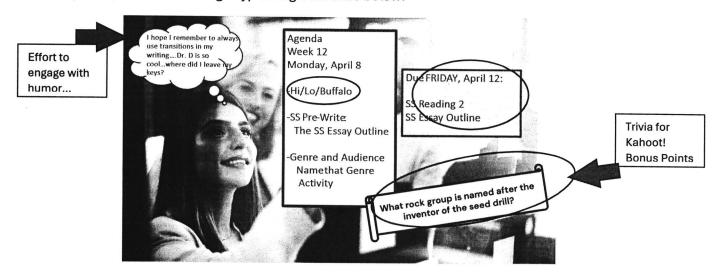
Classroom Innovation

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Fun with Class Meeting Agendas

For this classroom innovation, I am sharing how I use an agenda to help students know what to expect for our time together in class (and have a little fun). I create the agendas through various PP templates, and I am sharing a typical agenda slide below:



The Agenda a.k.a. Game Plan for Success

Every class, I share the game plan for success with my students as our agenda. The items on the agenda follow the module content for the week. This is also where I include the classroom motivator I shared as Hi/Lo/Buffalo.

I save the PP as a PDF and then post the file to a course module (we use MyCourses as our learning management platform) that houses the agendas. I keep adding a slide for each class agenda and then save the PP as a PDF, updating the file in the course module. This way, my students have a running tab of the agendas for each course module. To boot, I point students to the agendas when they are absent from class --- or when they let me know they will miss class and want to know what we are doing.

Reminder for Work Coming Due

I also put a reminder on the agenda regarding work for the week that is coming due.

Bonus Points/Trivia

I use Kahoot! to play trivia with my students before the due date of a big writing assignment. The trivia questions come from two areas: 1) trivia included on the agenda and 2) course content.

Example:

For the Comp I course I teach, the essays are chunked into themes based on academic disciplines of humanities, natural sciences, and social sciences. The trivia questions I ask focus on these themes. In the slide above, the trivia is related to an invention as the social sciences essay theme centers on the impact of an invention on a select group of people. Course content questions in Kahoot! might include transitions, PIE method, APA formatting, rhetorical appeals, etc.