework" into the classroom where faculty can serve as guide
- Use opened up time for application and practice

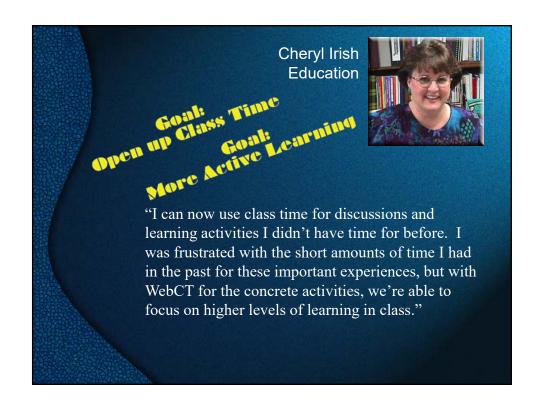
Online Components

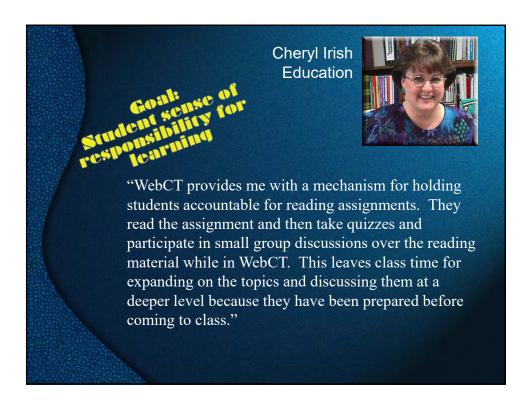
- "Lectures"
- Threaded discussion
 - Extend the conversation
 - Give voice to silent students
- Quizzes
- Student Presentations

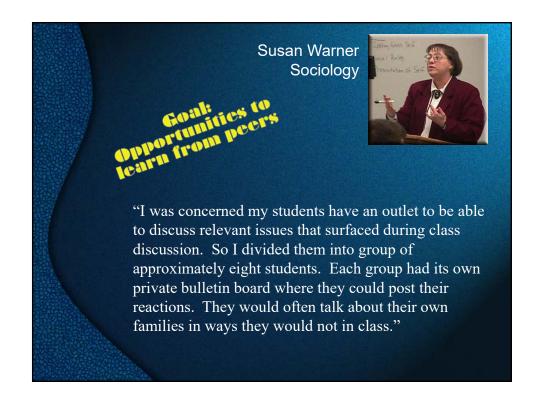




Faculty Assessment • Cheryl Irish - Special Education - Mid-sized class (c. 15) - Used online discussion • Susan Warner - Marriage and the Family - Large lecture class (c. 60) - Used online discussion

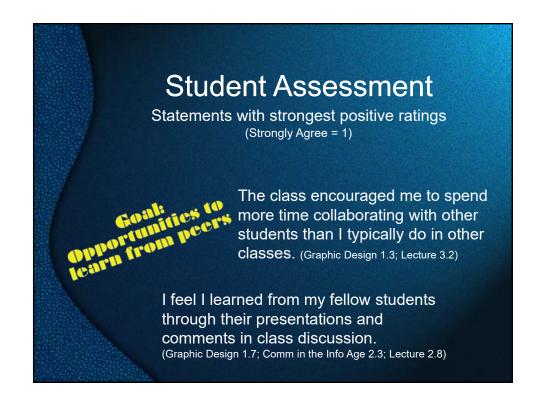


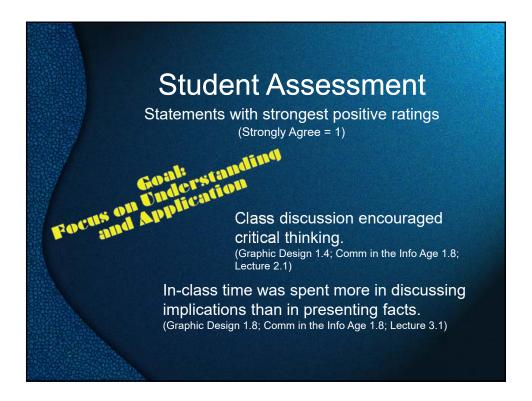


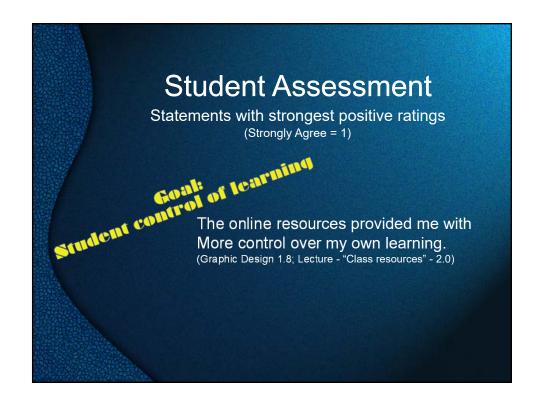


Student Assessment

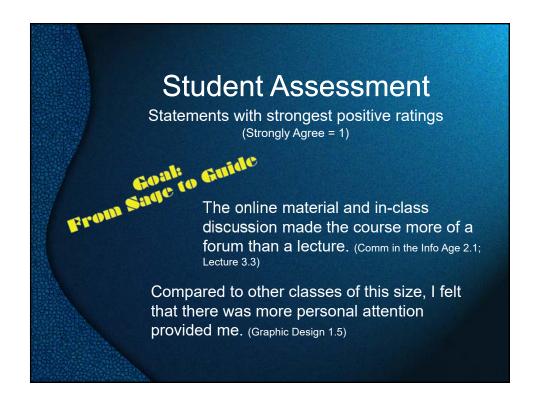
- Two classes surveyed
 - Graphic Design
 - 18 students
 - 22 items
 - Communication in the Information Age
 - 56 students
 - 35 items
- Survey of Four Lecture Classes











Conclusions

- Features of Course Management software have utility for face-to-face classes
- Classroom Flip model suggests faculty can
 - bring benefits of increased interactivity and collaboration in class
 - not sacrifice any content

