HOW TO
MAKE SI SESSIONS REWARDING FOR EVERYONE
DESPITE LARGE DIFFERENCES
IN SUBJECT KNOWLEDGE.
GOALS:

- Get all participants of an SI meeting involved in the session
- Explore strategies to facilitate knowledge transfer
- Have fruitful discussions
- Develop new techniques
- Be inspired
- Have fun
ASK QUESTIONS!
STAND UP IF...
STAND UP IF... REFLECTIONS?
WHAT TECHNIQUES CAN BE USED TO FACILITATE KNOWLEDGE TRANSFER FROM STUDENTS WHO KNOW A LOT TO THOSE WHO KNOW LESS?
You will be pretending to be a student in the class “SI 101”. The list below represents your knowledge. You have attended class regularly and tried to learn the material, but you find the requirements confusing and are not sure that you remember all of them correctly.

Attempt the task to the best of your ability, using the knowledge you have. Your goal should be to clear up some question marks and build up your confidence before your upcoming exam.

To count as an SI session, a meeting must...
1. Have at least 1 participant.
2. Focus on a current class topic.
3. Aim to facilitate discussions between students.
4. Give participants a chance to ask questions.
5. Not “teach” new material.
6. Apply fun and effective learning strategies.
7. Give students an opportunity to learn good study technique.
8. Have low stakes – no grading.
9. Be welcoming and open to everyone.
INSTRUCTIONS - SIMULATION ROUND 1

- Do not show your paper to anyone – it represents your knowledge and should be conveyed as such.
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- Form a group of 3 people. All should have the same number.
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Imagine a fable creature that meets the requirements that you are aware of. You must list out everything about your fabulous creature, and if you have time over, draw a picture of it.
INSTRUCTIONS - SIMULATION ROUND 2

- Remember to act your part! Do not show your paper to anyone, instead explain what you know the way you normally would.
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- Remember to act your part! Do not show your paper to anyone, put it away and instead explain what you know the way you normally would.

- Form a group of 3 people. All should have the different numbers. I.e. one 1, one 2 and one 3.
INSTRUCTIONS - SIMULATION ROUND 2

- Remember to act your part! Do not show your paper to anyone, put it away and instead explain what you know the way you normally would.

- Form a group of 3 people. All should have the different numbers. I.e. one 1, one 2 and one 3.

- Imagine a new fable creature that meets the requirements that you are aware of. It must be different from the previous one. Make sure that everyone in the group agrees to your solution.
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- Imagine a new fable creature that meets the requirements that you are aware of. It must be different from the previous one. Make sure that everyone in the group agrees to your solution.

- You must list out everything about your fabulous creature, and if you have time over, draw a picture of it.
PRESENTATION TIME!

Time to show off your fabulous creatures
DISCUSSION - SIMULATION IS OVER, BACK TO BEING SI LEADERS

- Pros and cons with the different group constellations?
- Did you experience any difficulties solving the task? What were they? Differences between first and second round?
- What strategy did you use to solve the task? Was it different in the first round compared to the second?
- Was it effective, or can you see better approaches in hind sight? If so, how can you as an SI-leader help your students in finding and using the better strategies?
- How realistic is this exercise? Are there any limitations? What can you take away from it, despite the potential limitations?
DISCUSSION - SIMULATION IS OVER, BACK TO BEING SI LEADERS

- How can you find out the knowledge level of your participants?
  - Before a meeting?
  - At the start of the meeting?
  - During the meeting?
  - At the end?
  - After?

- What are some ways of dividing students into groups?
Contact:

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THANK YOU

Enjoy the rest of the conference