



Developing Deliberate Pedagogical Thinking with Technology in STEM Teacher Education

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Scientific Innovation in China



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China to boost scientific and technological innovation

Updated: Aug 8,2016 5:01 PM english.gov.cn

The State Council issued a national scientific and technological innovation plan in a bid to build China into an innovative country and a scientific and technological power.

As the world's second-largest economy undergoes economic transition for further development, technology innovation has never been more significant, the plan said.

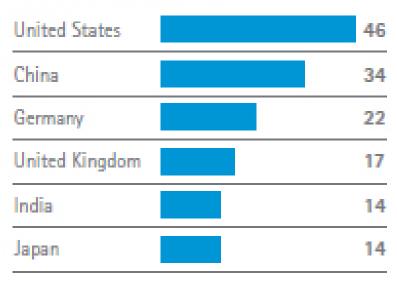
Based on the idea that innovation is the prime development driving force, the plan is a blueprint designed for technological innovation development during the period of the 13th Five-Year Plan (2016-2020).

The plan aims to substantially improve China's technology and innovation capabilities, and lift the country's comprehensive innovation capabilities world's top 15.

China has witnessed major developments in tech manned space flights and lunar probes, mexploration, super computers and outperforms and outperforms.

China today is the 2nd most innovative country in the world

% mentioned in top three



Teachers in China and Canada Use Technology











Deliberate Pedagogical Thinking with Technology

Do we know how to use technology

to IMPROVE STEM LEARNING?



Examples: UBC STEM Teacher Education

1) Peer Instruction and PeerWise



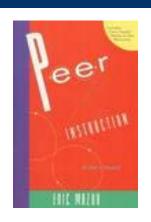


3) Videos of Experiments



- 4) Live data collection and analysis
- 5) Computer Modeling and simulations









1

Peer Instruction & PeerWise

Electronic response systems (clickers) in K-12 classrooms...







A clicker question is posed Students work individually for about a minute to figure out the answer that they submit using clickers Students' responses are displayed to the class without revealing the correct answer Many of the students answered Most of the students provided a correct incorrectly. response. Correct answer revealed. Students work in groups of 2-3 to discuss the question. Students resubmit individual answers using clickers.

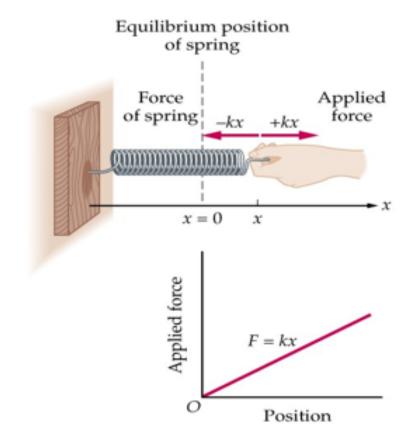
An instructor leads a summary discussion with the class: the reasons for correct answer as well as the reasons for choosing the incorrect answers are elicited from the students.

Example: Hook's law

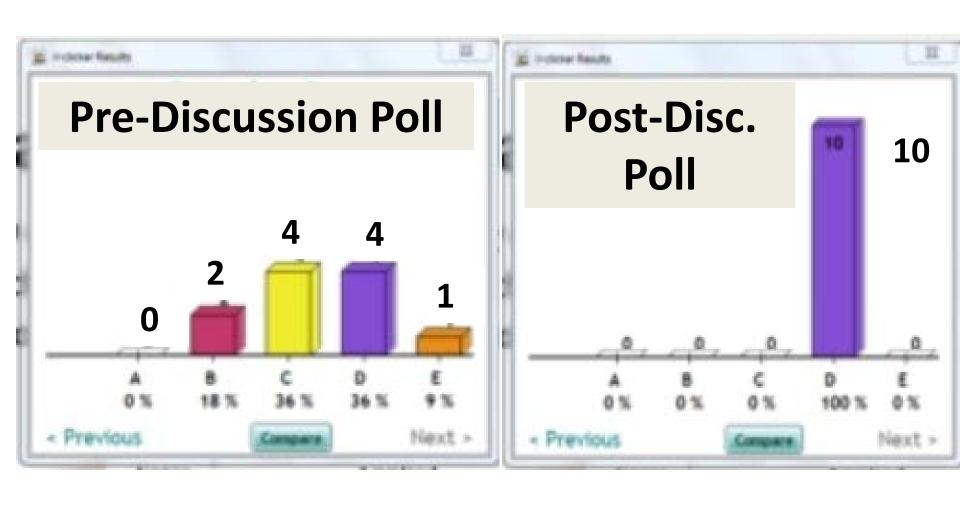
The work needed to stretch a spring 10 cm from equilibrium (from $x_1 = 0$ m to $x_2 = 0.1$ m) is 10 J. How much work needs to be done to stretch the spring additional 10 cm (from $x_2 = 0.1$ m to $x_3 = 0.2$ m)?



- B. 10 J
- C. 20 J
- D. 30 J
- E. 40 J



Example: Results



Respondents: Physics Teacher-Candidates

PeerWise



Ask | Share | Learn

Welcome to PeerWise

To log in, select your school / institution from the list below



Just type the first few characters...

PeerWise supports students in the creation, sharing, evaluation and discussion of assessment questions.



What is PeerWise?

Students use PeerWise to create and to explain their understanding of course related assessment questions, and to answer and discuss questions created by their peers.



Any subject

PeerWise is used in a wide range of subjects, including Anthropology, Biology, Chemistry, Computer Science, Physics, Population Health, Pharmacology, Medicine, and many more...



Free and easy to use

PeerWise is free and very easy to use.
Students are presented with a simple,
intuitive interface and instructors can
easily view student content and monitor
participation.



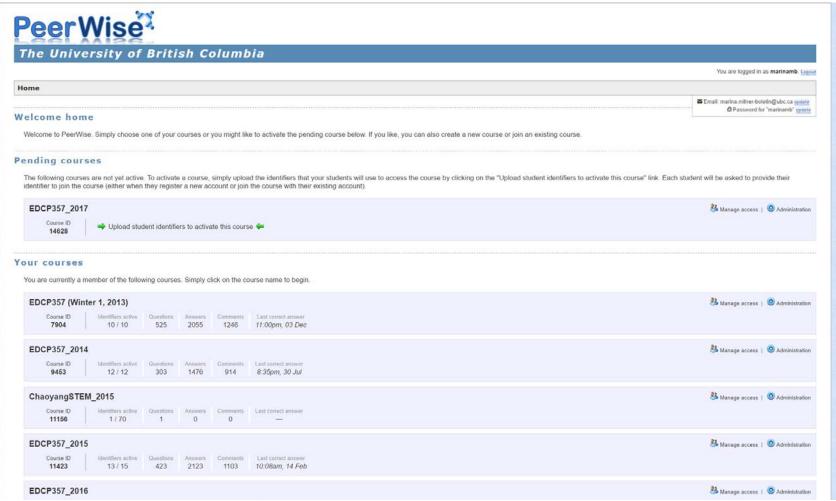
Get started!

Follow @peerwise

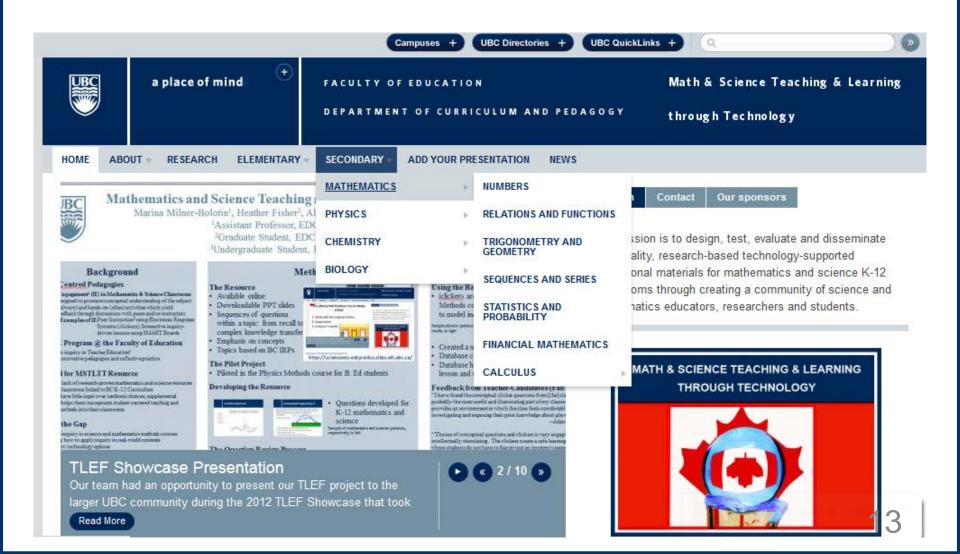
Find out more

Want to get started? View student and instructor guides, watch screencasts of PeerWise in action, and hear what students and instructors think in the Information about PeerWise section.

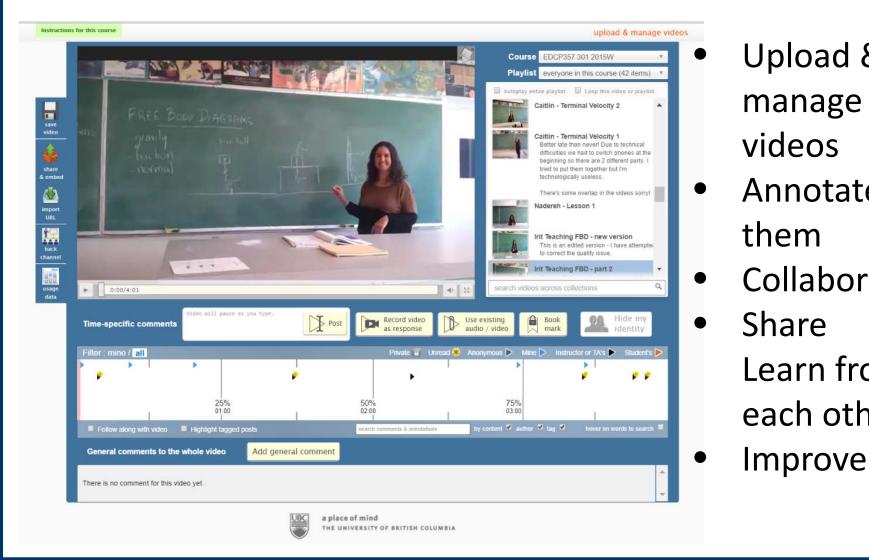
PeerWise: Online Collaboration on Multiple-Choice Questions



Math & Science Teaching and Learning through Technology



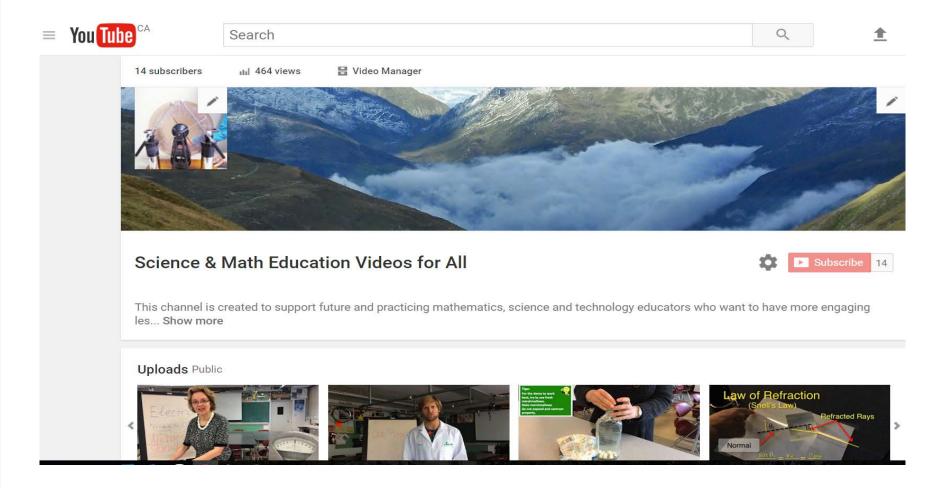
CLAS



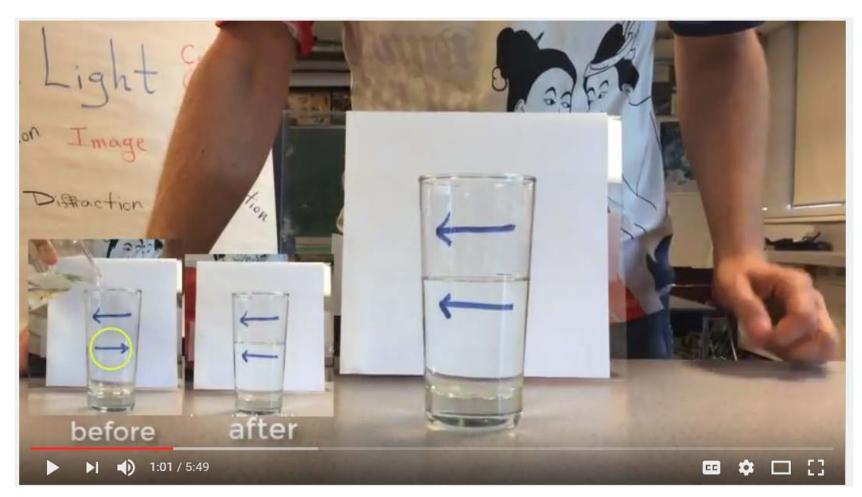
Upload & manage videos **Annotaate** them Collaborate Share Learn from each other

3

Collection of Videos of STEM Experiments

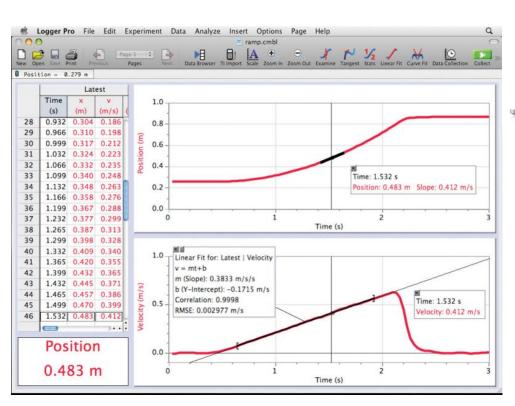


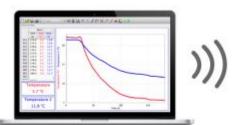
Reversing Arrows Experiment



4

Data Collection and Analysis









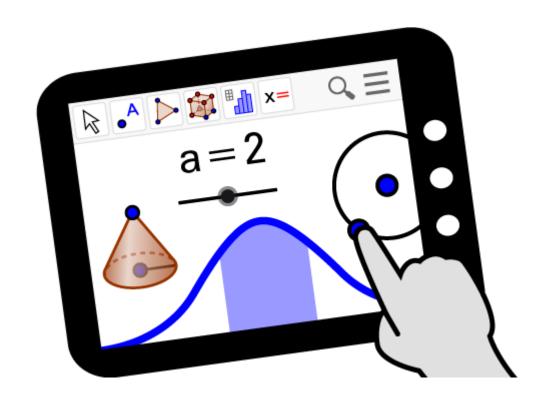
5

Computer Simulations



https://phet.colorado.edu/

Computer Simulations



https://www.geogebra.org/

Conclusions

- We need to learn HOW to use technology for learning
- It takes time and lots of practice
- Mistakes are inevitable along the way
- Collaboration and mentorship are the key





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