

End-of-Program Review 2011-12

Compelling Intellectual Experience(s) and Successful Pedagogical or Innovative Practice

Scientific Inquiry Programs

Program name	Faculty	For purposes of helping reflect on the range of teaching practices and experiences at the college, please identify the most compelling intellectual experience(s) in your program or the most successful or innovative pedagogical practice in your program.
Introduction to Public Health	Nancy Anderson	Group projects focused on public health problems - most work done in class - with my help - library research AND required products to be submitted @ the end of each class. I worked hard to make sure that the group project received adequate in-class support, and that the final project had several preliminary requirements so that no group was left to organize at the last minute, and the presentations were really well-organized and integrated.
Energy Systems and Climate Change	Zita	Students' research projects, and our inquiry-based writing community.
The Science Behind the Headlines: What's the Truth?	Paula Schofield	Multi-day working field trip, field and lab work.
Computer Science Foundations	Neal Nelson, Richard Weiss	Identifying key words or phrases from a text, dividing seminar into groups to focus on individual questions, followed by large group discussion. Problem Analysis, Abstraction, Problem Solving
Applied Biology and Chemistry	Paula Schofield	The all day intensive laboratory projects. The final synthesis project involving student group design, implementation, and marketing of a chemical or biological product.
Language and the Evolution of Mind	Kevin Francis, Rachel Hastings, David Paulsen	As the final project, groups of 3-5 students wrote and performed scientific dialogues that explored a particular aspect of the evolution of language.
Molecule to Organism	Jim Neitzel	Extensive use of hands on labs, small group workshops, reading of primary research papers, multi-draft papers and presentations
Student Originated Software	Neal Nelson, Richard Weiss	Interactive labs and competitive exercises and challenges. The students highly engaged and seemed to learn a lot from them. [problem Analysis, Design of Systems, Abstraction, Problem Solving]
Introduction to Natural Science	Marty Beagle	Peer-to-peer instruction; reduction in lecture format and emphasis on small group work.
Physics and Calculus: Finding Order in the Physical World	Mario Gadea	Hands-on applications Laboratory
Matter and Motion	David McAvity	End of year student projects and a field trip to analyse the motion of theme rides were the most memorable educational activities. Also, students reported that our emerging scholars workshops were the most effective way of learning.
General Chemistry	Peter Pessiki	Labs.
Mathematical Systems	Brian Walter	The final projects students did in Game Theory gave them the opportunity to read current literature in the field and pursue their own research ideas.