

TEAK/TA Teaching Workshop



Session 3: Managing Hands-On Activities

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Session Activities...

- Managing hands-on activities
- Objectives:
 - Recognize potential difficulties that may arise
 - Time activities appropriately
 - Help students learn from their mistakes in a safe environment

Bioengineering Activity: Building a Mechanical Finger

- Review the Activity Handout
- Make a list of three potential difficulties students might have in each part
- Report back to group

Mechanical Finger Activity (continued)

- Perform the Mechanical Finger Activity
- Make notes of any new difficulties you had *and* any new potential difficulties you identified
- Report back to the group

How long did it take?

- Average? Range of times?
- In an actual classroom/lab?
- What to do when:
 - Groups finish early?
 - Groups aren't done when time is called?

Failure *is* an option

- Why?
- Examples...
- What would help alleviate *your* fears of failure in class/lab during a hands-on session?

Wrap-Up and Practice

- Discussion: What's an appropriate time balance between lecture and hands-on activity for your teaching environment? Why?
- Planning Activity:
 - Create conceptual plan for hands-on activity
 - Recognize potential difficulties that may arise
 - Estimate time required and create test plan
 - What could go wrong?



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