

Resources That Resonate

Curating and Creating Instructional Materials with Purpose

LUNCH AND LEARN | WORKSHOP 3



CENTER FOR TEACHING AND LEARNING EXCELLENCE

WELCOME FROM THE

UHD Center For Teaching and Learning Excellence!



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Our Mission

"Promote student success by providing targeted faculty support promoting evidenced based instructional strategies, and cultivating an innovative and collaborative learning environment at UHD."



RESOURCES THAT RESONATE

Curate accessible, relevant, and engaging instructional materials for student success. This workshop invites faculty to rethink material choices through the lens of cognitive load, student engagement, and critical thinking.

Objectives

CLO 1:

Utilize evidence-based research to improve student outcomes.

- a. Identify challenges in engaging students with the course materials.
- b. Determine how adding a variety of materials can increase student engagement and improve outcomes.
- c. Compare the variety of library resources and how they could be used in your course.
- d. Analyze how case studies can support critical thinking.
- e. Consider how the arts can be used to support students in your subject area.



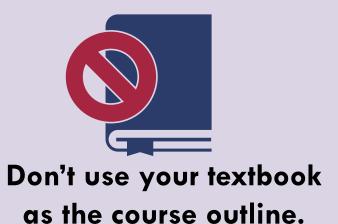
ACTIVITY

Reflection Questions

- How do you choose materials for your course?
- Do students do the readings and watch the videos?

What challenges do you have with engaging students with the material?

RESEARCH BRIEF





Aligning materials with objectives can reduce cognitive load and increase engagement.





Video improves learning in higher education contexts.



Case studies improve critical thinking skills in higher education.

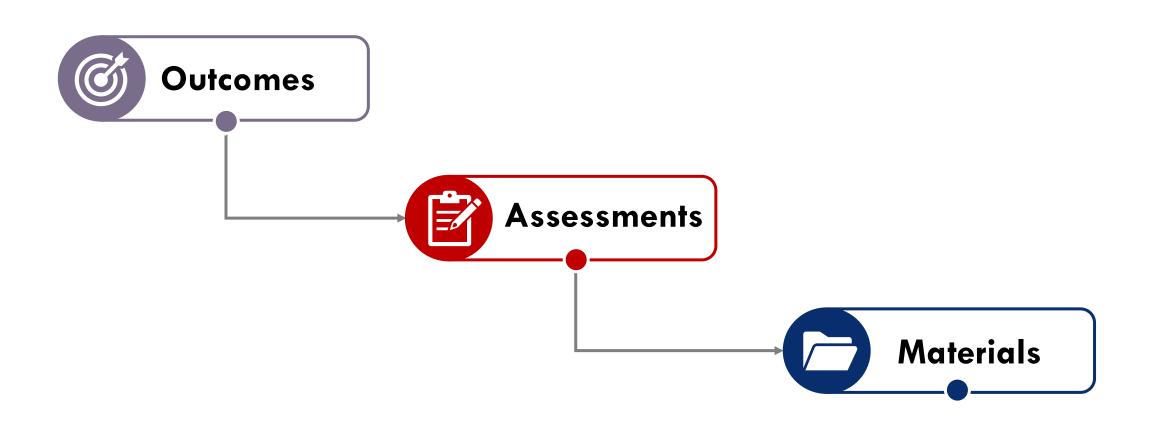
Materials Should Align With Outcomes



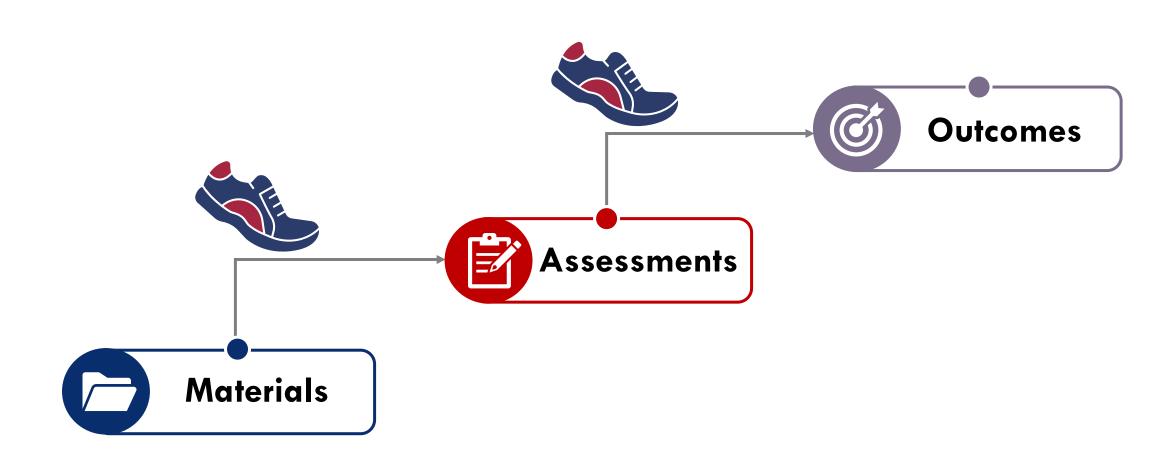
The teacher's job is not to cover what the textbook offers, but to use the text to assist in meeting learning goals.

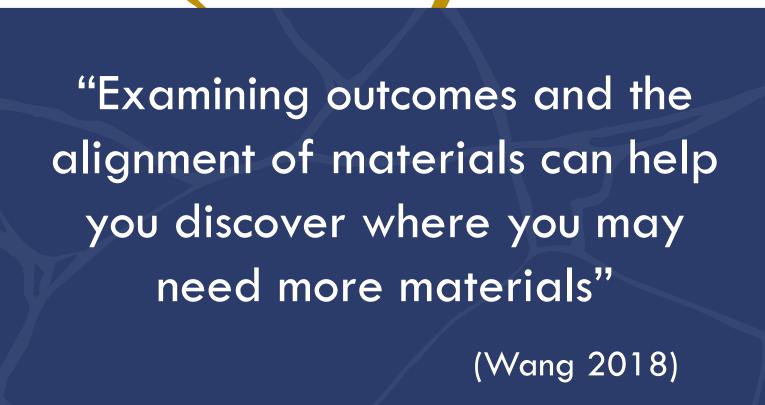
(Wiggins & McTighe 2005)

Backward Design Leads To...



Student Centered Course Design!!!





Kintsugi – "Golden Repair"

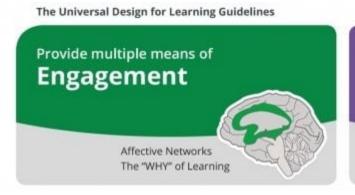


Designing For All Learners:

The Power of Varied Materials through UDL

Universal Design for Learning is a framework that helps design flexible learning environments that can accommodate the diverse needs of all students.

UDL recognizes that students differ in how they:







Connect emotionally

& stay motivated

Perceive, process & understand content. (visual, auditory, tactile)

Express what they know

Opportunities for Kintsugi

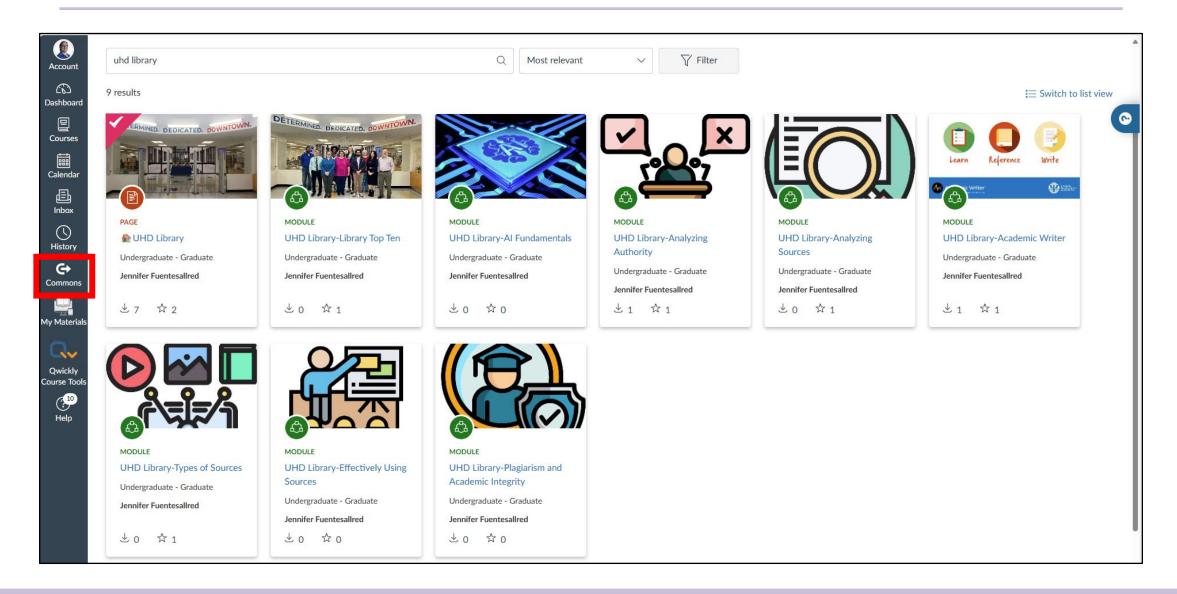
UDL Principle	Variety of Materials	Supports
Multiple Means of Engagement How can I motivate and sustain student interest throughout the course?	Case studies (real-world scenarios) Collaboration projects Choice-based assignments Reflective journaling	EngagementCritical Thinking
Multiple Means of Representation How can I present content in ways that reach all learners?	Videos Visual art, diagrams Case Studies Curated databases Audio Recordings Guided Notes	✓ Cognitive Load✓ Engagement
Multiple Means of Action & Expression How can students show what they know in different ways?	Storyboards Poster Presentations Debates, podcasts, video recordings Artistic interpretation Digital Portfolios	EngagementCritical Thinking

Library Video Databases

Over 150,000 online videos available

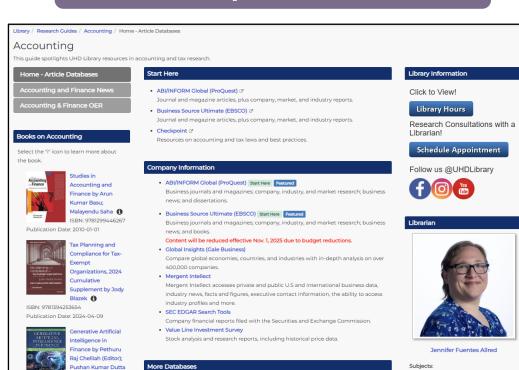
Subjects	Video Databases
General	Alexander Street Films on Demand Kanopy
Business	Henry Stewart Talks O'Reilly Online Learning
Theatre and Drama	Digital Theatre Plus Drama Online
Science	JoVE Science Education

Library Commons Demo



Research Guides

Subject Guide



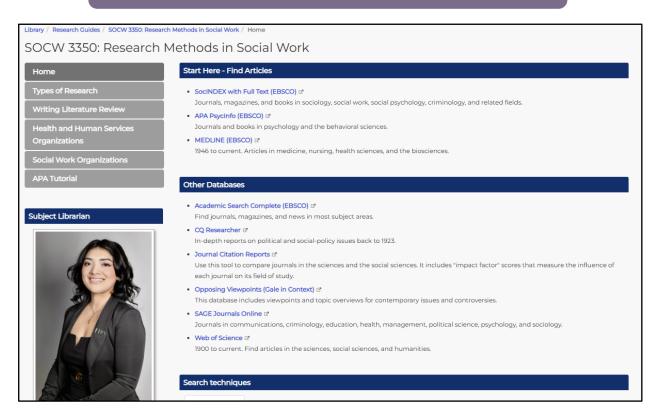
Editor); Abhishek

(umar (Editor):

Ernesto D. R. Santibanez Gonzalez

Books in almost every subject area.

Course Guide



Find Your Librarian

Accounting Risk Management and

Opportunities for Kintsugi

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Case Studies

Why Use Case Studies?

- A highly adaptable teaching method rooted in problem-based learning
- Encourages group discussion, collaboration, and complex problem-solving
- They promote development of analytical skills
- Engagement with higher-order thinking:
- Analysis, Evaluation, Application (Bloom's Taxonomy)

How Do They Help?

- Present content as narratives + guiding questions
- Foster interdisciplinary learning
- Connect academic topics to real-world societal issues

Impact on Students:

- Boosts motivation and class participation
- Improves learning outcomes and assessment performance

Tips for using Case Studies

- Use current and relevant scenarios to ground learning in authentic contexts.
- Focus on complex problems with multiple, ambiguous solutions to promote critical thinking.
- Encourage collaboration to help students challenge assumptions and refine ideas.
- Include reflection and peer feedback after the assignment to deepen learning.
- Align case studies with clear learning goals.

Practical Resources:

- Case Study GenAlPrompt Template
- UHD library case study filter search
- University of Oxford Case Study Center
- Harvard Cases Catalog

Using The Arts To Teach

The arts push us to recognize and consider the multiple, flexible ways in which people learn and interact with the world. They expand our notions of how content can be represented, perceived, and understood. They also show us that the ways in which we engage, act, express, and interact can be rich, varied, and contextual.

Using The Arts To Teach

Why Integrate the Arts?

- Reduces cognitive load by engaging multiple modalities (visual, auditory, kinesthetic)
- Boosts student engagement through creative expression and active participation
- Enhances critical thinking via observation, interpretation, and problem-solving

Examples:

- Humanities: Use visual art, music, or performance to explore historical or literary themes.
- Social Sciences: Combine images, text, and symbols, a soundtrack to visually represent complex ideas.
- Health Sciences: Simulate patient interactions, ethical dilemmas through role play.
- Environmental Studies: Use photography or sculpture, digital Storymaps to represent ecological issues.
- Engineering: Use classroom spaces, open spaces
 & physical movement to explore concepts.

Center for Teaching and Learning Excellence

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