Teach Outside the Box! Finding Instructional Materials in Unexpected Places



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Meet the Audience!

Instructor

Designer

Librarian

Administrator

Other

We will cover:

- the research behind why supplemental resources impact student learning,
- innovative ways to find lesson inspiration, and
- non-traditional uses for upskilling resources.





TRADITIONAL TEXTBOOK



TRADITIONAL PROVIDED TEXTBOOK RESOURCES



Traditional Textbooks





(Becker et al., 2023)



Provided Resources

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SUPPLEMENTAL MATERIALS

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GAMES

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Educational Resources



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Currency Relevance Authority Accuracy Purpose





Available research has shown OER to positively impact student performance (Feldstein et al., 2012; Fischer et al., 2015; Pawlyshyn et al., 2013; Winitzky-Stephens & Pickavance, 2017).

(Clobes et al., 2022)



The students in these two classes completed the same assignments during the same semester and the same university with the same instructor.

Students using the no-cost text performed comparably or better by every measure in the course, and were found to engage with the course material more frequently.

Supplemental Materials 📽 LIVE ☆□::





















Extend high-achieving students to new heights.

Empower students to explore their interests.



Elevate struggling students with additional support.

Engage students with the power of choice.



The quality use of multimedia, short films, audio files, and graphics motivated and maintained the students' interest by increasing their attendance rates, while also providing interaction and flexibility.



Gamification



Gamification practices adopted to support learning processes enacted in the education and professional training sectors is a rapidly growing phenomenon.

(Caponetto et al., 2014)





The initial question was whether gamification is effective for learning. The results from the present meta-analysis suggest that, yes, gamification might in fact be effective when it comes to learning. However, the question of which factors contribute most to successful gamification remains partly unresolved, at least for cognitive learning outcomes.



Ten different types of digital games (simulation, tutorial, role-playing, motionsensing, 3 D virtual, adventure, card, board, and serious games, as well as gamified digital books) were investigated, and the research results generally showed positive effects of the games in promoting short-term and long-term vocabulary learning.



In addition to facilitating vocabulary learning, digital games were found to be conducive to reading and listening comprehension, as well as pronunciation improvement. Game-players also were viewed as having higher motivation, better engagement and more interactions than students who learned through other approaches, in addition to being less stressed.

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NON-ACADEMIC INSTRUCTIONAL RESOURCES OUTSIDE

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Non-Academic Resources





Over 70% of the reasons students stopped out or dropped out of college were not academic in nature.

(Hines, 2021)





The first step in supporting student academic success is recognizing the matrix of non-instructional resources that are integral to student success and ensuring the availability and accessibility of those resources on your campus.





These external burdens don't stay outside the classroom walls: Students who are anxious, depressed, stressed out, or some combination thereof can't simply turn off these emotions when class starts.

(Hines, 2021)





Non-Academic Instructional



Educational usage of social media improves the student learning experience, especially if the social media activity is accessible, relevant, and on a platform which students already frequent.

(Radin & Light, 2022)





Anecdotally, students indicated that teaching TikToks were helpful for learning new content remotely before entering the lab. They especially valued #labfails (laboratory mistakes or challenges) shared by undergraduate peer mentors, both to learn from and to feel less isolated during the challenges of research setbacks.



Overall, this activity helped students to think about communicating their research to a broader, non-scientific audience through the information systems of their generation. It also forced them to be **creative** and think about science communication principles as they apply to social media.

Upskill Resources





Educators often claim their goal is to promote "ilifelong learning," which is important given that it is impossible for students to learn everything they need while attending school. Unfortunately, however, we rarely discuss how to promote this characteristic within our students, as, practically, the focus in education often skews toward specific content standards.







Featured

Talks to celebrate Black History Month

These insightful talks — on everything from art to intersectionality, joy to injustice — offer fresh, thoughtful perspectives on Black identity.

Watch now





LUISA NEUBAUER

The fairy tales of the fossil fuel industry -- and a better climate story



ROBERT WALDINGER

The secret to a happy life -lessons from 8 decades of research JULIEANNA L. RICHARDSON

The mission to safeguard Black history in the US

>

Top picks for Waneta



COURSE Inclusive Mindset

By: Dereca Blackmon



COURSE Emotional Intelligence Nano Tips with Selena Rezvani

By: Selena Rezvani



COURSE Measuring Learning Effectiveness By: Jeff Toister

This week's top courses



COURSE

Inclusive Mindset for Committed Allies





COURSE

The 3-Minute Rule: Say Less to Get More

By: Penguin Random House and Brant Pinv...



COURSE Prevent Toxic Work Cultures as a Cultivating Cultural Competence and Inclusion Manager

By: Francesca Gino





How Managers Drive Extraordinary Team Performance

By: Marc Woods

COURSE



COURSE Being Producti and Working

By: Rowena Henrico





COURSE



COURSE Discover Your S By: Lauren Hodges

By: Mary-Frances Winters



Academic Integrity

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What else needs citation?

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English

What else needs citation?

There are more things to cite than just words from an online article.

When people create things they deserve to be given credit, whether it's text, art, or code.

Here is a list of items you will probably need to cite if you use them.

Words, that's from books, journals, blogs, articles, tweets, posts, letters, scripts, etc.

If someone wrote the words, and that someone isn't you, cite it.







As technology and information continue to grow at an exponential pace, we need to adjust the way we look at content to ensure it honors the world we live in and the students we teach, is transferable to multiple areas of study, and is beneficial to the individual as well as the community.



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Questions Comments

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Thank You!

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