

BIG IDEAS

Big Ideas are essential concepts from EGIA synthesized into an organized set. Each is supported by readings and experiences from the course. I use them here to justify decisions in my instructional unit.

1. Constructing Models of Reality

- 1.1. Make connections to prior knowledge
- 1.2. Provide structure to organize knowledge
- 1.3. Engage, but avoid cognitive overload

2. Communal Motivation

- 2.1. Reframe negative beliefs
- 2.2. Consider contextual norms when instructing and assessing
- 2.3. Create a culture where it's safe to fail

3. Deep and Sustainable Learning

- 3.1. Encourage grappling with ideas instead of memorization
- 3.2. Use formative assessments that deepen understanding
- 3.3. Promote transfer by solidifying underlying structure of concepts

4. Authentic Assessments

- 4.1. Scale complexity of assessment with intellectual depth of learning goal
- 4.2. Keep assessments practical in context of learning environment
- 4.3. Meet standards of assessment triangle

5. Experiments Where Everybody Wins

- 5.1. Vary a targeted aspect of instruction, but keep in mind alternative explanations
- 5.2. Use experimental methods that are both rigorous and ethical

For detailed descriptions and sources, see my portfolio at <https://zachmineroff.com/>

OVERVIEW

Domain



6th grade statistics as guided by section 6.SP of the Common Core standards

Importance



- Forms basis for critical thinking
- Sensible political discussions
 - Apply knowledge to other courses
 - Critical of scientific claims in media

Main learning challenges

- Making and justifying choices
- Appreciating value of stats
- Self-efficacy & growth mindset

"why does it matter which way you represent the data?"
"oh my GOD idk how 2 do this"
— Khan Acad. Students

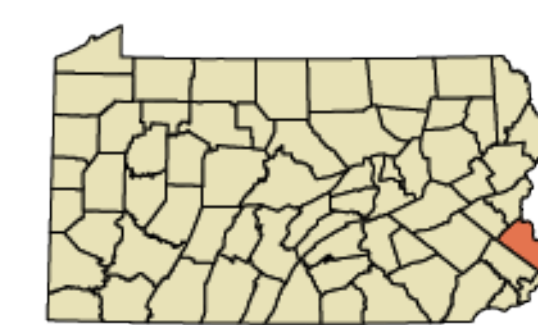
Addressing the challenges

- Combine power of
- eLearning → instant feedback, personalized practice
 - Projects → application of material, target dispositions

A — LEARNERS IN CONTEXT

Community

- 6th graders in a public school
- Doylestown (relatively affluent east coast suburb)



Timing

- Later in school year to ensure enough prior knowledge
- 10 1-hour lessons during math portion of day (2 weeks total)

Prior knowledge

- Facts: simple units of measurement, order of operations
- Skills: basic algebra, organizing tables, recognize patterns
- Dispositions: varying levels of math anxiety

Learner profile

- Out of middle childhood and into young teens
- Developmental level = double-edged sword
 - Growing ability to think more critically and abstractly
 - Physical & social changes act as distractions to learning

B — GOAL SPECIFICATION

		Cognitive	Metacognitive
Primary	Concepts	Recognize a statistical question Recognize (dis)advantages of visual methods used to summarize statistical data	Self-awareness of deep understanding of main concepts
	Skills	Form a statistical question Make and justify choices about the method of summarizing a dataset (numerical & visual)	Self-monitoring of willingness to plan solution before starting calculations
	Dispositions	Self-efficacy Willingness to experiment Value different visualizations & measures	Reflect on own beliefs about what it takes to learn statistics/math Adjust approach to statistical problems based on values
Secondary	Concepts	Understand useful info to extract from a dataset Recognize numerical ways of finding center/spread Recognize visual methods of displaying data	Shift learning focus based on difficulty mapping terms to definitions
	Skills	Describe the context surrounding a dataset Calculate measures of center/spread Construct relevant plots to display data	Monitor and evaluate process and change course if necessary
	Disp.		Monitor own anxiety and frustration

C — ASSESSMENT DESIGN

Semester-long project targets primary goals^{4,1}

- Students formulate stat. questions they want to answer^{2,2} and collect real data to draw a conclusion
- Segmented milestones allow students to continuously apply new information^{1,1} and enable multiple chances for feedback^{2,3}
- Students make choices about which methods best support their argument and reflect on their learning through guided questions^{3,1}
- Instructors use rubrics to ensure learners are reaching goals and offer more instruction as necessary^{4,3}

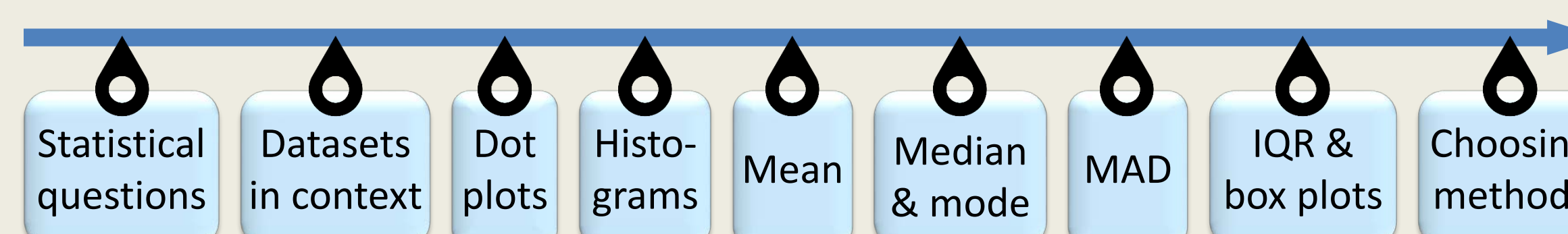
eLearning modules target secondary goals^{4,1}

- Students complete formative assessments that provide instant feedback based on performance^{3,2}
- Data logs allow platform to tailor scaffolding for individual students on the fly^{1,2}
- Summative post-quizzes highlight muddy points^{4,3}
- Preview quizzes get students thinking about next topic

Example assessment: Part of project milestone

- Cognition**
- Aligned with goal: Justify choice of measure of center
- Observation**
- Prompt: Which numerical measure of center best indicates the typical value of your dataset?
- Interpretation**
- Evaluate soundness of argument and give feedback

D — INSTRUCTIONAL DESIGN



Before class

- Instructor infers what students struggled with on HW
- Instructor assesses progress on project using rubric

In class (1 hour)

- Review previous topics; adjusted based on assessments
- Application of previous lessons to statistics project^{3,1}
- Lecture on new topic; incl. self-efficacy norms^{2,1}
- eLearning formative assessments on new topic

Homework (~15 minutes)^{1,3}

- Go over formative assessments
- Summative assessments for today, plus previous days^{1,1}
- Quick intro to next topic with a pre-quiz^{1,2}
- Work on project if necessary

Example instruction: Part of choosing methods

- Aligned with goal: Justify choice of measure of center
- Pre-quiz: Give example plot and ask students why median is better than mode as an indicator of typical value
- Lecture: Make use of contrasting cases with graphs
- Application to project: Students receive a peer's dataset and offer advice about which measure of center is best
- Homework: Make argument about own dataset

E — EVALUATION RESEARCH

Implementation: Fidelity check of teacher

- 2 courses run at the same time (different instructors)
- Test inter-rater reliability of rubric by having each instructor assess student projects from other class

Implementation: Fidelity check of students

- Track student interactions with eLearning platform
- From click logs, can determine time spent on problems, likelihood of gaming the system, etc.

Efficacy

Research Question

- Do motivational prompts in eLearning modules lead to higher measures of self-efficacy on the project?

Experimental design

- Experimental Group: Sees motivational prompts^{5,1}
- Control Group: Sees progress update page^{5,1}

Method

- Split-class design; stratified random assignment to groups^{5,2}

Data collection and scoring

- Students write self reflections for project milestones
- Instructor uses rubric to rate self-efficacy
- Improvement = score on final milestone - score on first

Hypothesis

- Students in experimental group will have higher improvements in self-efficacy measures

Assessment of design quality

- Inter-rater reliability: multiple instructors independently determine self-efficacy score for each student^{5,1}