

Developing Graduates for an Innovative and Modern Agricultural Sector





Content

- 1. Context
- 2. Technical knowledge
- 3. Context
- 4. Skills
- Traditional model
- 6. The need for change
- 7. New approaches
- 8. Alignment
- 9. Blooms taxonomy
- 10. Examples of Change







What technical knowledge is needed in Agriculture?















Context

- Traditionally universities have focussed on the academic approach imparting technical information and knowledge for students to absorb.
- Agriculture is a rapidly changing industry and information and knowledge can quickly become out-dated as new technology and innovations are introduced
- To produce employable graduates universities need to develop students with a wide range of skills, competencies and understanding





Skills/Competencies

Problem solving

Achievement/results

Developing others

Teamwork

Leadership Leadership

Planning/organising Awareness

FLEXIBILITY/ADAPTABILITY

Customer focus

Analytical thinking

Building relationships

Traditional model

- Content delivery by expert, students mainly passive
- Expectation that students read more or consolidate their knowledge in some way in own time
- Task to prompt and test learning essay
- Teaching to the test for exam preparation
- Exam tests memory
- Assessment allows surface learning to pass



The Need for Change

- Greater accountability to the students and to government
- More modern practices put the student at the centre of the process developing competences rather than gathering facts
- Shift from teaching to learning and measuring learning.
- Better understanding of how students learn
- Changing conception of what counts as knowledge and who can create it.
- Greater focus on skill development and employability.
- Availability of learning resources for content delivery, e.g. web, VLE.





New Approaches

- Student is the focus of the learning experience not the lecturer
- Assessment for learning not assessment of learning







Alignment

- Key idea is that all the components of a course are aligned and the drivers for this are the Learning Outcomes: what you want the students to be able to do after they have taken the course.
- Assessment must be designed to check the students' ability against the learning outcomes.







Blooms taxonomy

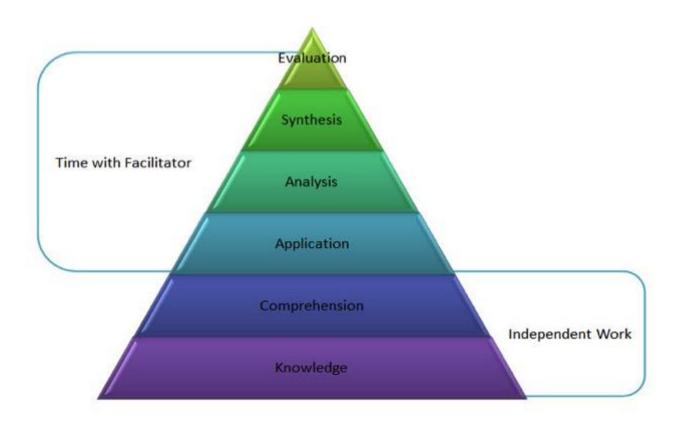


Image from http://ileighanne.files.wordpress.com/2013/01/flipped-classroom-blooms.jpg



Examples of changes

- Flipped classroom and collaborative learning
- Problem based learning
- Research based learning
- Reflective learning and self-evaluation





Flipped classroom

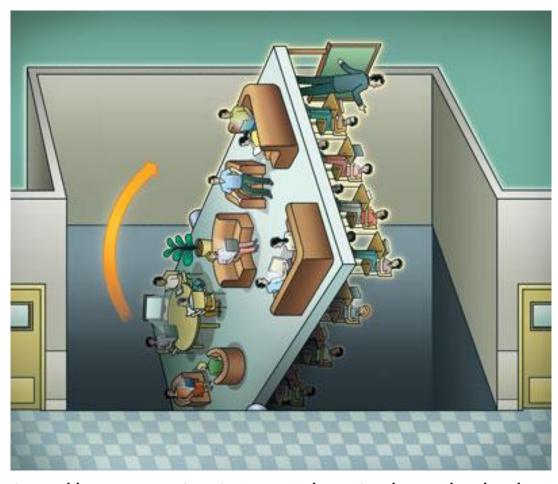
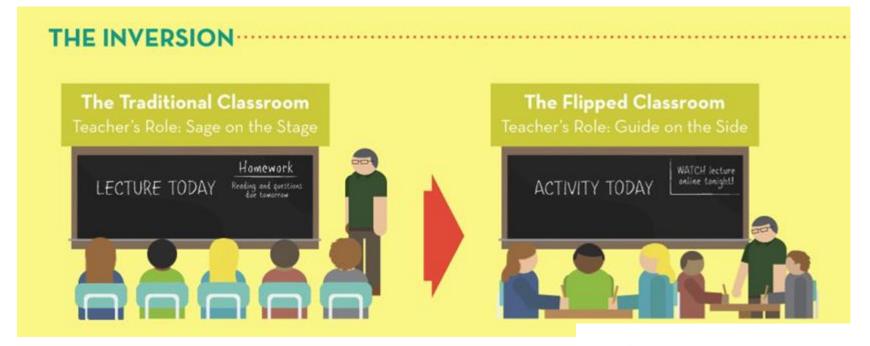


Illustration from: http://campustechnology.com/articles/2013/01/23/6-expert-tips-for-flipping-the-classroom.aspx



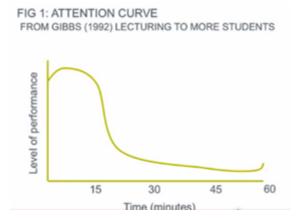






The interactive lecture

- Allow spaces for thinking, responding, framing questions, analysing, predicting, using what has been presented.
- More effective if collaborative as stuck students can catch up by learning from others and all stretch their understanding.
- A gap with nothing is more effective overall than a non-stop lecture

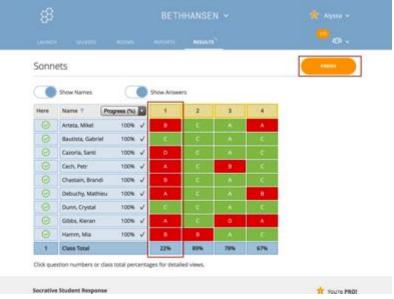






Online Quizes







Problem-Based Learning (PBL)

- Began in 1960s
- Classic definition "<u>learning</u> that results from the <u>process</u> of working towards the <u>understanding</u> of a resolution of a <u>problem</u>". (Barrows and Tamblyn 1980:1).
- Usually in student groups
- Problem design is crucial to success



What does PBL look like

- Tutor provides prompt something complex that, when investigated fully, will need the threshold concept(s) with no right answer, or only one way to approach it
- Students work in groups
- Could last one session or whole module
- Tutor meets groups to check on progress, provide guidance.





Good quality problems are:

- Engaging and motivating
- Authentic, real-world, from professional/ social life
- Open to multiple ideas/hypotheses, sustain discussion
- Multi-dimensional with physical, cognitive, social, emotional, ethical dimensions
- Challenge students to achieve learning outcomes, understand threshold concepts, work on problems
- Graduate attributes-focused:
 Enhance teamwork, critical thinking,
 creative problem solving.



Prompts

- An article
- An experience related
- A video
- A photograph
- A field walk
- Farm visit







- Posters as assessment
 - Year 1 → research paper
 - Year \rightarrow own research
- Flexible, CV-19 proof
 - Online/offline
 - Live/recorded
- Transferable skills



- Industry case studies
 - PBL
 - Lecturer-steered
 - Data relevant and up to date
 - Industry reps can be involved





- Online/mobile quizzes
 - Check understanding
 - Gamification
 - Maintain interest
 - Various alternatives
 - offline/snowballing/etc.



- Portfolios
 - Allow for collections of different types of assessment in a coherent manner
 - Flexible
 - Online or offline
 - Example: https://zsdeportfolio.weebly.com/



Questions?

Presentation available at:

https://www.slideshare.net/NiekyvanVeggel/developing-graduates-for-an-innovative-and-modern-agricultural-sector