Education for the 21st Century

Tech Forward Initiative Update February 3, 2021

www.mtu.edu/ideahub







topics...

- **Michigan Technological** University
- IDEA hub

- ❖ accomplishments & progress to date
- ❖ next steps







Tech Forward Conversations

65% of today's students will have jobs that do not exist yet; how might we prepare students for their futures?

Communication Comfort

with uncertainty

Global perspective Resilience

& Growth Mindset

Critical thinking Self-

authorship

Lifelong & deep learning Computational thinking

Willingness to take responsible risks

How might we...

- help students to develop these critical competencies?





Consider this...

If you could change **one** thing to help improve the teaching and/or learning experience at Michigan Tech, what would it be?





What would it look like if...

we didn't use grades to measure students' learning?

All MTU students had a global or community engagement experience?

we used portfolios to assess learning outcomes?

we had themed pathways through the general education program?

courses were teamtaught across disciplines?

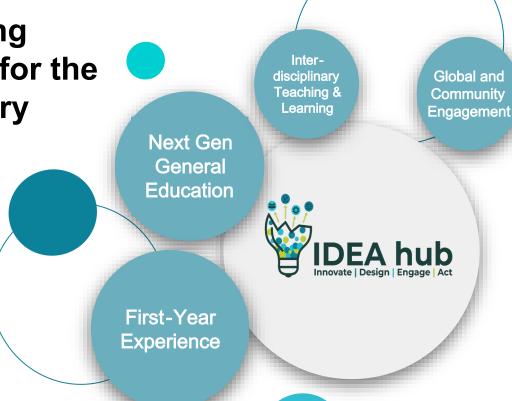
health & wellness, career/life design, ethics and culture, information & computing literacy were integrated into the curriculum for all students?

faculty had more opportunities to innovate their courses?

students declared missions instead of majors?

we required students to fail at something?

we had j-terms and maymesters? Reimagining Education for the 21st Century









thank you!!

Lorelle Meadows Marika Seigel Mary Raber

Team Leaders:

- Brett Hamlin
- **Heather Simpson**
- **Nancy Barr**
- **Kelly Steelman**
- **Mark Rouleau**
- Stefka Hristova
- **Darnishia Slade**
- Kari Henguinet
- Lisa Casper



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Joshua Chase (HU)

Laura Brown (CS)

Chris Middlebrook (ECE)

Whitney Boroski (Wellness)

Alex Guth (Provost's Office)

Leonard Bohman (COE)

Andrew

Thom

Jon



design thinking provides a useful set of tools and mindsets to tackle wicked problems



Empathize

Develop a deep understanding of the challenge



Define

Articulate the problem to be solved



Ideate

Brainstorm potential solutions (Wild ideas encouraged!)



Prototype

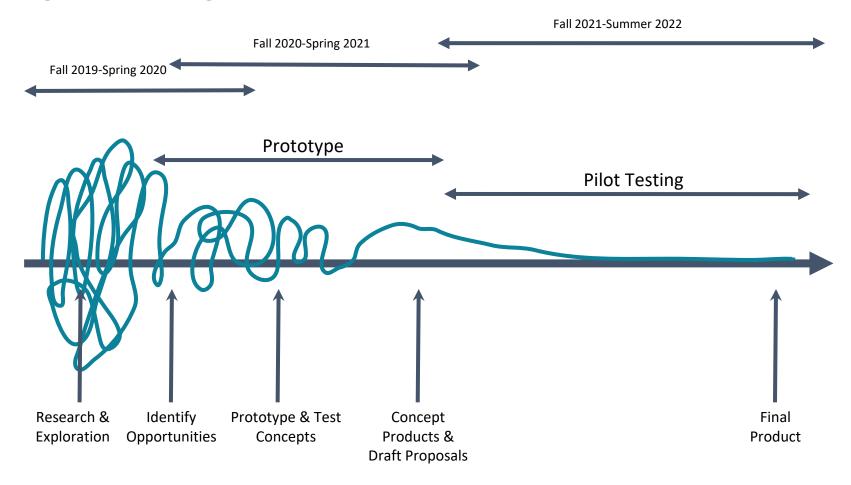
Build a representation of your ideas to present to others



Test

Share your prototyped idea with your users for feedback

Design Thinking Process



Key Accomplishments to Date



| Spring - Summer 2019 | 21st Century Education Task Force Design Sessions | Friday PM Design Sessions Identified key areas of focus using design process Developed proposal & budget for IDEAhub Formed working groups |
|----------------------------|--|---|
| Fall 2019 | Discovery & Define | Hosted IDEAhub Kickoff Meeting Conducted 100's of interviews Researched MTU history & benchmark programs Stakeholder Mapping Training & Workshops |
| Spring - Summer 2020 | Ideation & Concept Development | Campus IDEAtion & Learning Goal sessions Training & Workshops Call for IDEAs Proposals COVID-19 Pivot - Faculty Learning Sessions |
| Fall 2021 | Prototype Development | Developed frameworks for Essential Ed & First-year Experience Prototype development of frameworks and concepts |
| Spring 2021 | Prototype & Testing | Iterative prototype development Sharing (testing) prototypes with stakeholder groups Senate Proposal for Pilot Testing new GenEd concepts |







Prototype USLGs & Assessment

Aspirational learning goals: upon graduation, Michigan Tech students will be able to...

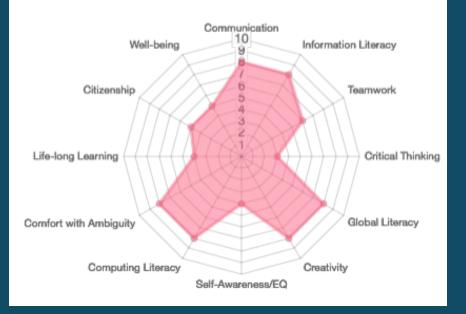
- creatively and collaboratively recognize and develop innovative solutions to transdisciplinary problems/opportunities
- function both independently and collaboratively in a rapidly changing global and technological society

An Assessment Process that is...

- Holistic
- Student -centered, reflection based
- Uses e-portfolios to capture signature works
- fosters badging & mini -credentialing
- Allows for use of co and extra -curricular experiences to demonstrate competency development

Competency Based Assessment





prototype essential education model



Exploration/Breadth Courses (includes co-curriculars)

(Health & Wellness, H-STEM)

No Wellness, H-STEM)

Themed Pathway
(Sustainability)

Themed Pathway (Digital World)

First-Year Core Experience

(TBD)
Themed There Path

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Signature project experience (undergrad research, enterprise, global/community engagement, leadership, EML...)

Experiential + Reflective learning, coops, co-curriculars, study away...

Themed-based pathways through general education (Humanities, Social Sciences, VPA, Core STEM)

Aligned with TF Initiatives

Certificate & Badging options

Competency development focused

Portfolio-based Assessment

HIP Learning opportunities

Interdisciplinary team-based design project, exploring majors, EML, health & wellness, ethics, DEI, cultural awareness, composition

prototype first-year experience model

Community Building

- Extended Orientation Programming
- Career & Life Design
- Self-Authorship

Coordinated First-Year Support System

- Advising
- Peer Mentoring
- Learning Support
- Wellness

Math / Science / Engineering / Computing Courses

- Integrated coursework around same theme as CORE Experience project
- Learning modules
- Half-semester courses

J-Term / Maymester

- Community/Global Engagement Experiences
- Mini-semester courses

CORE Experience

- Writing & Global Literacy core
- UN Sustainability Goals themed with projects examined from different disciplinary perspectives
- Interdisciplinary team-based human-centered design project as possible centerpiece
- Competency based assessment (rather than grades)
- Reflection, critical thinking

call tor **IDEAs Prototype**







IDEAHub Prototypes





College of Computing Community Building

Themed gatherings, introducing students to support services, building community, coordinated approach to advising

Project leads Kay Oliver Denise Landsberg

Study Away Student Ambassador Program

Grow global (offcampus) Programs. promote integrative learning, project-based learning

Project lead Carl Blair



Information Literacy Modules

develop a series of "plug-and-play" Canvas modules instructing students in a variety of information literacy concepts: Stackable credentials, flexible integration of core concepts

Project leads Nancy Barr Jenn Sams



Essential Ed Pathways & Integrative Experience

Develop pathway of "Sustainable Communities": projectbased, integrative, interdisciplinary approach to general education

Project lead

Stefka Hristova



Living laboratory for sustainability and resilience

Project lead

Chelsea Schelley

Provide students with information about how to live more efficiently. sustainably, and comfortably in residence halls. Sustainability pathway, self authorship

David Olson



Flip Calculus into Scientific Modeling

Re-imagine the calculus courses for the internet age: change the student experience of calculus into a flipped classroom where scientific modeling is

Project lead



Reflection Protocol for **Gen Ed Courses** Modular reflection

protocol for use in essential ed courses. Holistic assessment; testing new learning goals: integrating curricular, cocurricular, and extracurricular experiences

Project leads Maria Bergstrom, Laura Fiss



GivePulse Platform for Community Engagement Connections

Centralized list of community partner opportunities; facilitating engagement with community partners

Project leads Kari Henguinet

Dar Slade Jessie Stapleton Erika Vve



Local Literacy Teaching & Learning at Michigan Tech Module focused on

local literacy that is inclusive of the significance of place and people here at Michigan Tech.

Project leads Val Gagnon

for the Humanities

proposal: connect

humanistic and

implementation grant

engineering education

through experiential



Programming Skills in Engineering **Fundamentals**

Flexible, modularized approach to delivering core science/math concepts, algorithmic thinking

Project leads Briana Bettin Michelle Jarvie-Eggart

Nature Psychology Course with Health and Wellness

Outcomes Interdisciplinary education, team teaching, project based learning, sustainability pathway

Project lead Samantha Smith

Humanistic Practical Engineering

Teaching connections between humanities & engineering through challenge that is based on real word issues

and concerns Project lead Chris Middlehrook



Interdisciplinary **Environmental Issues** Course

Team teaching around a theme. interdisciplinary education, holistic assessment

Project lead Scott Marratto



Critical Ethics for Enterprise

Accessible but ethically sophisticated units to teach critical philosophical ethics to students in Enterprise:

Project lead Alexandra Morrison



Cohorted & Coordinated First-Year Courses

Coordinating themes. assignments, projects in Global Issues, Comp Engineering Fundamentals, and other 1st-year courses, sustainability pathway

Project leads Al Hamlin Brett Hamlin Abraham Romney Mark Rouleau



"Pop-Up" Advising and Learning Center Coaching

Coordinated advising/coaching that meets students where they are

Project leads Brett Hamlin Heather Simpson



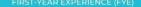
Interdisciplinary Humanities in the **Human Factors Task** Disciplines (HID) Force National Endowment

Developing templates for interdisciplinary programs such as certificates and minors

Project leads Kelly Steelman Jason Wall

learning Project leads Mary Raber







Husky PAWs: Reflective Practices

Welcome to our Canvas resource course on reflective practices. These resources and sample assignments for reflection are made available to help promote integrated learning in your classes. You can import assignments into your own Canvas courses directly from this course and adapt them for your own use. We hope you will also choose to add your own versions of the assignments back into this resource course to share with others.





https://sites.google.com/view/localliteracyexperiences

For those who have access to Canvas Commons, these modules <u>are also available for download</u> and import into your existing courses, simply search "Local Literacy."

Project team: Erika Vye, Valoree Gagnon (team leads); Sarah Green, Kathy Halvorsen, Chelsea Schelly

Husky Living Lab for Sustainability

Sustainable Campus Systems Videos

Team Lead: Chelsea Shelly

Do You know where our heat comes from?

Do You know where our water comes from?

Essential Ed & First-Year Experience Prototype & Pilot Planning



Concepts in Fall 2021

| January 2021 | February 2021 | March 2021 | April 2021 | May 2021 |
|---|--|---|---|---------------------------------|
| Prototype Development | Prototype Refinement #1 | Prototype Refinement #2 | Proposal & Pilot Development | Proposal & Pilot Development |
| Finalize initial set of prototypes and process for sharing prototypes | Refine & Revise Prototypes | Finalize Prototype Concepts | Develop draft Proposals and Pilot Plans from prototype concepts | |
| Share w/ initial stakeholder groups | Share out with Campus Community (deans, chairs, departments, registrar, student groups, etc. | Share with Key Stakeholder Groups (GenEd Council, Registrar, Students, etc.) | | Begin Piloting |

What does success look like?

By the end of Summer 2021, we plan to have...

- ❖ Essentialed and First-year Experience fram eworks and components designed and ready for piloting in Fall 2021
- * draft senate proposals developed and circulated for review & feedback

Ultim ately, we expect to improve the student experience through...

- Funding support (gift &grant) to allow IDEAhub to continue to provide space for conversations and innovations across campus
- ❖ A m ore flexible, connected and agile general education program
- A simplified set of University learning goals and assessment program built around competency development
- A more holistic first-year experience that emphasizes the major as a way to achieve the students' mission, health & well-being, and community
- Positive impact to recruiting &retention, and life/career success postgraduation

Questions?

Want to get involved?

For more info on the 21st Century Education Tech Forward Initiative, contact:

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