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### **Building Community and Leveraging Technology to Improve Student Outcomes**

Author: Sarah Birdsong Contact: sjbirdso@uncc.edu

### The mechanics of creating teams...

- major
- class standing
- GPA in dept courses
- URM for your course
- attention to details?
- ability to work with others?

### Questions to ask yourself:

- heterogeneous vs homogeneous?
- need extra support for any demographics?

#### Starting off the semester well:

- (semi-)permanent teams
- team activity on day 1
- use "Teams" not "Groups"

### What students think ...

On average, do you think the in-class work helped you to understand the material?								
strongly agree	49 respondents	58 <sup>%</sup>						
agree	29 respondents	35 %						
neutral	5 respondents	6 %						
disagree	1 respondent	1 %						
strongly disagree		0 %						
strongly disagree		0 %	Ī					

Anonymous survey, Math 2164, Fall 22

**Student Comments:** 

- All math classes should be like this (Fall 22)
- I passed this course because of my team (Spr' 20)

How's your team working out (Spr' 23)?







# **Teams + Tech = Flexibility + Community**

# In-class work: on Ziteboard

- a shared online whiteboard
- Why use in F2F classes?
  - live feedback
  - target struggling teams
  - bad room? can't reach team?
  - handle large classes

# **Out-of-class project: on YouTube**

- max time
- billed as: study aid for tests
- Presentations "w/o anxiety"
- debrief





Graphic of a YouTube playlist



### Goals for using Teams...

- Working with others
- Job skills
- Communication skills
- Built-in support system
- Feedback before high stakes assignments

### More mechanics:

To build community & trust, you need teams to act as a support; NOT a way to pull down your grades. KEY is to balance how the assignments affect grades AND to push students to work together.

## **Results:** are we seeing any changes in the classroom?

Class	Sem	Size	D	F	W	AVG	Final
1165	Sp 19	61	5	4	6	80	n/a
	Fa 19	60	1	3	2	88	85
2164	Fa 17	48	4	10	3	73	70
	Fa 22	98	3	8	3	84	78
1102	Sp 23	70	1	2	1	84	n/a

Comparison of course average grades & grade distributions before and after implementing in-class team activities. Note, 1102 had no "before"; the important thing here is to note the class size & that there is no math prerequisite for this non-STEM major course.

### Tips for team assignments:

- 1. Low stakes
- 2. Have a variety of types
- 3. Be practice for future work
- 4. Grade students: as individuals / as a team
- 5. Mostly in-class work
- 6. It's about trust!
- Convert lecture examples to in-class work
- Out-of-class assignments
  need to be worth it