

TABLE DIRECTORY

TABLE 1

**Gina Becker &
Dr. Sheyleah Harris-Plant**

- Infographic syllabus
- Students assist in creating classroom norms that will be incorporated through the semester
- Emphasis on building classroom culture, relationships, and learning communities
- Games and activities to check for understanding

TABLE 2

**Alma Lopez &
Evan Vargas**

- Self-assessment through test reviews
- Math Jeopardy final exam review that incentivizes student mastery of content
- New homework policy that provides immediate frequent feedback and incentivizing homework set completion

TABLE 3

Jerod Clopton, Dr. Jay Driver, & Jacque Fowler

- Data driven instruction that identifies low-performance standards that will be spiraled back into the course to aid student mastery
- Test corrections to encourage student self-reflection
- Zoom deep and wide method of instruction with incorporation of daily brain breaks

TABLE 4

**Tom Johnson &
Robert Plant**

- "Zero Lectures" that incorporate challenge questions, setting foundational terms, and themes
- Collaborative learning opportunities through peer tutoring
- Engaging and kinesthetic experiences provided via interactive whiteboard activities

TABLE 5

**Karol Albus &
Traci Sanders**

- Building dual-credit relationships via Kahoot, Bookings, "Fireside Chats," and "Tour of Texas"
- Growth mindset to aid persistence and grit
- Two different approaches to exam reflections and corrections
- Emphasis on flipped classroom model, warm-ups, and group work

TABLE 6

**Phyllis Cormier &
Dr. Taek Jang**

- Real-world problems and applications that are cross-curricular
- Emphasis on critical writing, exit tickets, and chunking content to aid student mastery
- Lab assignments that encourage small-group purposeful talk
- Gradescope for homework submission and feedback

TABLE 7

**Rebecca Darby &
Denise Johansen**

- Jamboard KWL charts that identify prior knowledge, learning goals, and real-world connections
- Discussion hooks that activate prior knowledge and scaffold background knowledge
- Emphasis on real-world group projects, critical writing journals, and brain breaks

TABLE 8

**Shirley Davis &
Dr. Ramesh Krishnan**

- Gamifying of instruction through Kahoot, scavenger hunts, and the raffle question
- Flipped classroom model in which students view content prior to class and class time is then dedicated to working with the instructor to identify misconceptions and address questions

TABLE 9

**Morgan Groves &
Dr. Josh Keneda**

- Flipped classroom model that uses an OER website and the zoom-in, zoom-out, zoom deep and wide structure
- Incorporation of critical writing, growth mindset, and brain breaks
- Focus on relationships and classroom culture
- Bottom-line up-front method for communication