Blend but Don't Break: Introducing the TEC-VARIETY AND R2D2 Models for Motivation and Engagement

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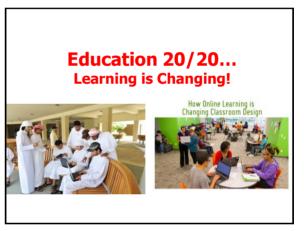
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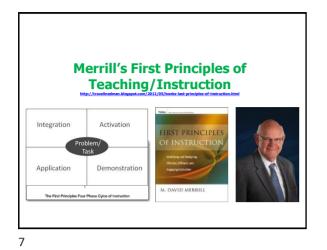


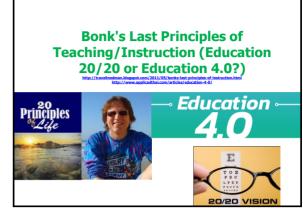
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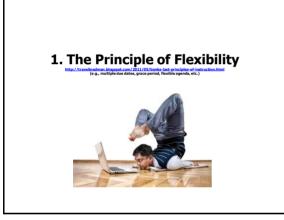




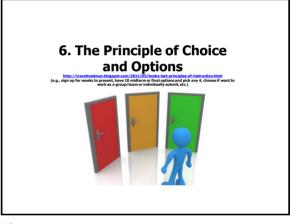






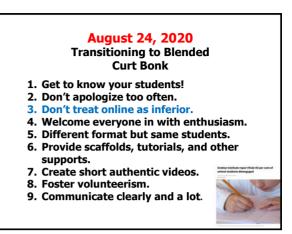




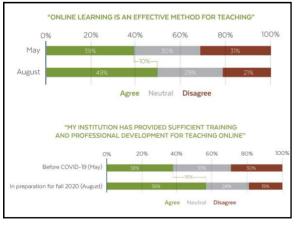




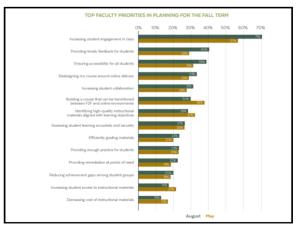


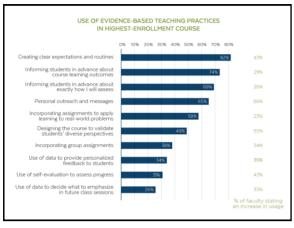






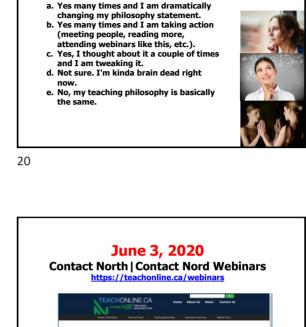












Poll #1: Have you reflected on your teaching

philosophy or approach during COVID-19?



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# **Motivation Research Highlights**

### (Jere Brophy, Michigan State University)

- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement. 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.





- "...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges
- (i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.





High Risk Low Risk 1. Risk Easy to Embed Extensive Planning 2. Time 4 Free or Enterprise Inexpensive Licenses 3. Cost Instructor-Focus Student-Focus 4. Student-Centered Low High

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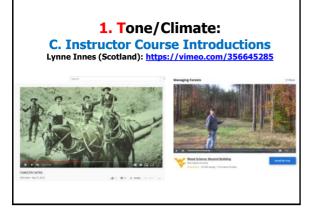


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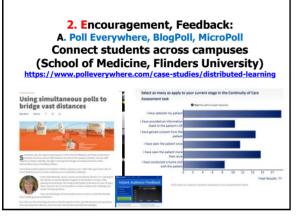




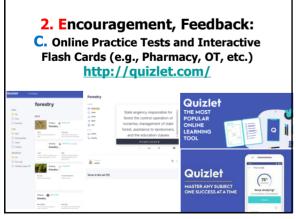










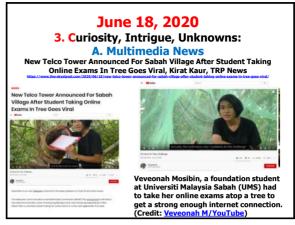




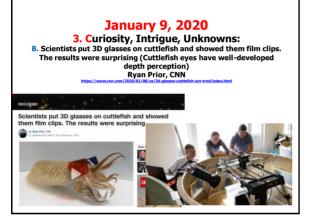


 2. Encouragement, Feedback:
e. Video Tutorials, Demonstrations, and How-To's (videos, tutorials, etc.)
Understein Screencast-o-Matichttp://tecvariety.com/TEC-Variety\_Ints-examples-resources.pdf





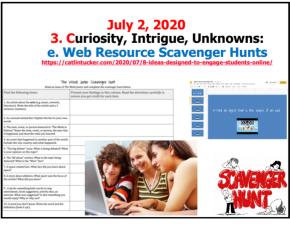
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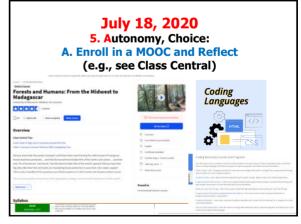






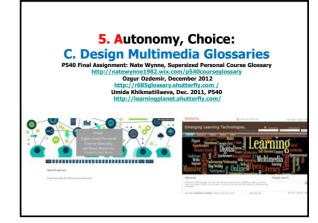


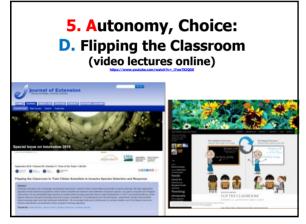






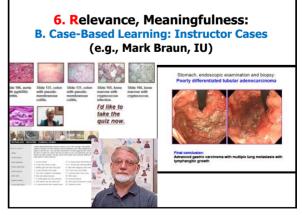
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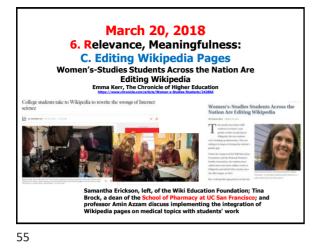






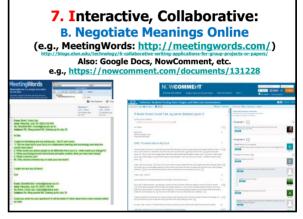


















virtual laboratory brings the opportunity for remote collaboration enables students to condu experiments, access, interpret, evaluate, and exchange relevant technical information. Susan Aldridge, Drexel: https://virtual/inspired.org/portfolio/online-virtual-labs/



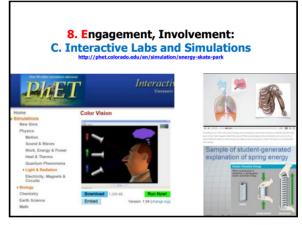
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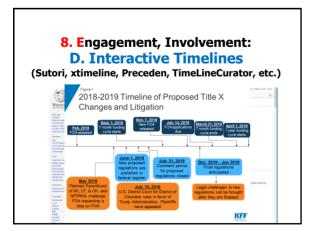


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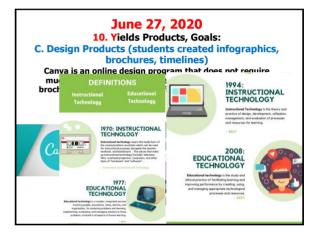




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The R2D2 Model

1. Read (Auditory and Verbal Learners)

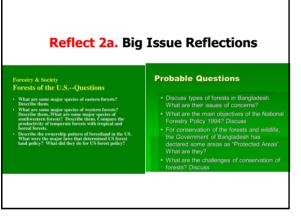
4. Do (Tactile, Kinesthetic, Exploratory

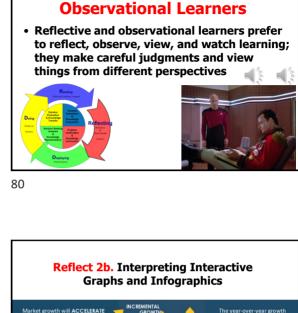
Reflect (Reflective Learners)
Display (Visual Learners)

Learners)

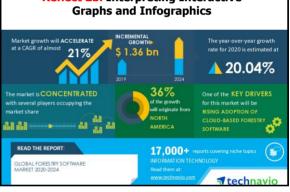








2. Reflective and









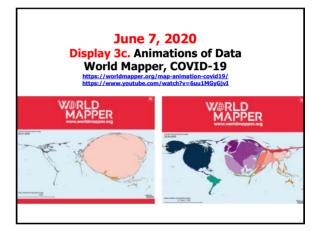
### **3. Visual Learners**

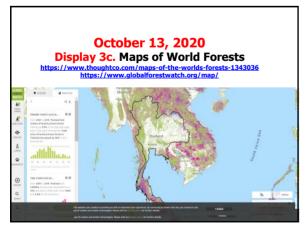
• Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

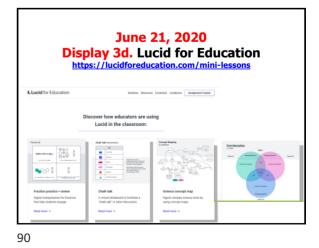






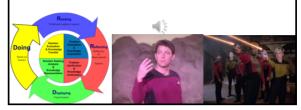




















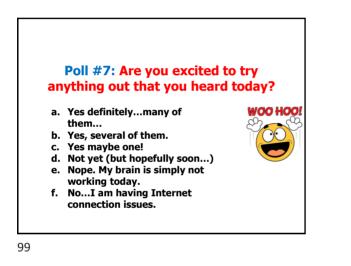


# Poll 6: Which pedagogical model or framework do you prefer? a. TEC-VARIETY b. R2D2 c. Neither d. Both

e. I will try to create some unique combo of the two.



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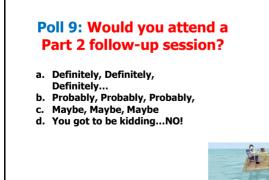


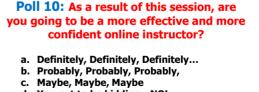
## **Poll #8: Does all this stuff that** you heard give you a headache? a. Yes, but I am still excited to

- try things out.
- b. Yes, and I need some medicine and a break.
- c. Not sure.
- d. No, let's go all day.
- e. No, let's go another hour.
- f. No, it was just right.



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d. You got to be kidding...NO!



The World is Open for you now...!













