

Design and Implementation of Inter- & Cross-Disciplinary Experiential Peer Learning Programs

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Our quest:

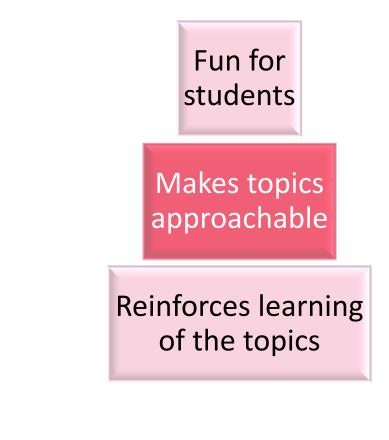
Design, implement, and assess impact of recurring researchbased peer learning practices



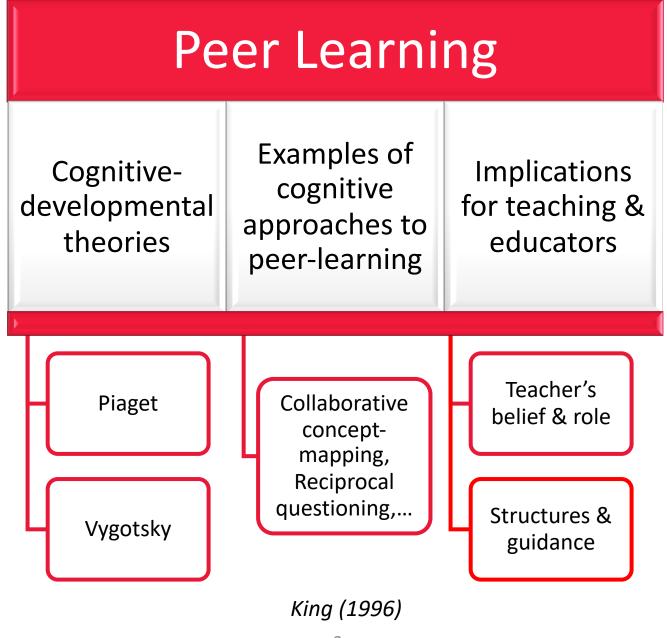
Source: unce.org

Our Experience: Computational Thinking Playground

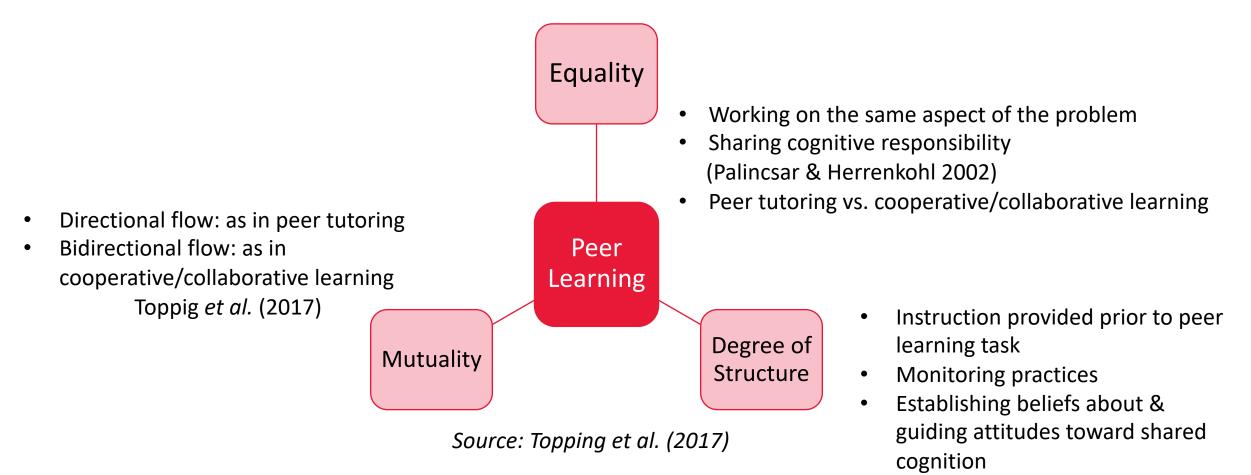
- IT students and pre-service teachers teamed up to work on:
 - Coding
 - Image processing: training & use
 - Neural network design
- Sandbox within Computational Thinking Playground
 - Designed by Instructors
 - Pre-service teachers moved freely from one experience to another
 - Peer tutoring facilitated by IT students











(Meloth	1996)
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	Equality	Mutuality	Degree of Structure
Peer tutoring	L	L/M	
Cooperative learning	Н	M/H	Н
Collaborative learning	Н	Depends	Depends

Guided Peer Learning

How would you use...to...?
What is a new example of...?
Explain why....
What do you think would happen if...?
What do you think would happen if...?
What is the difference between...and...?
How are...and...similar?
What is a possible solution to the problem of...?
What conclusions can you draw about...?
How does...affect...?
In your opinion, which is best,...or...? Why?
What are the strengths and weaknesses of...?
Do you agree or disagree with this statement:...? Support your answer.
How is...related to...that we studied earlier?

Source: King (1990)



peer-tutoring

problemsolving

complex knowledge construction

Peer learning discourse patterns for three different kinds of learning (King 1996)



DIY Peer Learning

Technique	Supporting research	Merit
Reciprocal Questioning	King (1990)	Questioning guides by instructors can cover different levels of cognitive processing
Collaborative Concept Mapping	van Boxtel <i>et al.</i> (2002)	Helps students develop an integrated conceptual framework for the material Are shown to positively impact learning outcomes
Learning Dojo	Heinonen <i>et al.</i> 2013	Like hackathons, intensive immersive cognitive work sessions, starting with problem, and ending with a proved practical sessions
Task-Method Fit	King (2002)	Recall tasks vs. analysis/evaluation tasks demand different forms/structures for peer learning



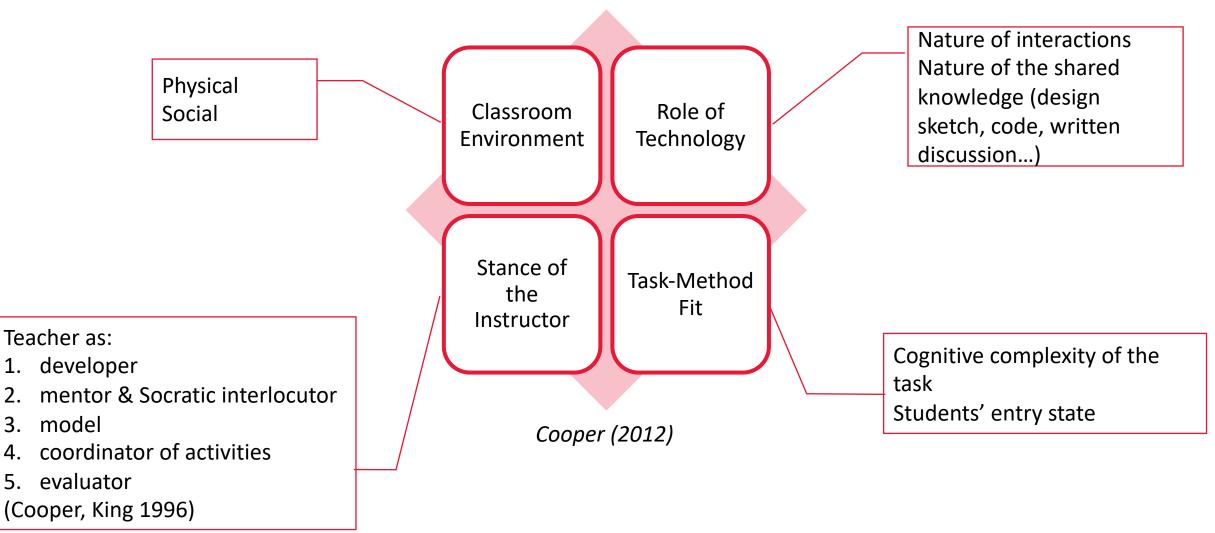
Dimensions of Design

2.

3.

4.

5.

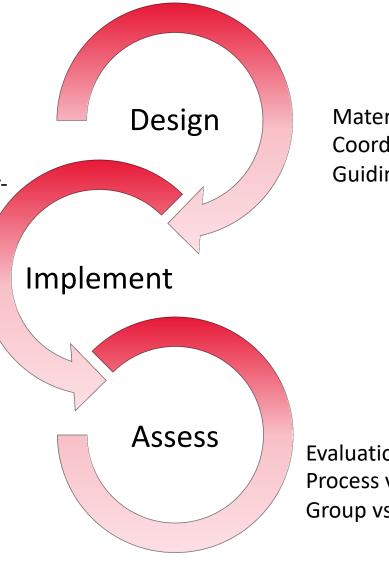




Future Plans

Group size Group composition: equality Cross-disciplinary vs. IT pee learning: mutuality

Academic task scope Time commitment: one time in-class or semesterlong or in between Environment: classroom or special spaces



Material Coordination Guiding & mentoring interactions

Evaluation apprehension Process vs. outcomes Group vs. individual (Boud *et al.* 1999)

Boud et al (1999)



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