

## MANAGING COLLEGE GROUP WORK & CREATING GROUPWORTHY TASKS

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## MY BACKGROUND

- ➤ Teaching college math since 1989, tenure track since 2001
- ➤ Work with ES, MS, HS, 2YC, Univ instructors, pre-service and in-service
- ➤ 1993-95. Treisman PDP Workshops



## I AM THE TEACHER BECAUSE I CAN DO MATH MORE QUICKLY, CORRECTLY AND PRECISELY THAN YOU.

- ➤ responsible for creating a learning environment, not defeating students in math showdowns
- > very threatening to make mistakes or not know (confirm imposter syndrome)
- ➤ incentive to reduce risk, display superiority

## MATH IS A LADDER. TEACHING MEANS GETTING STUDENTS "BEYOND" MATERIAL.

- ➤ We hate spiraling back and reviewing
- ➤ Cultural teacher norm to complain: "Can you believe students can't do X?"
- ➤ Hard to conceive of college level algebra
  - ➤ by definition, it's stuff you "got past" in high school

## MATH TEACHER FOLK BELIEFS 2 CTD

## MATH IS A LADDER. TEACHING MEANS GETTING STUDENTS "BEYOND" MATERIAL.

- ➤ Contrast: English Composition
- ➤ Get past essays?
  Sentences?
- ➤ Bigger words, write faster under pressure?

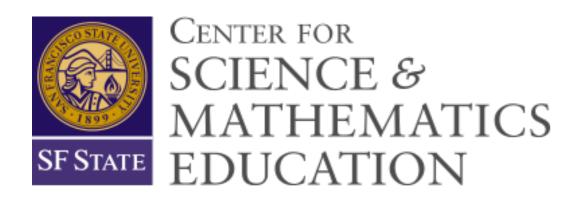
- > Want complex, creative argument
- > fluent metaphors & representations
- → beyond rote recipes (5 para)
- ➤ address novel situations
- understand/convince arguments of others

# SLOW STUDENTS JUST AREN'T "MATH PEOPLE" OR ARE "LAZY". FAILING A LOT OF STUDENTS MEANS I HAVE "HIGH STANDARDS".

- ➤ Fixed / growth mindset
- ➤ Self-control is fragile
- ➤ Double Marshmallow Test, bad crayons/stickers, 4x wait
  - ➤ Suspicion breeds suspicion. It's a trap!
  - ➤ https://doi.org/10.1016/j.cognition.2012.08.004
- ➤ Belonging 30% drop in IQ w "alone" prediction

#### REAL MATH IS INCOMPREHENSIBLE.

- > Research Talks culturally required to baffle.
  - ➤ Talks must lose people in 10:00, 30:00 max.
  - ➤ Else, your work is trivial and you are dumb.
  - ➤ (Also have to lose people or they might find a mistake.)
  - ➤ Baffling = hard math, not horrible communication
- ➤ Many of us survived courses where 50+% failed
  - ➤ High standards! Proud & survivor remorse.
- ➤ In this culture, grad students learn to teach.



# MY METHOD OF GROUP WORK

## **CLASS OVERVIEW**

- ➤ Minor setup or debrief or review of last class
- ➤ Team problem solving on large surfaces
- ➤ Whole class discussions at checkpoints
- ➤ More group work / whole class cycles
  - ➤ Group work: brain exercise, reorganizing, curiosity, inventing, idea play, prep to understand checkpoint
  - ➤ Whole class checkpoints (including wrap up) for closure, academic language, consolidation, status
- ➤ Online HW, computer graded, symbolic aerobics.
- > (once) flipped class videos no one watched

## LARGE SURFACES

- ➤ The groups work at large surfaces.
- ➤ Bring breath mints, friendly way to circulate
- ➤ Blackboards/Whiteboards
  - ➤ When wall space is available, I use static paper which turns walls into whiteboard space.
  - ➤ Lacking wall space, you can use easels or small whiteboards.





### NORMS AND FRAMING

- ➤ Tend to model through enforcement rather than have an explicit covenant.
  - ➤ Equity of voice
  - ➤ Be present
  - ➤ Criticize ideas not people
  - ➤ Groups leave no one behind, no solo questions
- > "If you solve my task right away, I gave you the wrong task."
- > "Working out your brain muscles requires resistance. I'm your personal trainer."
  - ➤ I'm not the border patrol trying to catch them.

## **GROUPING STUDENTS**

- ➤ Some approaches by others:
- ➤ Set roles, like in Complex Instruction.
  - > Organizer, reporter, questioner, resource monitor
- ➤ Heterogenous or homogeneous "ability" grouping
- ➤ My approach
  - ➤ Alternate between openly random groups (no more than 4) and letting them pick.
  - ➤ I don't do any "ability" based algorithms, on purpose.
    - > Student speed depends on the task.
    - ➤ Also, toxic to guess you're in the "low" category

## SOME OPENLY RANDOMIZING METHODS

- > count off modularly to N
- > count off by compass direction
- ➤ count off and divide by N and find your remainder (hard)
- > group by last name, by birth month
- > hand out cards when they arrive
- ➤ find at least one person you haven't worked with

#### MANAGING GROUPS OVERVIEW

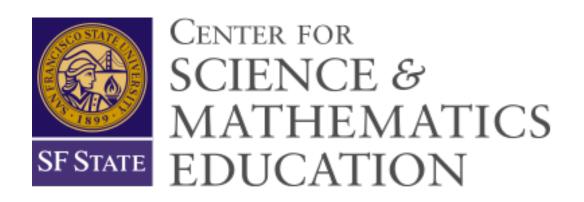
- > Three parallel managements
  - > Class progress triage
  - > Group equity and integrity
  - ➤ Group's task progress

#### **CLASS PROGRESS TRIAGE 1**

- ➤ Give tasks on worksheets (can pace selves)
  - > Sometimes give quiet time to begin on own.
- ➤ Send groups to large work surfaces. Scan the room. Listen.
- ➤ Classify groups into Done, In Progress, Stuck
  - ➤ (Later, different recipes for each)
- ➤ Circulate quickly and probe. 1-2 min per group.
  - ➤"I'll be back in 2 minutes."

#### **GROUP EQUITY & INTEGRITY 1**

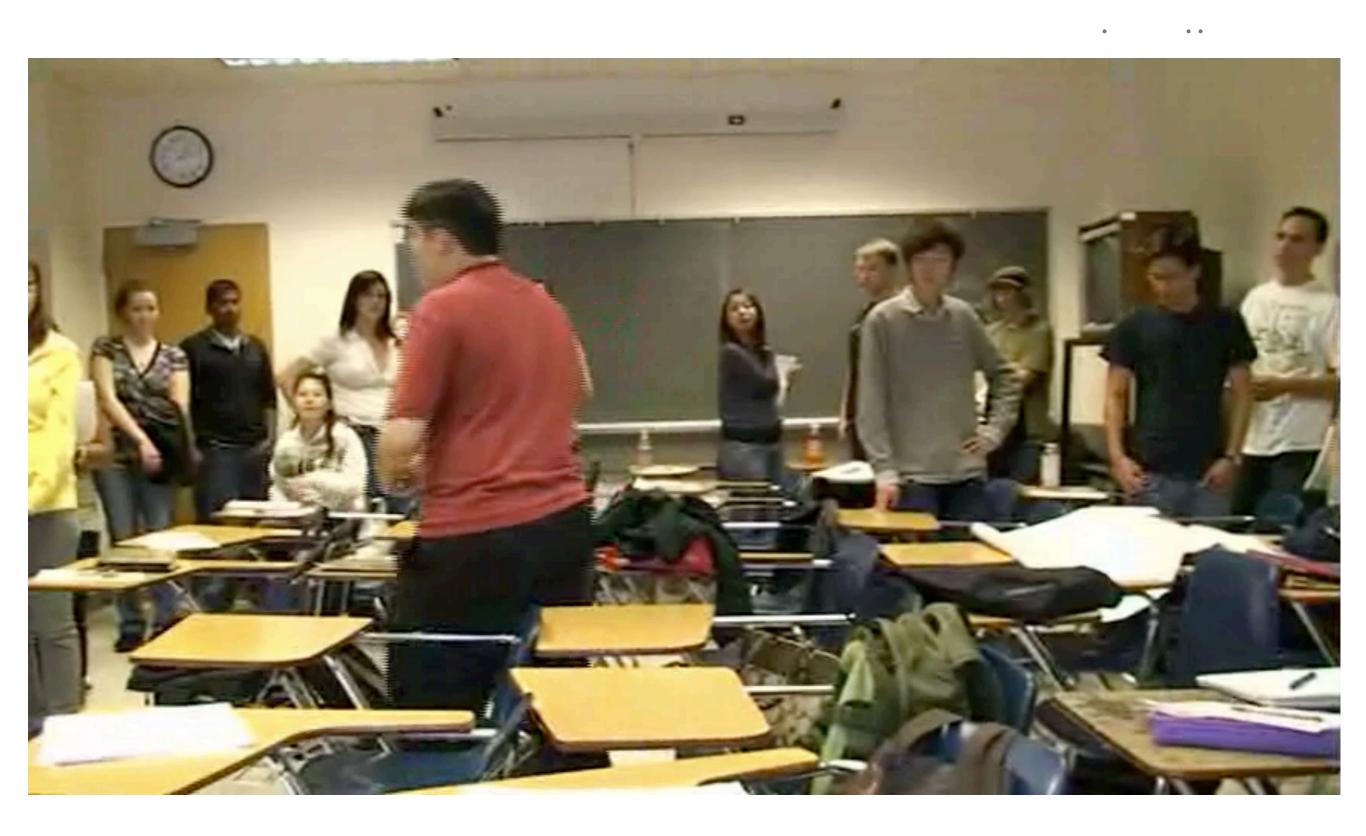
- ➤ Leave no one behind. No free-riding on dominants.
  - ➤ "Is this everyone's answer? So everyone can explain this?"
  - ➤ Ask a random person to respond, Fickle Pen of Fate
  - ➤ Ask a random to continue
  - ➤"I want you to come to an agreement."
- ➤ No solo questions
  - ➤ "Did you discuss this together?"
  - ➤ "Is this a group question?" ("Hey, X has a good question I'd like you all to focus on.")
- ➤ "Let's talk after class."



## VIDEO EXAMPLE

## DAY 1 TASK: FLAG HOIST

## TASK 1: FLAG HOIST





### **GROUP EQUITY & INTEGRITY 2**

- ➤ Spread status, appreciate different strengths
  - ➤ Symbolic speed, but also...
  - ➤ Graphic skill, synthesizing ideas, facilitating a group, thinking out of the box, communicating well, bravely asking the "stupid" question.
- ➤ Don't steal their thunder.
- ➤ Why help other students?
  - ➤ Employers say "Students are smart. Can you explain? Can you work with people?"
  - ➤ "I understood math a lot better once I starting teaching it."

### GROUP PROGRESS: STUCK AND IN-PROGRESS

- ➤ Stuck, In Progress, Done.
- ➤ "What have you tried?"
  - ➤ If <u>multiple efforts</u>, try to get group entirely behind a productive one.
  - ➤ If <u>promising work</u>, tell them to keep trying that.
  - ➤ If <u>lost</u>, encourage. Give a sub-problem or instructive simple example to work out.
  - ➤ Last resort, give a direct hint on an approach.
- ➤ In-Progress = Stuck, but optimistic and want less help.
  - ➤ Same treatment, get them on productive path.

## **GROUP PROGRESS: DONE**

- ➤ "Is this a group answer?"
- ➤ Make sure everyone can explain it. Fickle Pen of Fate. Rotate to continue the answer.
- ➤ If multiple answers or group troubles, "Please get on same page." Treat as In Progress.
- ➤ If wrong answer, "Isn't it strange that...?" An absurd consequence of the wrongness. Now In Progress.
- ➤ <u>Probe beyond "right"</u>. Check that they understand their answer with a followup Q (if time)
- ➤ "Take a minute to pat yourselves on the back." "Do you want a bonus task?" "What would be a good task for you?" Then extension or next task.

## WHOLE CLASS CHECKPOINTS 1

- ➤ If most of class is stuck, whole class discussion.
  - ➤ "Let's check in about Problem 2."
  - ➤ (for common pitfalls) "Why do groups have different answers for part (a)? Who is right?"
  - > "Look around the boards to see people's graphs."
  - ➤ "What are approaches we know to find X?"
  - ➤ "What have people tried?"
  - ➤ "Can a group that made progress please give a hint?"

## WHOLE CLASS CHECKPOINTS 2

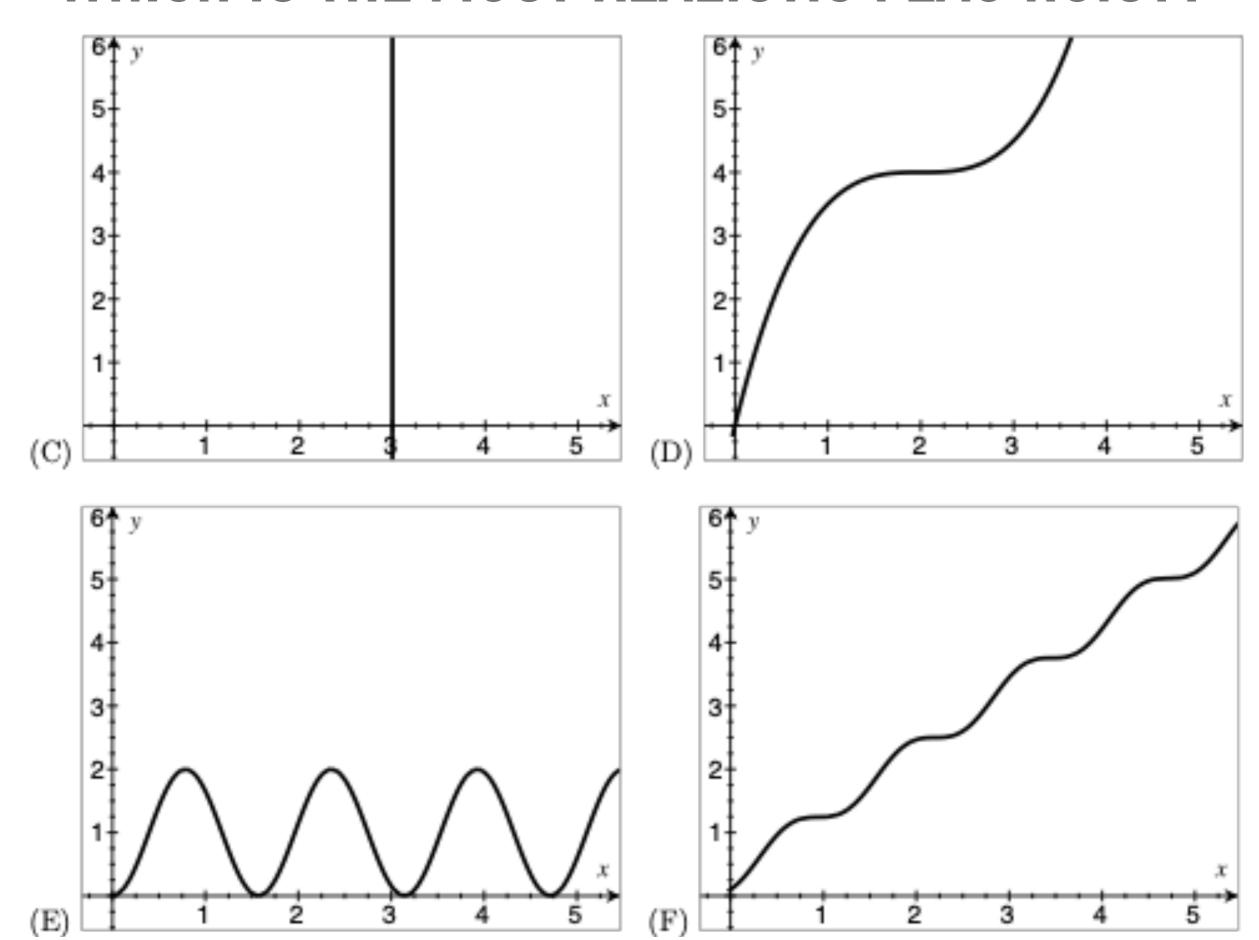
- ➤ When most of the class has made enough progress to benefit from a discussion
  - ➤ Lock in academic language, a standard approach, or a definition
  - ➤ Harmonize multiple approaches and representations
  - ➤ Harmonize answers with different conclusions or generality
  - ➤ Give status to crazy, creative answers
- ➤ "I'll wait for four brave volunteers to report."
- ➤ Volunteer groups if you're going to give them high status. (Sometimes interesting wrong answers.)
  - ➤ Thumb polls & questions. "How many of you follow this?"



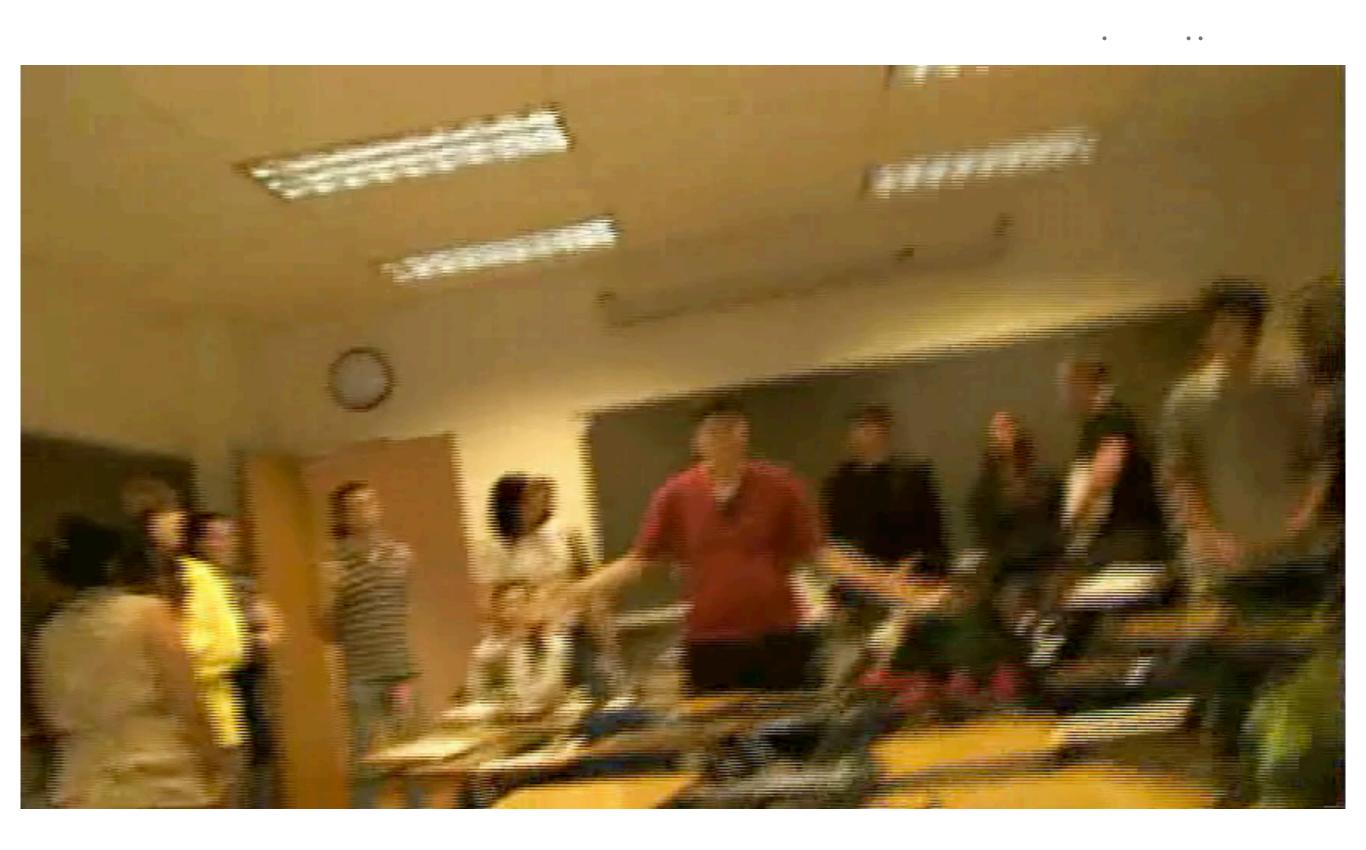
## VIDEO EXAMPLE

## FLAG HOIST PART 2

## WHICH IS THE MOST REALISTIC FLAG HOIST?



## SCANNING THE ROOM & TAKING HANDS



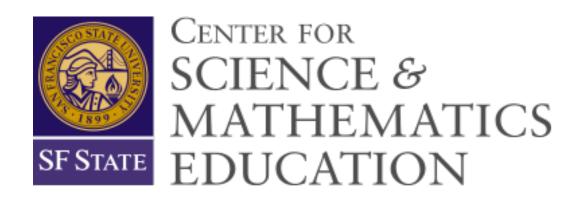
## GIVE STATUS TO CREATIVE, CRAZY ANSWERS



## FLAG HOIST GOALS

- ➤ Draw a proper graph (height as function of time)
- ➤ Verbal argument attending to features of graph
- ➤ Care around Academic language
  - ➤ Constant / non-constant, Slope and Increasing/decreasing, Concave down/up
- ➤ Connect physical intuition, common sense
- ➤ Feel brave diving into non-rote problem
- ➤ Accept inventive, crazy answers
- ➤ Work together better, establish norms
  - ➤Four hands, give reasons, convince each other

- ➤ Want complex, creative argument
- fluent metaphors& representations
- beyond rote recipes
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## GROUPWORTHY TASKS

## **ROUTINE TASKS**

- ➤ Bore the quick and give them oversize status
- ➤Depress the slower
- >Make group work forced and artificial
- Not inspire argument / convincing

#### A GROUPWORTHY TASK

- ➤ has a "mysterious" part that is mathematical.
- ➤ is hard.
- ➤ has little visible scaffolding.
- ➤ has multiple ways to start.
- ➤ has multiple ways to be solved.
- ➤ has interesting partial solutions.
- ➤ has natural extensions.
- > encourages getting your hands dirty with data.
- > gives teachers information about student thinking.
- ➤ is open enough to let students be ingenious.

#### WAYS TO CREATE A GROUPWORTHY TASK

- ➤ Un-structure a scaffolded task. Take the scaffold and turn them into pocket hints.
  - Flag hoist hints: "now estimate the slope at three points", "describe what the hoister is doing at t=0, 2 and 4."
- ➤ Ask them to interpret, or decide something due to a calculation (most realistic, speeding ticket)
- ➤ Convert between representations
  - ➤Graphs, tables, verbal, symbolic, kinesthetic
  - ➤Good side-effect: Easy to scan the room
- ➤Routine tasks, prematurely. Before official algorithm.
  - ➤Then mini-lecture the routine recipe.

## MORE ON RICH, GROUP WORTHY PROBLEMS

- ➤ Hsu, E., Kysh, J., and Resek, D. (2007). Using Rich Problems for Differentiated Instruction. New England Mathematics Journal, 39, 6--13.
- ➤http://bfc.sfsu.edu/papers/HsuKysh Resek-RichProblems.pdf