

May 2024 Edition

ATTENTION!

Have you retrieved: past evals, previous grades, PARS material? The last date to access content in Sakai is 06/30/2024. Transfer content you wish to keep before that date!

Get help HERE.

How-To Roll Canvas Course Content as of Summer 2024

learning management system for a full academic year now. There are new elements integrated into Canvas course shells, including a new template that is automatically applied on to course shells. With these updates, the process for rolling course content has

All Sakai information and course material will be gone after

June 30th of this year. CSC has been using Canvas as its sole

changed. The Teaching, Learning, Professional Education Center (TLPEC) staff are happy to help faculty with this process. But for those who wish to learn the process, and roll course

content themselves, a how-to manual has been created and is available for reference. Click on the how-to manual image on the right to read the document.





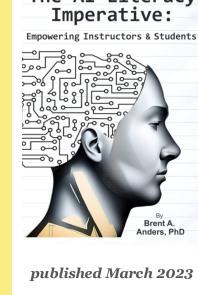
HOW-TO MANUAL

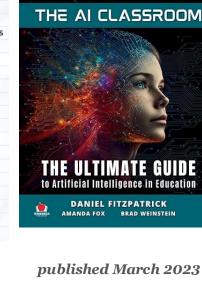
Roll Canvas Course Content as of Summer 2024

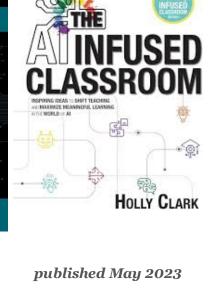


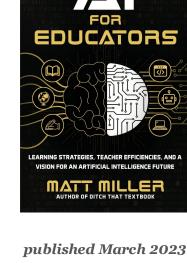


The AI Literacy Imperative: THE AI CLASSROOM









published March 2023 Explains the need for AI Literacy and its key aspects: Awareness, Capability, Knowledge, and Critical Thinking, as well as how to teach these vital skills.

COMING SOON

published April 2024

incorporating AI tools into teaching practices to create inclusive, accessible,

Provides strategies for

personalized learning environment that reach more students & give educators some time back. on order for the CSC TLPEC Library

Offers a thoughtful, easy-tounderstand guide to navigating the latest iteration of edtech.

to resources throughout.

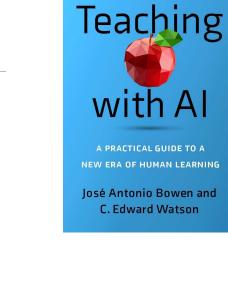
Provides practical ideas for

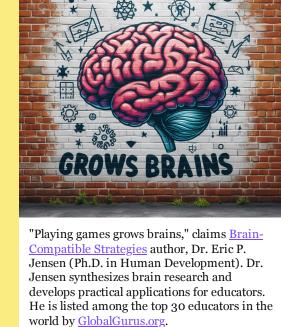
forward-thinking educators. Lessons and prompts included. Considers writing assignments Paints a picture of the future and assessment. QR codes link students will face in an easyto-read guide.

Offers a practical guide on how faculty can harness and manage AI research, work, and teaching tools. Chapters on feedback, cheating, role playing, writing, and re-imaging creativity.

"From interactive learning techniques to advanced assignment and assessment strategies, this comprehensive guide offers practical suggestions for integrating AI effectively into teaching and learning environments. Bowen and Watson tackle crucial questions related to academic integrity, cheating,

and other emerging issues." Button





Heather Crofutt INSTRUCTIONAL RESOURCES
COORDINATOR

developed courses fit for higher education settings. It's serious work and someone is trying to take this serious content and lower the standards into fun and games. Am I right?

Gamification in the Classroom

to explain. Today's learners are different than those of the past. They come from diverse backgrounds with different learning and communication styles and have grown up immersed in various technologies as a part of daily life. In order to meet today's students where they are, it may be time for us to adapt and include some elements that are familiar to them.

This is the furthest intent from the truth, and I hope you will allow me

I know what you all must be thinking... you have dedicated your life's work to your field of study, earned several advanced degrees, and have

Many cultures learn through storytelling. Gamification of learning is not about lowering standards—it's about changing the methods of how information is delivered, in an attempt to help today's learners more clearly understand, and more easily retain, content.

Continue Reading

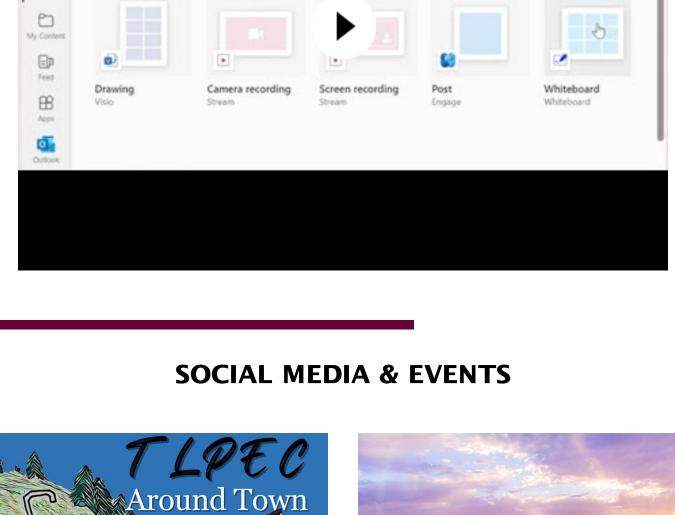
A few examples of gamified learning options include...





Create

Microsoft 365

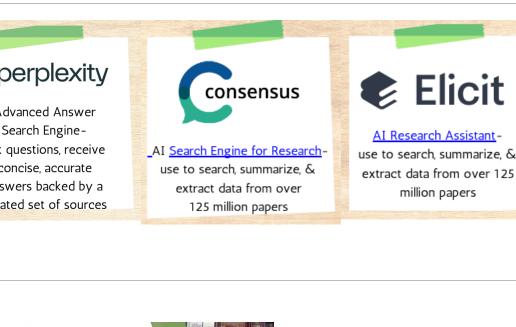


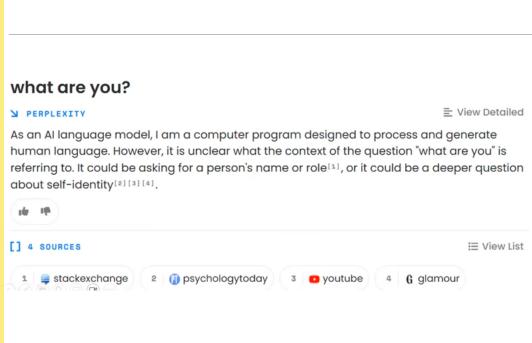


CHADRON STATE COLLEGE

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CSC faulty and staff join in conversation in the Library Learning Commons.





Consensus Meter (

 $Faculty \ and \ instructional \ designers \ can \ develop \ interdisciplinary \ learning \ experiences \ in \ higher \ education$

MLA Chicago Harvard BibTeX

by focusing on common vision, personal relationships, and iterative prototyping.

Cite this finding

Summary 0

How do faculty and instructional designers

use universal

design for learning in

higher education?

Consensus

C. Schelly, P. Davies, Craig L. Spoon

Prompt

These studies suggest that faculty and instructional

designers use Universal Design for Learning in higher

employing various instructional models such as the

ARCS Model and the social model of disability

education by focusing on interdisciplinary experiences, integrating technology and accessibility, and

with inline source citations. It interprets queries and offers followup suggestions to narrow searches. Button

A natural language processing chat

summarized, concise search results

bot designed to generate personal,

PERPLEXITY

RESEARCH RABBIT

A platform that empowers and

resources with colleagues.

enables researchers to discover, and visualize, relevant literature and scholars—and then share collected

Button

CONSENSUS An academic search engine, powered by AI. Current source

material used in Consensus comes

database and includes over 200M

science. Their mission is to use AI to make expert information

Button

from the Semantic Scholar

papers across all domains of

accessible to all.



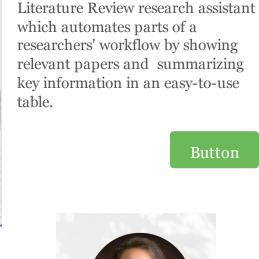
Elicit Sources

Student Perceptions of Faculty

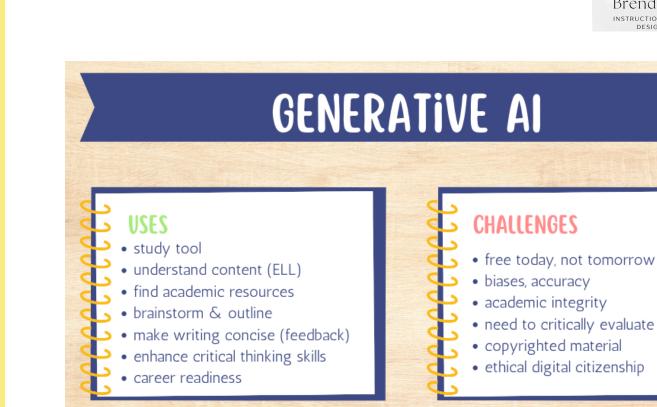
for Learning.

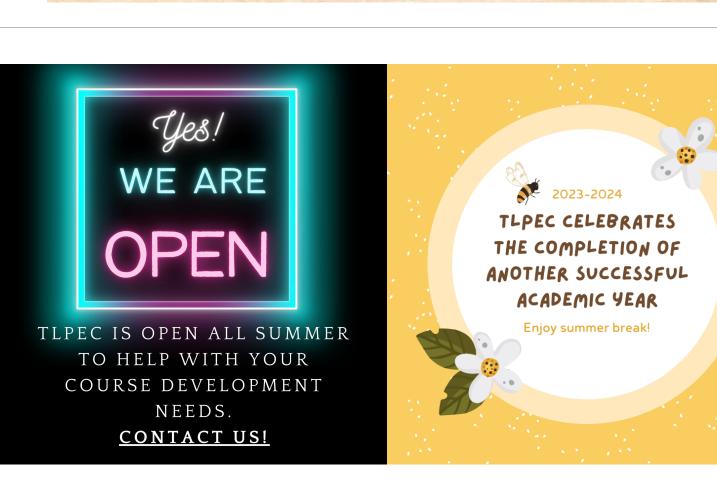
Implementation of Universal Design













Library Learning Commons 104 & 110 308-432-7068 **FOLLOW US**

FIND US

Chadron State College

🔝 Designed by CSC TLPEC Staff 👗

for classes next year? Click the images below to learn about some of the ideas & tools that were shared. perplexity ResearchRabbit Advanced Answer Search Engine-Scholarly Publication ask questions, receive Discovery Toolconcise, accurate citation-based literature answers backed by a curated set of sources mapping tool Research Rabbit Response

Export csv





INSTRUCTIONAL TECHNOLOGY &