
DEEM project: Participatory & innovative teaching methods

July 2017
Mekong area



Outline

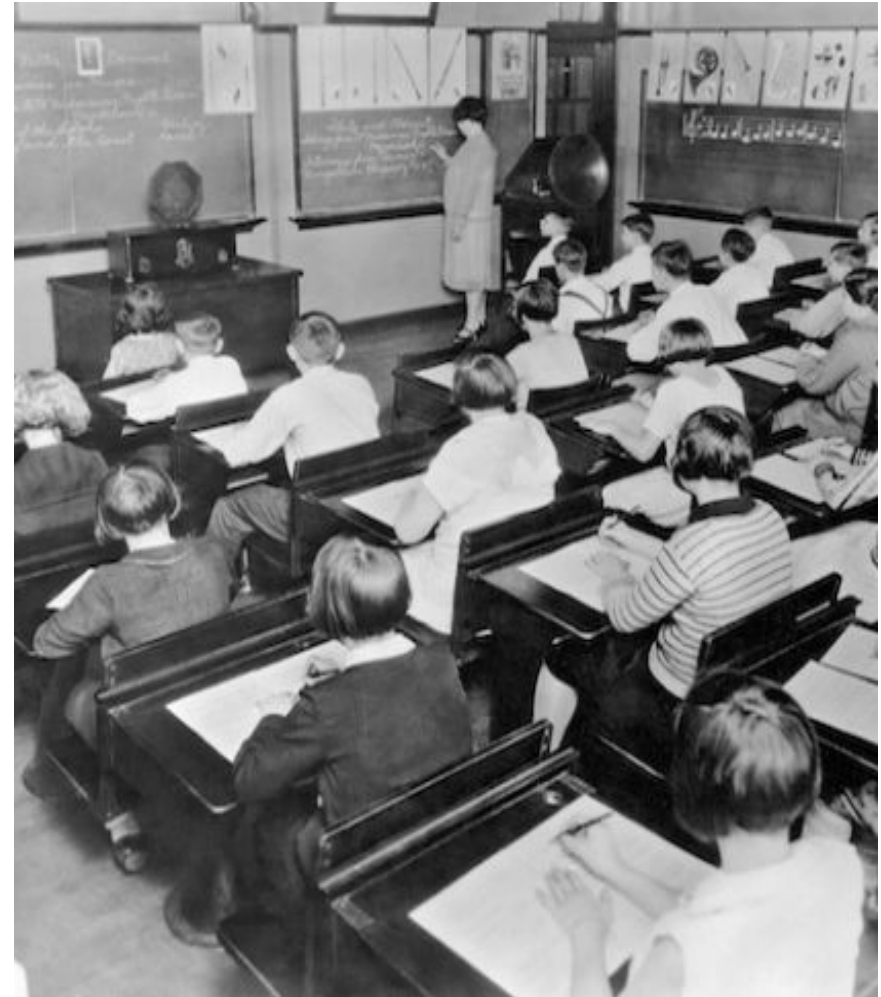
- **What do we mean by competence?**
- **Competence-oriented teaching/learning**
- **Competence-oriented teaching/learning: WUR example**
- **Participatory & innovative teaching methods**
- **ICT and Education**
- **Conclusion:** Plenary discussion



Competence 1.0 – for closed activities

Detailed listings of behaviors, e.g.:

- Teaching behavior
- Keep attention of students
 - Walk up and down the classroom
- Keep oversight over the group
 - Stand in the corner of the classroom



Competence 2.0 – for known jobs

- Jobs
- Responsibilities
- Core tasks
- Work processes
- Activities

The Great Eight

- Leading and Deciding
- Supporting and co-operating
- Interacting and Presenting
- Analysing and Interpreting
- Creating and Conceptualising
- Organising and Executing
- Adapting and Coping
- Enterprising and Performing

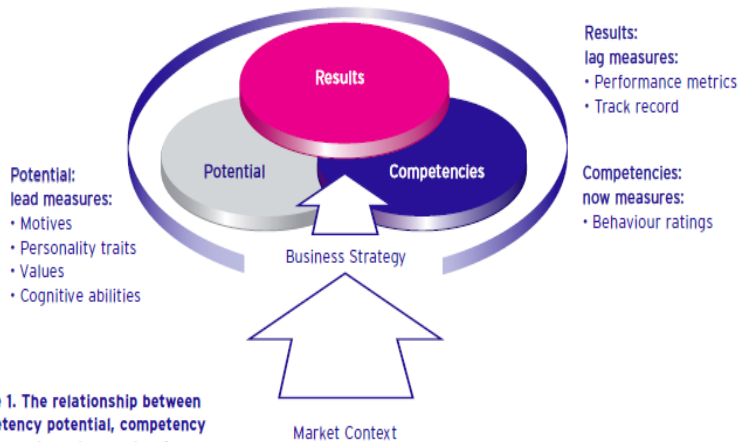


Figure 1. The relationship between competency potential, competency requirements and competencies.



Competence 3.0 – for unknown future

- Ambiguity handling
- Argumentational reasoning
- Critical thinking
- Complex problem-solving
- Communication
- Resilience
- Creativity
- Entrepreneurship

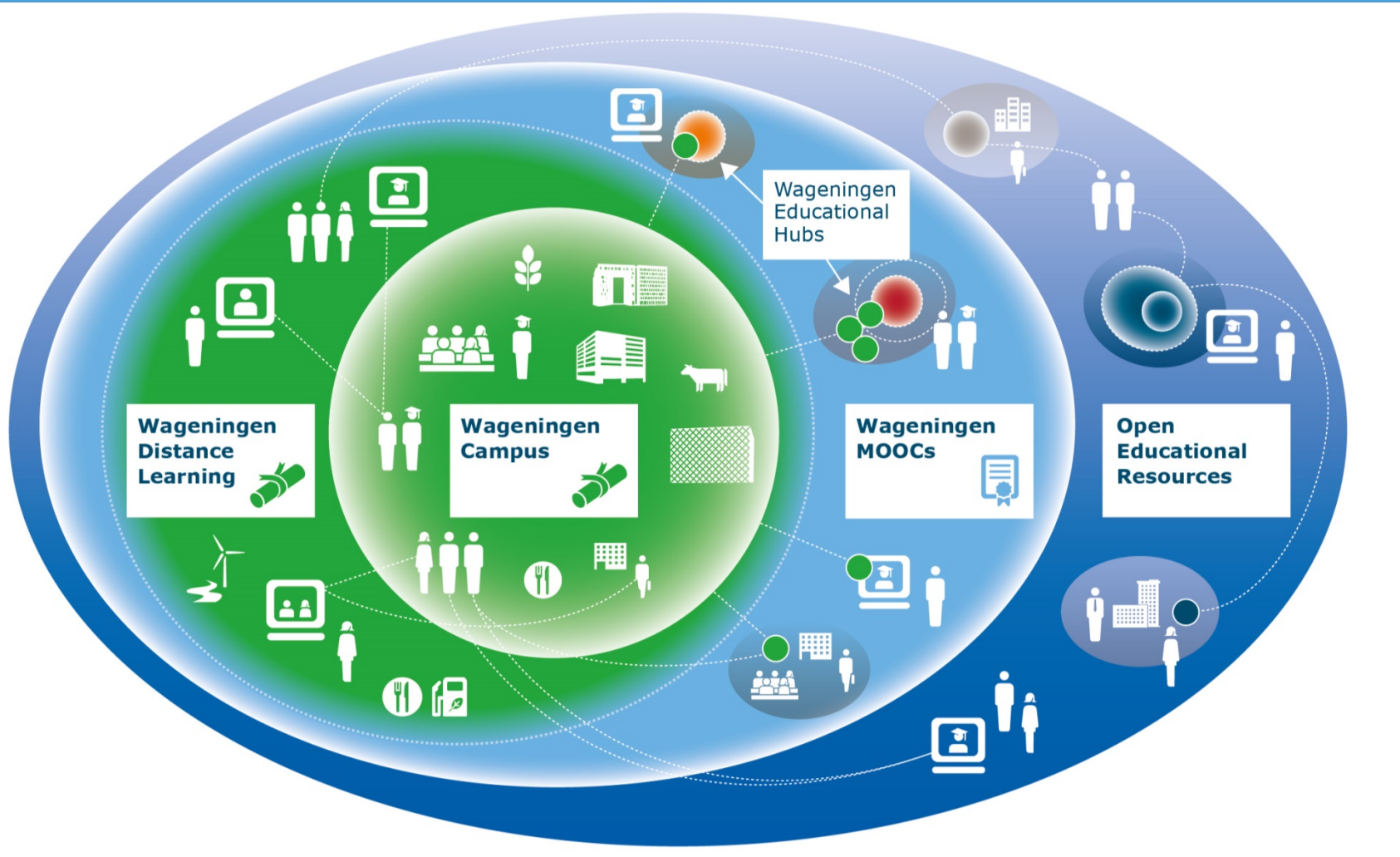


Competence-oriented teaching/learning

- Constructive
- Adaptive
- Collaborative
- Argumentative
- Increasingly self-regulated learning
- Attractive
- Challenging



Example: WUR learning ecosystem

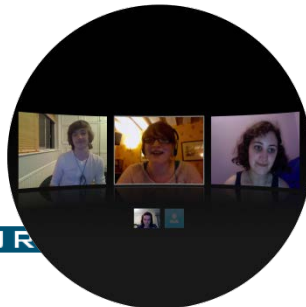




Blackboard



GAMES #
LEARNING



Faculty members' education tasks at WUR

- (Co)Teaching regular courses at the chair group
- Teaching regular courses at graduate schools in NL
- Creating new courses in own research field worldwide
- Organizing educational workshops
- Colleague evaluations
- Visiting colleagues' courses
- Contributing to new educational innovations



Participatory & innovative teaching methods

- Apply constructive learning theories
- Be a facilitator, mentor, guide
- Use group work & discussions
- Cooperative or collaborative?
- Assign and rotate roles
- Asking questions
- Rules (sticking to the time, mobile devices, support claims, clear/loud voice, no interruptions, drinking & eating, tags)
- Fieldtrip
- Video clips



Participatory & innovative teaching methods

- Use ICT and online learning environments (Edmodo, moodle?)
- Use peer feedback
- Use energizer
- Use brainstorming
- Use world cafe
- Use social networking sites
- Encourage argumentation and reasoning
- Voting system (clickers)
- Use problem-based learning



Problem-based learning

- How can I get my students to...

Think



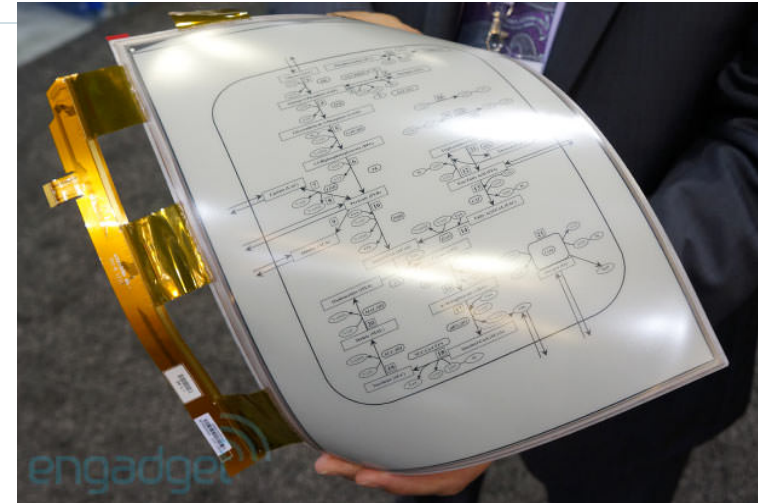
Problem-based learning process

- Problem defined
- Information shared
- Think tank
- Evaluation
- Select best solutions



ICT and Education - Michael Poh

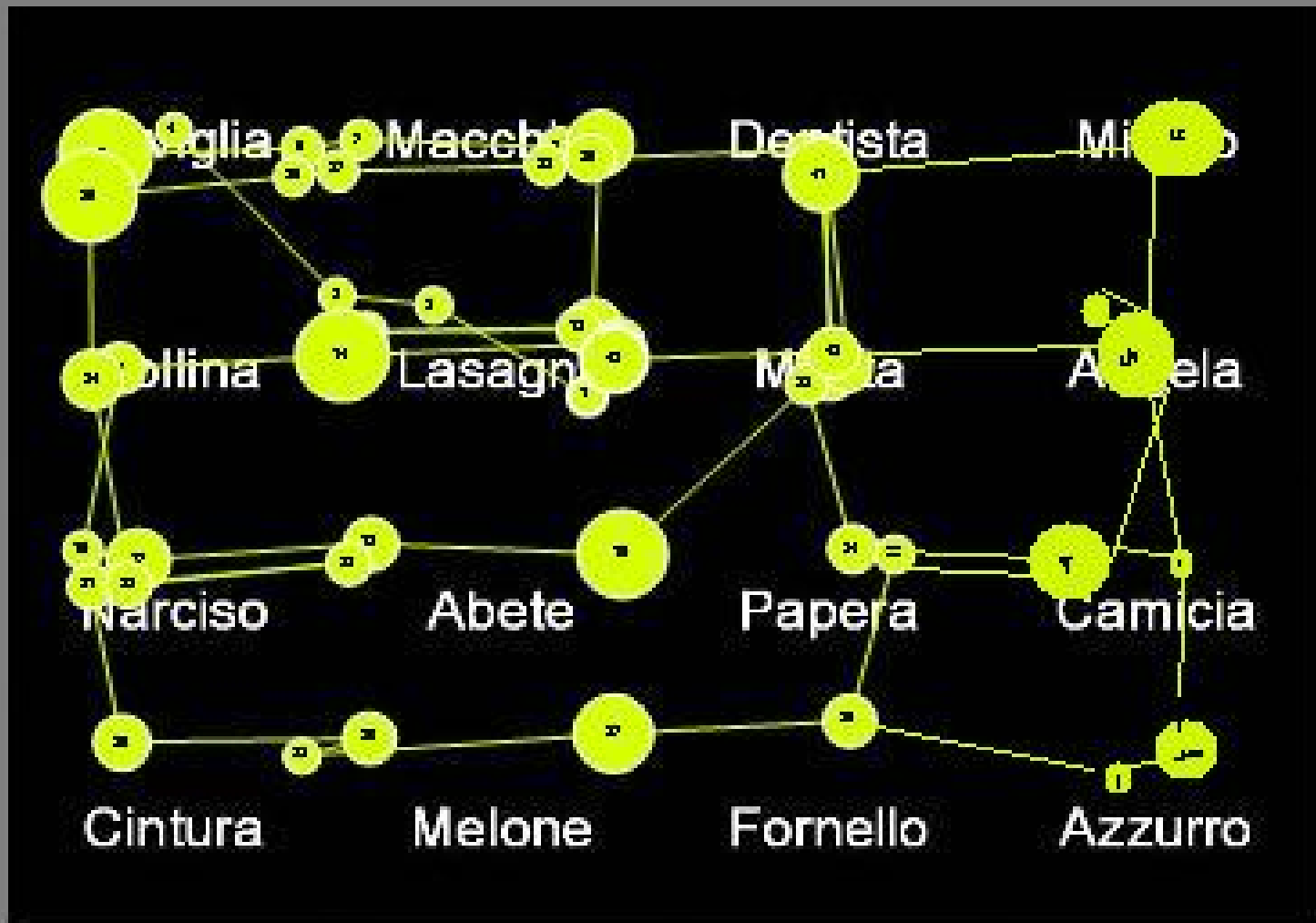
- Virtual Reality (VR)
- Augmented Reality (AR)
- Flexible Displays
- Multi-Touch LCD Screens
- Biometrics: Eye Tracking
- Online Social Networking

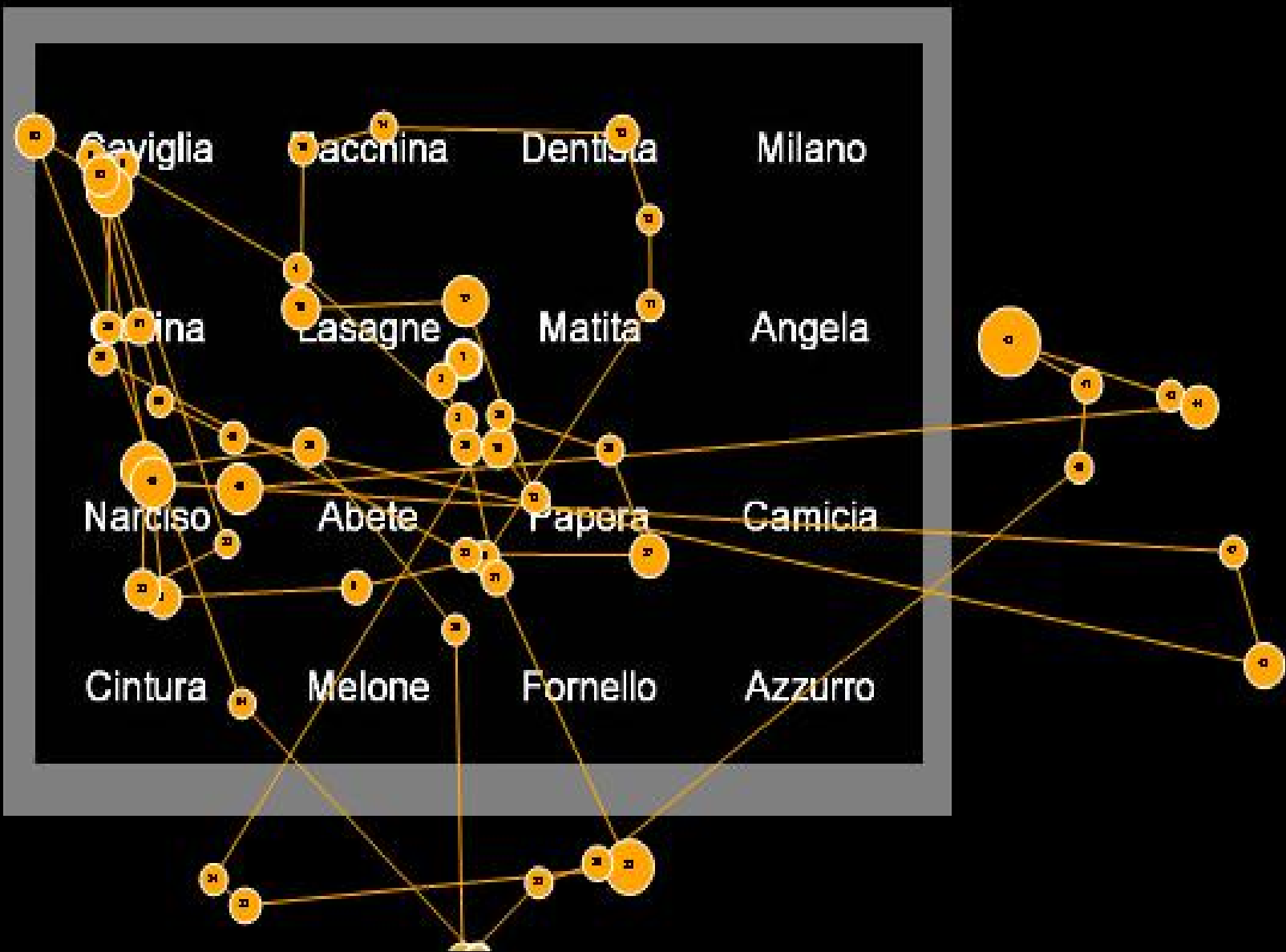


(Source: engadget)

(Source: theregister.co.uk)







Online social networking

wikipedia

telegram

MOOCs

blogs

youtube

secondlife

EdTec

moodle

Slideshare



Social networking sites

facebook

twitter

linkedin

mandeley

Academia.
edu

Research
gate



Group work



General Question

- Make an inventory of different innovative and participatory teaching methods for your own course and discuss that with your groupmates!
- Current situation (for 1 course)
- Teaching methods you would like to use/implement

Plenary discussion



Conclusions

- Graduates need to learn do deal with the VUCA world:
Vulnerable, Uncertain, Complex, Ambiguous
- Future-oriented Competence 3.0 needed
- Adjustments needed in education
- New learning ecosystems needed
- New educational technologies needed



Thanks for your attention

- Environmental policy (ENP)



Mattijs Smits

- Education and Competence Studies (ECS)



Omid Noroozi



Hansje Eppink

