

Al Literacy: Reframing Student Engagement 10/11/2024

Introduction

Welcome to our Al Literacy Workshop! Hosted by the Office of Innovation & Institutional Effectiveness (N&E) and led by Rodrigo Gomez, one of our Faculty Specialists for Emerging Technologies. This virtual session offers practical strategies for integrating Al into your classroom to enhance student engagement. We'll explore how Al can personalize education, make content more culturally responsive, support project-based learning, and promote equity in an emerging Al landscape. You'll learn how to reimagine lesson plans and reframe assignments with AI, using interdisciplinary approaches to enrich your teaching practice.



Hey, everyone! My name is Rodrigo!

Full Professor of English, San Diego Miramar College Faculty Specialist for Emerging Tech - II&E

Teaching at Miramar since 2016

Focus: Rhetoric, Composition, and Literature; pedagogical development;

emerging technologies, like Al

Interests: Poetry; Gamification & EdTech; Web3 Technologies

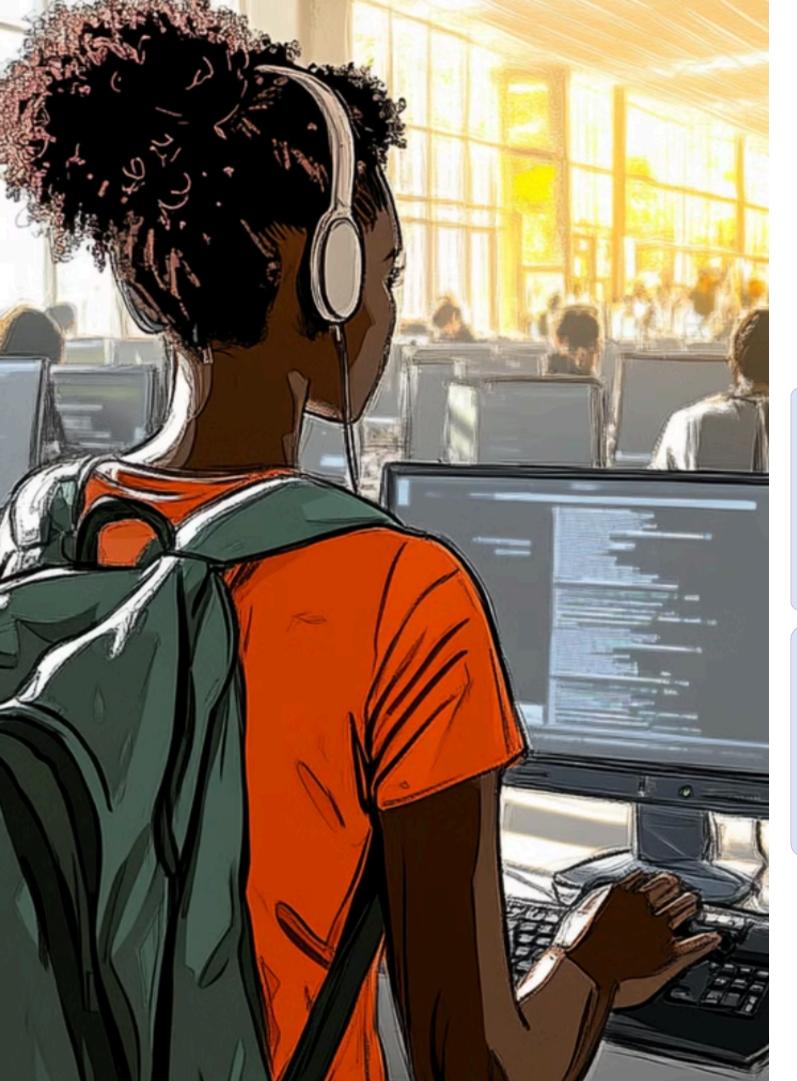
Goal: Enhance Web3 Literacy and use emerging technologies and

innovative educational practices for both academic settings and professional

environments

Objectives

By the end of this presentation, you will have a clearer understanding of how to leverage AI to enhance student engagement through personalized learning, cultural responsiveness, and interdisciplinary approaches. You will gain practical strategies for integrating AI into your lesson plans, creating assignments that are challenging, rewarding, and personally meaningful to students. Additionally, you will be equipped with best practices for fostering equity and empowering student voices in an emerging AI-driven educational landscape, along with resources for further implementation and exploration.



Al Key Concepts

Al Literacy

Understanding Al's role and capabilities in education.

Al Prompting

The art of crafting effective prompts for Al tools, like Midjourney.

Ethical Al Usage

Ensuring responsible and equitable use of AI in the classroom, focusing on privacy, bias, and academic integrity.



The Role of Al in Personalized Learning

1 Adapting Content

Al can personalize education by adapting content to individual student needs and learning styles.

Targeted Feedback

Al can offer students targeted feedback and suggestions to support their progress.

3 Enhancing Engagement

Al can enhance student engagement through relevant, culturally responsive content tailored to each learner.

Popular Frameworks for Teaching

Culturally Responsive Teaching (CRT): A pedagogy that recognizes the importance of including students' cultural references in all aspects of learning, aiming to make education more relevant and effective for diverse learners.

Flipped Classroom: A pedagogical model where the traditional lecture and homework elements are reversed. Students first explore new content at home, often via video, and then apply that knowledge in the classroom through interactive activities.

Social-Emotional Learning (SEL): An approach that focuses on the development of self-awareness, self-control, interpersonal skills, and responsible decision-making, essential for success in school, work, and life.

Project-Based Learning (PBL): An instructional approach where students engage in real-world, meaningful projects that require critical thinking, problem-solving, collaboration, and various forms of communication.

Popular Frameworks for Teaching

Inquiry-Based Learning: A student-centered method of education that involves exploring questions, problems, or scenarios rather than presenting established facts or portraying a smooth path to knowledge.

Competency-Based Education (CBE): An educational approach that focuses on students demonstrating mastery of skills and knowledge at their own pace, rather than progressing through courses based on time spent in class.

Critical Pedagogy: A philosophy of education that encourages students to question and challenge domination, and the beliefs and practices that dominate, advocating for the development of critical consciousness.

Al to Make Content Culturally Responsive



Diverse Perspectives

Use AI to generate content that reflects a range of cultural viewpoints and experiences.



Student Representation

Encourage students to explore and represent their own cultures in Algenerated work.



Culturally Responsive Al

Explore case studies of how AI can be applied to create culturally responsive learning experiences.

Supporting Project-Based Learning with Al

Enhanced Research

Al tools can help students conduct more thorough research and generate innovative ideas for complex projects.

Collaborative Projects

Al can facilitate student-driven, collaborative projects by providing organizational support and real-time feedback.

Brainstorming

Al can assist students in brainstorming and structuring their project ideas, making the process more efficient and effective.

Examples of Project-Based Learning with Al

- Al-Driven Literature Analysis
- Al-Enhanced Historical Documentary Project
- Al in Smart City Planning

Promoting Equity with Al

Addressing Biases

Ensure Al systems are designed to address potential biases and provide equitable access to all students.

Critical Engagement

Encourage students to critically engage with Al tools and question the outputs to develop digital literacy.

Equal Access

Provide equal access to Al-powered resources and technologies to support student learning and growth.

Empowering Student Voice



Amplifying Diverse Perspectives

Use AI to ensure all students have a voice and platform to share their unique perspectives and experiences.



Exploring Ideas with Al

Encourage students to leverage Al tools to explore and express their ideas in innovative ways.



Al-Powered Expression

Empower students to use Al-generated art as a medium for personal expression and creativity.

Engaging Assignments with Al



Creative Challenges

Incorporate AI into assignments that push students to think outside the box and explore their creativity.



Personalized Meaning

Customize assignments using AI to reflect each student's unique interests and experiences.



Rewarding Experiences

Design assignments that are both intellectually stimulating and personally meaningful for students.

Personal Example: Fall 2024 AI Art Reflection Activity

Quickfire Reflection

Students write rapid responses to Al-crafted artwork in just 5 minutes.

Prompt Puzzle

Teams brainstorm the hidden prompt behind the Al-generated artwork for 10 minutes.

Prompt Creation & Al Art Challenge

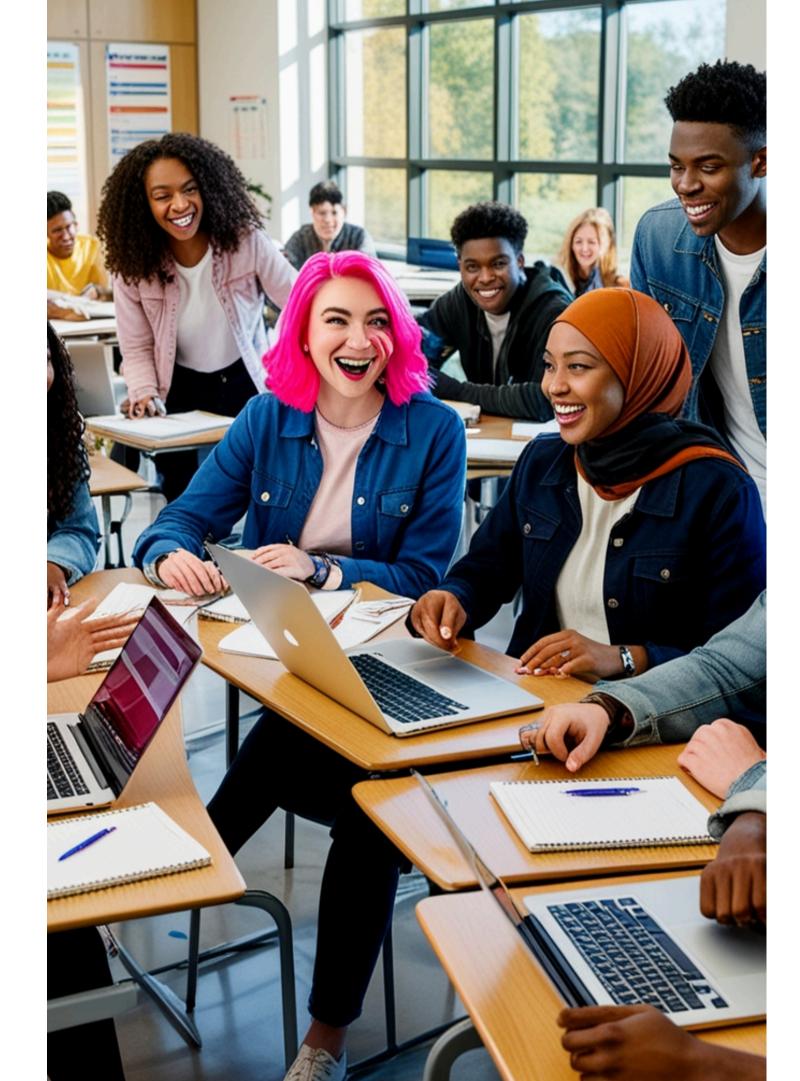
Teams create their own prompts and generate Al art using Midjourney in 15 minutes.

Rapid Reflection

Students reflect on the process and share with their teams in 5 minutes.

Sample Image:





Reimagining Lesson Plans with Al

Enhance Engagement

Incorporate AI tools into existing lesson plans to boost student engagement and interactivity.

Interdisciplinary Approaches

Use AI to enrich teaching practices by connecting concepts across different subject areas.

Reframe Assignments

Leverage Al to reframe traditional assignments and create more dynamic, personalized learning experiences.

A Rough Example: Chris Biffle's "Gamification

Let's say you find yourself wanting to use a certain framework, but not being sure where to start. Here is my prompt request to ChatGPT to have it help me adapt my pedagogy:

I'm looking to get started applying Chris Biffle's gamification and learning strategies into my college class. Please break down for me his key points, especially from works like "Whole Brain Teaching for Challenging Kids". Provide me a sample of games that I could create for an English college curriculum focused on storytelling, rhetorical analysis, and argumentation-- as well as critical thinking as a whole

Chris Biffle's "Whole Brain Teaching" (WBT) is a teaching strategy that emphasizes active learning, student engagement, and classroom management through gamification and interactive activities. Here are some key points from his approach, along with sample games that can be adapted for a college English curriculum:

Key Points:

Engagement through Movement:

WBT encourages using gestures and movements to reinforce learning. This can help with memory retention and understanding.

The Big Seven:

Class-Yes: A call-and-response to gain attention.

Mirror Words: Students mimic the teacher's gestures and words to reinforce concepts.

Teach-Okay: Students teach each other the material, reinforcing their understanding.

Scoreboard: A simple game where students earn points for positive behavior and engagement.

Hands and Eyes: A signal to focus attention.

Switch: Encouraging students to take turns teaching to foster engagement.

Brain Toys: Activities like "Air Whiteboard" where students visualize concepts in the air.

Key Points:

Gamification:

Using points, rewards, and competitive elements to motivate students.

Small Steps and Repetition:

• Breaking down complex concepts into manageable chunks and using repetition for mastery.

Collaborative Learning:

• Encouraging students to work together and teach each other.

Positive Reinforcement:

Recognizing and rewarding positive behavior and participation.

(i) Sample Games for English Curriculum

Storytelling

Story Circle:

- o Objective: Develop creativity and narrative skills.
- How to Play:
 - Students sit in a circle. The first student starts a story with a sentence. The next student continues with another sentence, and so on.
 - Introduce challenges like using specific rhetorical devices or incorporating elements of argumentation.

Character Role-Play:

- Objective: Explore character development and perspective.
- How to Play:
 - Assign each student a character from a story or novel.
 - Conduct an interview where other students ask questions, and the character responds.

Sample Games for English Curriculum

Rhetorical Analysis

Rhetoric Detective:

- **Objective**: Identify rhetorical devices in texts.
- How to Play:
 - Divide students into groups and give them a text.
 - Ask them to highlight and explain rhetorical devices used.
 - Points are awarded for each correctly identified device and explanation.

Debate Challenge:

- o **Objective**: Practice argumentation and rhetorical skills.
- How to Play:
 - Organize a debate on a relevant topic.
 - Assign roles such as "Pro" and "Con," and include judges to provide feedback on rhetorical effectiveness.

Argumentation

Argument Relay:

- o Objective: Build logical and coherent arguments.
- How to Play:
 - Start with a statement. The first student provides a supporting argument, and the next must add to it, refute it, or counter it with an example.
 - Continue until all students have contributed.

Final Thoughts and Q&A



Key Takeaways

Recap the session's key insights on integrating Al to enhance student engagement and learning.



Creative Integration

Encourage participants to think creatively about applying AI in their classrooms.



Q&A

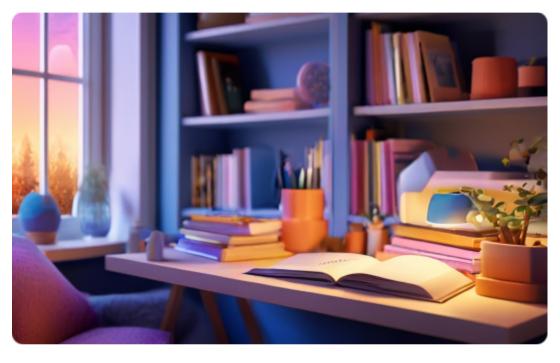
Open the floor for questions and discussions to address any remaining queries.

Next Steps and Resources



AI Tools and Frameworks

Explore a variety of AI tools and frameworks to integrate into your classroom, from chatbots to personalized learning platforms.



Additional Reading

Check out our recommended reading list to deepen your understanding of Al in education and best practices for implementation.



Contact for Support

Reach out to us for further guidance and support as you begin experimenting with AI in your classroom.

Thank you for joining us today! I hope you found our time productive



If you need help, or would like support with AI conversations your college, the II&E team is ready to support you!



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Over the past year, our colleges and campuses have embraced AI in innovative ways to enhance teaching, learning, and administrative processes. From virtual tutors to AI-powered curriculum development, we'll highlight some of the transformative AI initiatives happening district-wide.