## Effective Course Design: A Guide to Crafting Integrated Course Profiles

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**TEDU-CTL** 

# Agenda

• Teacher-Centered vs. Student-Centered Teaching/Learning

Behaviorist vs. Constructivist Theories

Teacher's Role (Behaviorism vs. Constructivism)

#### • Components of Course Design

Integrated Course Design

Course Objectives & Learning Outcomes

Bloom's Taxonomy of Learning Outcomes

➤Teaching/Learning Methods

Assessment Methods

Exemplary Course Profiles

## Teacher-Centered vs. Student Centered Teaching/Learning

Teacher-Centered Classroom	Student-Centered Classroom
Relies on <u>Behaviorism</u>	Relies on <u>Constructivism</u>
Does not create an environment to develop students' critical thinking and problem-solving skills	Provides a learning setting in which students construct their skills and understanding
Teachers disseminate information to students; students are recipients of knowledge	Teachers have a dialogue with students and help them construct their own knowledge
Strict adherence to a fixed curriculum is highly valued	Pursuit of student questions and interests is valued
Materials are primarily textbooks and workbooks	Materials include primary sources of information and manipulative materials
Learning is based on repetition, drill-and-practice	Learning is interactive, building on what the student already knows

### Teacher-Centered vs. Student Centered Teaching/Learning

Traditional Teacher-Centered Classroom	Student-Centered Classroom
Students work primarily alone	Students work primarily in groups
Assessment is through traditional testing	Assessment includes student works, observations, and points of view, as well as tests. The process is as important as the product
The teacher's role is rooted in discipline & authority	The teacher's role is interactive, facilitative and rooted in dialogue
Knowledge is seen as fixed and established	Knowledge is seen as dynamic and ever changing with our experiences

## Teacher-Centered vs. Student Centered Teaching/Learning

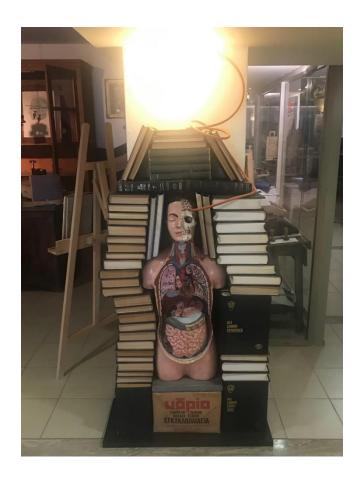
#### **Behaviorism**

- It is the oldest theory of learning
- Suggests a learning environment in which the teacher has the primary responsibility
- While teachers are active, students are passive in teacher-centered classroom
- Explains learning in terms of observable behaviors:
  - Learning: A relatively permanent change in observable behavior
    - If the change is not observable, no learning has occurred
    - They tend to ignore the mental processes that are not accessible

#### **Constructivism**

- Constructivism sees <u>learners</u> as constructors of meaning
  - Argues that people actively build knowledge by synthesizing the knowledge they already possess and the new information
- Learners' active engagement with their environment leads them to the construction of meaning and learning
- Learning occurs as a result of interactions between existing cognitive structures and new experience















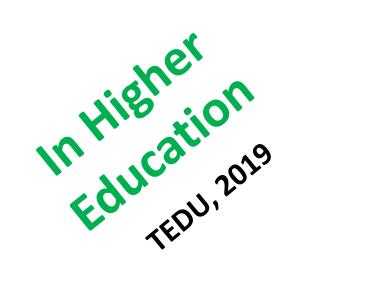






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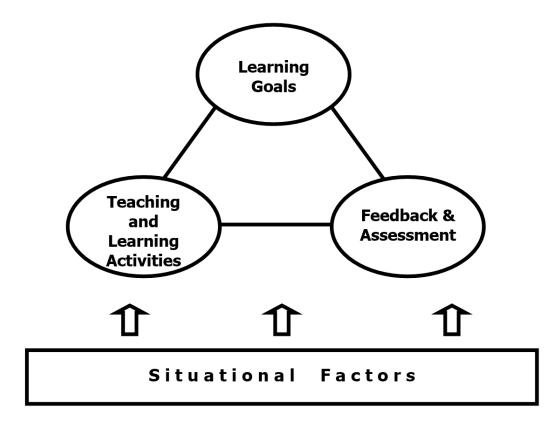


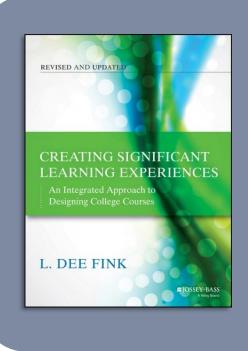


## **Components of Course Design**

- 1. Educational Objectives
- 2. Content
- 3. Teaching/Learning Methods
- 4. Assessment and Evaluation

# **Integrated** Course Design



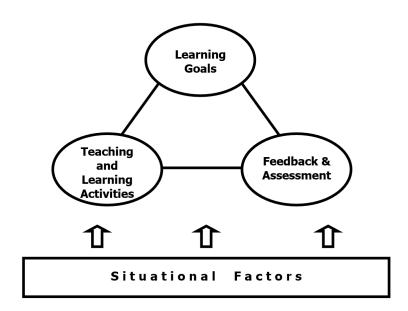


# **Integrated Course Design**

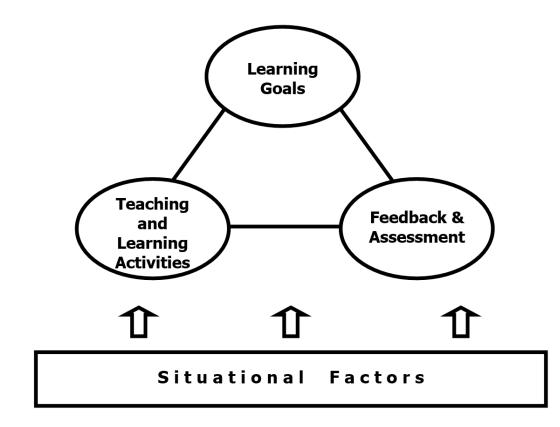
- 1. Identify situational factors
- 2. Determine course objectives and learning outcomes
- 3. Select teaching/learning activities
- 4. Design feedback and assessment
- 5. Make sure all of these components are **ALIGNED**

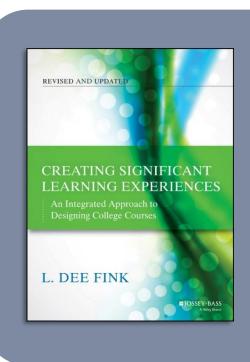
## **Situational Factors**

- How many students are in the class?
- How will the course be delivered: live, online, in classroom or lab?
- What learning expectations are placed on this course by: the university? the department? the profession? society?
- Is this *subject* primarily cognitive, or does it include the learning of physical skills as well?
- What life or professional goals do students have that relate to this learning experience?
- What prior experiences, knowledge, skills, and attitudes do the students have regarding the *subject*?
- What prior experiences, knowledge, skills, and attitudes do I have in terms of the *subject* of this course?
- What would be the pedagogical challenges to make this course a meaningful and important learning experience?



#### **Integrated Course Design: Objectives and Learning Outcomes**





## Are course objectives different from learning outcomes?

#### Course Objectives (BROAD)

- Objectives generally describe what a course, program, seminar etc. aims to do
- Reflect what the course will cover or do
- Useful in helping you formulate more specific learning outcomes
- E.g., This course aims to introduce students to the fundamental concepts of artificial intelligence and help them explain how to use these concepts in solving problems. (CMPE 421)

#### Learning Outcomes (SPECIFIC)

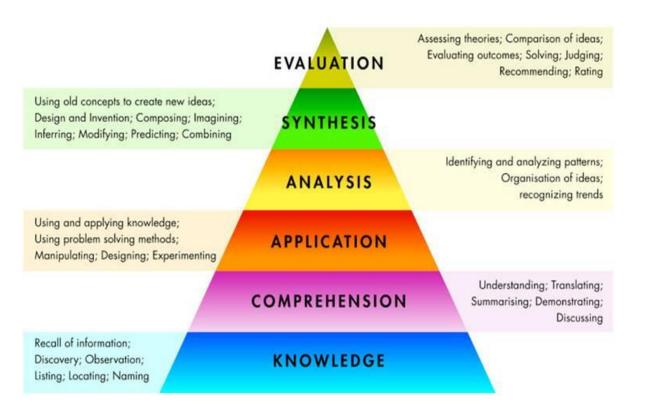
- Learning outcomes describe the <u>specific</u> knowledge, skills, or expertise that students will achieve and can demonstrate upon successfully completing a course.
- Indicate what <u>learners</u> are expected to know, understand/or be able to demonstrate after the completion of the learning process
- Measurable, observable, outcome-based, student-centered
- E.g., Upon successful completion of this course, students will be able to:
  - 1. Recognize AI methodologies in various domains,

2. Apply AI methods to the development of rational agents running in task environments,

3. Analyze algorithms used for game playing.

#### Components of Course Design: Bloom's Taxonomy of LOs

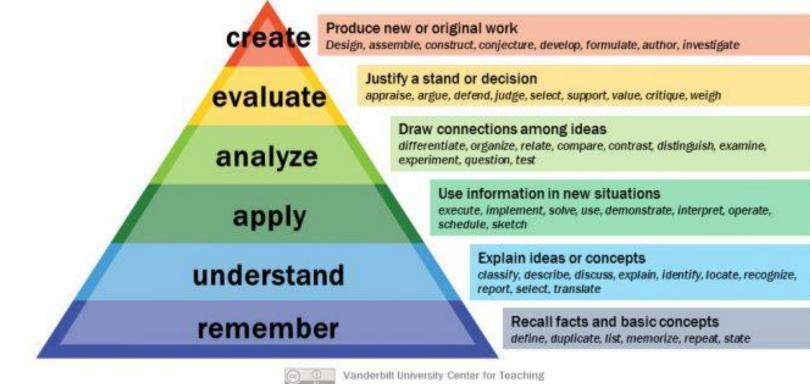
#### BLOOMS TAXONOMY



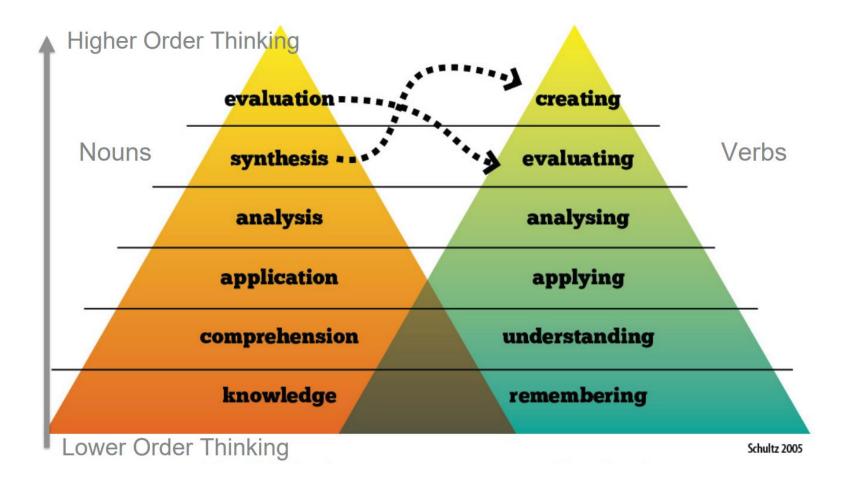
- Aims at classifying learning outcomes (LOs) according to the levels of complexity
- The taxonomy is hierarchical. So, a student functioning at the application level has also mastered the material at the knowledge and comprehension levels
- Provides measurement tool for thinking
- In Bloom's taxonomy, there are 3 domains relevant to learning outcomes: COGNITIVE, AFFECTIVE, AND PSYCHOMOTOR

### Revised Taxonomy:

## **Bloom's Taxonomy**



#### Revised Taxonomy:



### Components of Course Design: Bloom's Taxonomy of LOs (Cognitive)

Levels	Behaviors
Synthesis (Creating)	e.g., generalizing, constructing, designing, developing
Evaluation (Evaluating)	e.g., defending, justifying, assessing, examining
Analysis (Analyzing)	e.g., categorizing, comparing, contrasting
Application (Applying)	e.g., practicing, applying, implementing
Comprehension (Understanding)	e.g., summarizing
Knowledge (Remembering)	e.g., defining

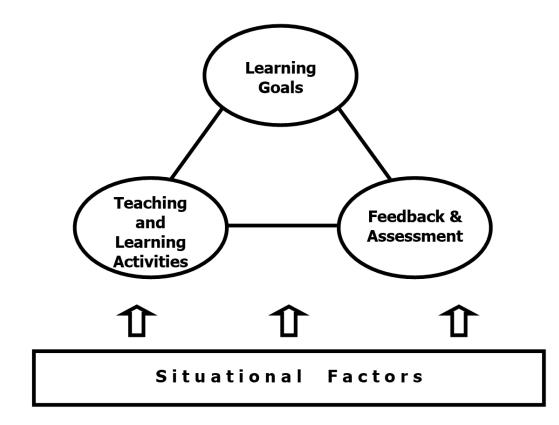
### Components of Course Design: Bloom's Taxonomy of LOs (Affective)

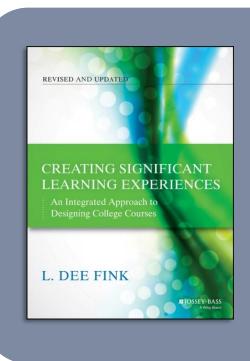
Levels	Behaviors
Characterization	e.g., transferring exemplified norms to wider contexts, internalizing, resisting
Organization	e.g., exemplifying social or professional norms
Valuing	e.g., prefering, expressing, acting responsibly, taking care
Responding	e.g., reacting, answering, applauding, volunteering
Receiving	e.g., noticing, being aware, hearing, listening

#### Components of Course Design: Bloom's Taxonomy of LOs (Psychomotor)

Levels	Behaviors
Naturalization	acting automatically with effortless expertise (E.g., automatically, professionally, with ease, effortlessly, naturally spontaneously)
Articulation	displaying coordination of a series of related acts by establishing the appropriate sequence
Precision	performing an action independent of either a visual model or written set of directions. (E.g., accurately, independently, with control, without error, proficiently, with balance)
Manipulation	performing a psychomotor skill from written or verbal explanations (E.g., could be same action verbs as at the imitation level)
Imitation	following instructions, observing and repeating (E.g., repeat, follow, align)

### **Integrated Course Design: Teaching/Learning Activities**





#### Components of Course Design: Teaching/Learning Methods

Sample Learning Activities/Teaching Methods

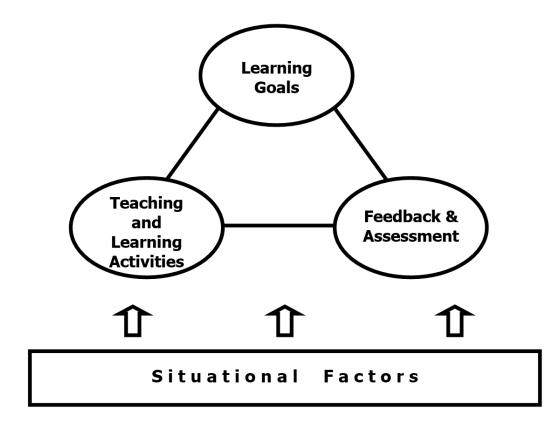
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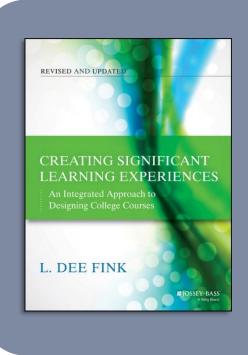
□ Brainstorming □ Case Study/Scenario Analysis **Collaborating Concept Mapping Demonstrating Discussions / Debates** □ Drama / Role Playing **Experiments Field Trips** □ Guest Speakers

Hands-on Activities
Inquiry
Micro-Teaching
Oral Presentations/Reports
Peer Teaching
Predict-Observe-Explain
Problem Solving
Questioning
Reading
Scaffolding / Coaching
Seminars

Service Learning
 Simulations / Games
 Telling / Explaining
 Think-Pair-Share
 Video Presentations
 Web Searching
 Other(s):.....

#### **Integrated Course Design: Assessment**





#### Components of Course Design: Assessment Methods

Lab Assignment
Complete Comple

Presentation (Oral, Poster)
Project
Quiz
Self-evaluation
Test/Exam
Other(s):.....

# Examples from Your Course Profiles ③



#### Any questions?

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