

Newsletter

volume 2. Spring 2016

February Workshop

On February 8th, more than 50 teachers and faculty entered the TECO room at the University of South Florida ready to begin the 3-day spring MSP workshop. The MSP planning team had been hard at work revising the format for this workshop, with the goal of allowing teachers more opportunity to work collaboratively with one another on their 5E lessons, as well as discuss Kagan and PLC strategies. Only a few months remained before teachers would be asked to develop, implement, and submit new 5E lesson plans for CPALMS review. The spring workshop format included several small group activities, which allowed the teachers the necessary time to focus on their own lesson plans, as well as help others by providing feedback and suggestions for improvement.

Is it 5E?

What is 5E, and how can teachers recognize when one of the 5Es is being implemented in a lesson plan? The "Is it 5E?" session at the February workshop set out to address these important questions. The 5Es (Engage, Explore, Explain, Elaborate, and Evaluate) have been at the forefront of the MSP project, and have always generated much discussion. However, there is still confusion at times regarding which "E" is which. During the faculty-led "Is it 5E?" session, common misconceptions were uncovered, and the group of teachers from Osceola, Okeechobee, and Volusia saw clarification through examples. Upon completion of the session, the group emerged with a stronger understanding of how to recognize and implement the 5Es into their own lesson plans.

- Engage
- Explore
- Explain
- Elaborate
- Evaluate

Lesson Planning and Modeling

The February workshop set out with the goal of providing teachers additional time to work on their 5E lessons and share their ideas and strategies with their peers. Teachers participated in three days worth of 5E lesson plan delivery, brainstorming and review. A total of 28 teachers, working individually or in teams of two or three, presented their new 5E lesson ideas to their assigned small groups. Many of the teachers presented their lessons to two different groups, which allowed for a broader amount of feedback. Heather Miller also modeled her lesson on Limiting Factors for the larger MSP teacher group on Monday. Several of the new 5E lessons are now available for viewing on the Science4Inquiry website and can be viewed by logging into the teacher homepage.

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<http://science4inquiry.com>



The Next Workshop is June 13-17, 2016!

MSP Highlights

Technology Spotlight

Several new technologies have been mentioned over the course of the last two years, and many teachers have had an opportunity to test out or implement the technologies that will best suit their needs. One technology that has caught several teachers' attention is EDpuzzle. Have you had a chance to try EDpuzzle yet? If not, you can check it out at <https://edpuzzle.com>. EDpuzzle is an intuitive video editor that gives you the ability to add voice-over, comments, and quizzes to existing online videos. Use EDpuzzle to make sure that your students get the most out of the videos they watch in class! The platform is Web-based, so students will need to have reliable Internet access to view the videos. If you are interested in testing out other technologies, check out the list of technology resources on the Science4Inquiry website!



Did You Know...

1 Several of the 5E lessons developed as part of the MSP project have already been implemented since the February workshop. Many have also been added to the MSP website and are now submitted for CPALMS review!

2 Bill Van Horne, our MSP web programmer, has been developing a USB-based version of the MSP games that can be played on computers or tablets locally without Internet access. The USB gaming option was piloted by some MSP teachers in May and June 2016, and was very successful. If you want to join the pilot, contact Dr. Yiping Lou, yLou@usf.edu.

New Game Developments

During the February workshop, teachers had an opportunity to check out the concept for at least one new MSP game idea by self-selecting a game topic that was best suited to their interests. Graduate Assistants Ora Tanner, Lucy Moon-Michel, and Jessica Hooper pitched their new game ideas in short 15 minute demonstrations. Teachers were able to provide real-time feedback about the game concept, graphics, and general direction. Game ideas included Chicken Collision, Monster Genetics, and Maxwell Observatory. The feedback gathered during these brief demonstrations was very valuable. A prototype of these and a few other game ideas including sinkhole, photosynthesis, and pollinator will be shared with the teachers for review in the coming June workshop.

In April, MSP web programmer and graduate assistants created two sets of short review games for FCAT and Biology EOC tests to help students prepare for FCAT and EOC. The new games were well received. Students who played the games were invited to participate in a contest to see who could score the highest on the FCAT and Biology EOC reviews. The top game winner was Samantha Rivera from Celebration K-8 School in Osceola (Teacher: Brian Glasby). These review games will remain available on the MSP website for future use.

MSP on the Road

The MSP team has been out spreading the word about some of our project accomplishments! In early spring, Heather Miller, Becki Lucas, and Dr. Yiping Lou traveled to the national MSP Conference in Baltimore, Maryland to present their poster titled, *Developing and Implementing Standards-Aligned Science Inquiry Lessons and Scenario-Based Science Inquiry Games with Embedded Assessments*. The presentation was well received. Several participants expressed that these were exactly the type of games that they were looking for and asked whether the games are available for them to use with their teachers.

In late March, Dr. Yiping Lou, Ora Tanner, Lucy Moon-Michel, Jessica Hooper, and Bill Van Horne traveled to the SITE (Society for Information Technology and Teacher Education) Conference in Savannah, Georgia to present on the MSP game development process. Surf's Up Science, Bald Eagle Adventure, Air Potato Invasion, and Follow the Heat were in the spotlight during the 90 minute two-part presentation titled, *Scenario-Based Digital Games for Science Inquiry Learning and Assessment*.

The presentations are also published online through the SITE website under the conference proceedings.

