COOPERATION OR COMPETITION?

STUDENT LEARNING & EFFECTIVE TEAMWORK

The language used to discuss interpersonal cooperation and effective, goal-oriented participation often centers upon "teams" ... But is a **competitive** intellectual environment one that we want to create for our students?

Or should learning be more oriented toward raising up **everyone** — not just the members of one's "team"?

COOPERATION:
Midterm Project

Student <u>groups</u> recreate a piece of medieval technology based on primary sources.
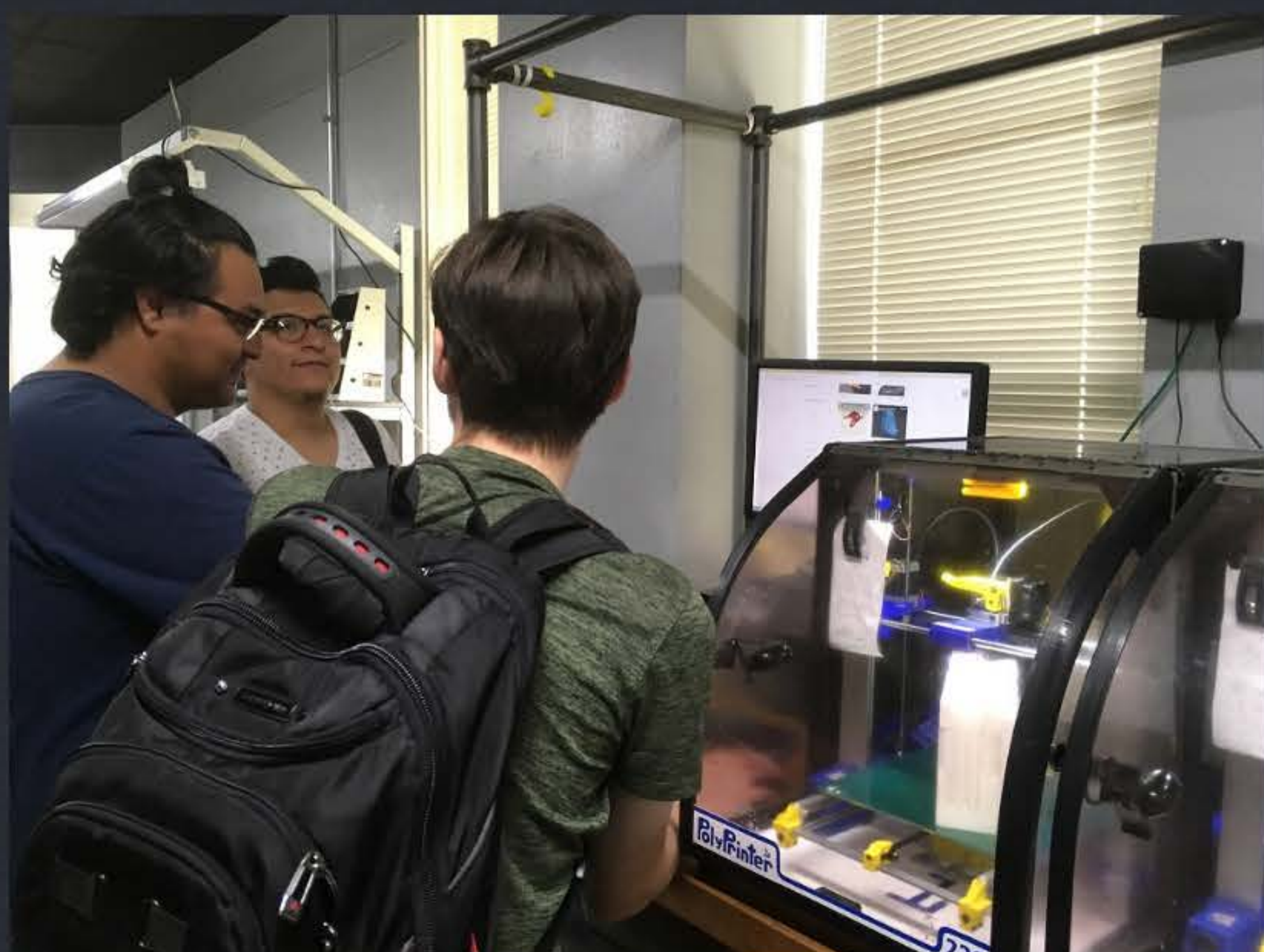
Students are required to share information & help other groups.

COMPETITION:
Final Project

The same student groups, now <u>teams</u>, build medieval catapults to compete: whose "siege engine" is the most powerful?

Sharing information beyond the team is discouraged.

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Preliminary Results:

Anecdotal responses:

"This is the most fun I've ever had with group work!"

"One of my team members is not doing the work but is taking all the credit."

Additional feedback will be collected from anonymous surveys administered at the beginning and the end of the semester.

STILL TO COME...

Hear Ye! Hear Ye!

Announcing the
HIST 3302: Medieval Technology & Scientific Thought

Medieval Siege Engine Tournament

Tuesday, May 1
9:30am—10:50am

At the flagpoles facing the UTA Central Library

To Contact kbeebe@uta.edu

With thanks to the Department of History, the UTA FabLab, and the Collaborate UTA Teamwork Professional Learning Community