Center for
Student Success
New Jersey Council of County Colleges

Teaching and Learning Conference:
Implementing Research-Based Practices in Your Classroom

December 1, 2017 9:00 a.m. – 3:00 p.m.
Middlesex County College, Parkview Room, West Hall

This FREE event is designed for full and part-time community college faculty, staff and administrators as well as high school and 4-year partners who are interested in enhancing teaching and learning practices.

Register at: **https://teaching-and-learning-conference.eventbrite.com**

9:00 a.m. - 9:30 a.m.: Check-in, refreshments, and networking

9:30 a.m. - 9:45 a.m. Welcome

9:45 a.m. - 11:45 a.m.: Welcome and Keynote presentation

Using Intentionally Designed Educational Activities to Promote Student Success and Learning

This presentation is designed to provide you with evidence about how students learn, show you methods to get students more involved in the content, and demonstrate relevant applications from pedagogical research that can be used in just about any class. You will even have the opportunity to try out a few classroom strategies designed to increase student engagement.

Todd Zakrajsek Ph.D.

Dr. Todd Zakrajsek is an Associate Professor and Associate Director of the Faculty Development Fellowship in the UNC School of Medicine. Dr. Zakrajsek has founded or reconfigured, and then directed, centers for teaching and learning at UNC-Chapel Hill, Central Michigan University, and Southern Oregon University (where he also taught as a tenured Associate Professor of Psychology). His current academic work and publications pertain to faculty development, effective instructional strategies, and student learning. Dr. Zakrajsek has served on many educational boards and work groups across the US and abroad. He has been a visiting professor and delivered keynote addresses at approximately 300 campuses and teaching conferences in 46 states, 11 countries, and 4 continents.

11:45 a.m. - 12:30 p.m.: Lunch

12:45 p.m. - 1:45 p.m. Breakout Sessions

Lightning Lessons: Boosting Engagement with Student-Led Microlectures (Crabiel Hall Room 103, Amboy Room): Gary Shaffer, Assistant Professor of Media Studies - Ocean County College
Marshal McLuhan said "the future of the book is the blurb." If he was correct, how do we engage Digital Natives who came of age in a world driven by 140-character messages? The answer may lie on microlectures. Hyper brief and laser focused, these student-led talks focus on application and understanding of key issues.

Helping Students Work their Working Memory (Crabiel Hall Room 101, Raritan Bay Room): Dr. Melissa Luis, Education Degree Program Coordinator, and Dr. James Martiney, Biology Faculty - Middlesex County College
Information that is delivered during instruction can easily be lost if students' working memory is not activated. Conversely, students' working memory can also be overloaded without proper delivery of information and mindful planning of classroom time. In this session, you will learn classroom strategies to improve the working memory of your students. Working memory is crucial in the learning process and there are specific tools that can help enhance working memory. Two simulations (with and without working memory strategies), will be used to demonstrate the role of working memory in learning and to show effective teaching tools to enhance it.

What's the Hype with HyperDocs? A Way to Hype Up Your Students to Complete their Assignments (Crabiel Hall Room 221): Susan Marie Terra, Educational Technology Leadership Doctoral Candidate - New Jersey City University
HyperDocs provides the opportunity for you to curate your students' learning in a way that provides an engaging, organized, and collaborative experience for learning. You will move from using independent activities to collaborative activities in which your students will master the content you provide through selected resources. You will learn how use and create your own HyperDoc for your classroom by collaboratively working with other attendees and leave with a new resource. HyperDocs usage will help you infuse technology in your classroom in such a way, you will move from substitution on the SAMR model to modification and eventually redefinition.

2:00 p.m. - 3:00 p.m. Breakout Sessions

Teaching Higher Level Thinking Skills via Collaboration (Crabiel Hall Room 103, Amboy Room): N. Leigh Boyd, Ph.D. Candidate - Teachers College, Columbia University
Collaboration is a both a key life skill and a way for students to grow other skills. In this presentation, we will examine the research behind collaborative cognition and the ways that working with others can help students grow their critical thinking skills. Topics covered will include the best way to group students, best types of co-created activities, and how to evaluate student growth in a collaborative classroom.

Formative Assessment: The Bridge between Teaching and Learning (Crabiel Hall Room 101, Raritan Bay Room): Dr. Paula Roberson, Assessment Coordinator - Hudson County Community College
The goal of formative assessment is to monitor student learning & teaching methodology to provide ongoing feedback used by instructors to improve their teaching and by students to improve their learning. Utilized during the instructional process, formative assessment enables students and instructors to make decisions, ask questions and provide feedback about the learning that are likely to be better founded, than in the absence of those components. Using evidence elicited during the instructional process both the teacher and student can gauge, fill learning gaps, and improve the teaching and learning process.

Giving a "Kahoot" about Student Engagement (Crabiel Hall Room 221): Carmen Cruz-Torres, Assistant Professor - Bergen Community College
"Kahooting" a form of gamification is a teaching strategy that can be used to relieve the boredom of traditional lecture and allow for engagement with course content. Gamification is a recent trend in education that incorporates game elements in non-game applications or domains. The objective of using gamification as a learning activity is to stimulate the same motivation and engagement that gamers have towards games, in learners towards education. By increasing learner motivation and engagement, learning is predicted to improve (Cheong, Filippou & Cheong, 2014). Learn how to play and create your own quiz game using the software platform known as "Kahoot".

3:00 p.m. CEUs and PDs available if needed