

**WOTP Mentoring: Communities of Practice
Day 2 – November 15, 2016**

Exit Card Feedback

Today, I really enjoyed: (46 responses)

1. Hands on
2. All of the activities: working together, strategizing, hands-on, etc.
3. The hands-on activities were fantastic
4. Interactive workshop; bridge activity was great for team-building
5. Everything! Super interactive
6. The bridge workshop
7. Being creative. LOCATION! LOCATION! LOCATION!
8. The hands-on workshop
9. Collaborating with people I had never met before
10. Yes! Excellent!
11. The hands-on activities; activity/space changes; interactive; teamwork; project-based
12. Working with a team. The workshop very informative also fun
13. Both activities
14. The hands-on activities
15. Hands-on experience; useful tools
16. The hands-on projects. I also enjoyed working as a team and learning from one another
17. The total hands-on experience
18. All the practical and interactive activities
19. The creative projects that we did, like the bridge challenge
20. Being so engaged: hands-on, forces thinking, forces flexibility, open-mindedness and allows “Yes, I did it.” Sharing and fun!
21. The friendly group of people; easy to get to location; great lunch!
22. Working in a team to build our bridge
23. The hands-on activities
24. Building a homopolar motor and the bridges
25. The hands-on quality
26. The hands-on aspect: bridge-building, afternoon of different materials, discovering
27. The energy, passion; the bridge activity
28. Bridge-building
29. Learning with others; hands-on/competition re: bridge-building; will definitely use this in my Inventions/Science-Simple Machines Unit
30. Everything – I love making things and the fact that these have purpose – how you showed connections between the activity and the subjects.
31. Discussing ideas with people doing the same things as I am; Being hands-on
32. I loved the hands-on and doing.
33. The discussions about makerspace
34. Teambuilding + hands-on activities
35. The hands-on open mind approach . . . the mindset
36. The hands-on activities & open-ended “freedom”

37. The bridge project struck me for its adaptability to different subject/learning areas; Less powerpoint, more practice
38. Hands-on activities!
39. The hands-on. We shared a great deal. Putting myself in my students' shoes.
40. Hands-on activities. Change "mind set".
41. Building a bridge with my team.
42. The bridge challenge. Opportunities to share ideas. Experience with hands-on activities.
43. Building the bridge as a team.
44. Hands-on activities. Downtown location (easy to get to).
45. The bridge building exercise was interesting.
46. Being hands-on and seeing the projects come to life. Loved the different stations and the challenges.

Something that could be improved upon: (39 responses)

1. Just would have liked even more time to "play". ☺ Also . . . any good references/links to the critical/background science material.
2. Space: with all of the activities we had, there wasn't much space.
3. Nothing!
4. This was the best WOTP Mentoring day to date! Well done!
5. Nothing!
6. The location & room space
7. Better, easier, more accessible location.
8. Great!
9. The functionality of the space. Instructional "guide" so I could see what to do, as well as see what it could look like; I needed the theory to the practice.
10. No complaints! A small suggestion would be to provide more time to do more activities.
11. The room was very small and uncomfortable.
12. More space. Only thing I can think of ☺
13. In terms of space, it was a little tight, but it was all right. ☺
14. Less claustrophobic surroundings.
15. The space.
16. Bigger space!
17. Squishy location in the main room.
18. A little more information on the entire process. It felt a little disjointed. I walked away not feeling confident to take back info.
19. A little bit more time.
20. Smaller groups.
21. Lack of space.
22. Give a cost list of each station's supplies.
23. How to make the materials more accessible to schools with low budget.
24. Get outside!!! Some handouts for "how-to" in the classroom i.e. supplies.
25. I would love to have a 2-day (or more) activity.
26. More days like this but for different subjects.
27. The organization of the day. Less time on single bridge activity and more on providing time to figure out multiple entry points.
28. Less time being spent on one activity. At times purpose was lost.

29. A little bit more space, physically speaking.
30. More kits to allow people to try out different challenges.
31. Our school is divided into 50 min. subjects areas in WOTP, so more subject-specific activities may have been useful.
32. Online resources to support the teaching of activities in our own classrooms.
33. Building a bridge is excellent. However, it is part of the elementary science and am worried that the activity may become redundant. Also, I ended up working alone in the afternoon, and could see how some students must feel. Also, because I was alone – which did not bother me, except another group left me no room for my testing.
34. Space – small room in A.M.
35. Less help when working on projects.
36. Flexibility for project creation. At times it felt like there was a “right” way.
37. Less time on 1 activity (bridge). More organized times/teams for afternoon activities.
38. All good.
39. Need for more detailed instructions.

Something new I learned today: (42 responses)

1. How to engage students, let their imagination take its course.
2. The different projects that could easily be used in class.
3. Controlled chaos is not necessarily bad.
4. Turtle Art.
5. About bridges.
6. Doing different and fun activities can be done at a low price and easily.
7. Already knew about MakerSpace (Google conferences) but this was something I'd asked for! Thank-you.
8. The importance of head, heart and hands.
9. Circuits; batteries; trusses; mixing crafts & science; how to sew (Mom would be proud).
10. How to sew a circuit! I can use this project with my students.
11. How circuits work.
12. Ideas for projects.
13. Everything was useful.
14. I learned how to make a basic homopolar motor!! 😊
15. Fun small projects I can actually use in my science class.
16. All the different activities that I could actually use in my classroom.
17. New engaging activities that are WOTP appropriate.
18. Basic robotics & gaming (obstacle course).
19. I can use a motor. 😊
20. I learned that I could be in an uncomfortable situation and do well. As I was already doing STEM challenges in my classroom.
21. At times you can improvise to get the same results.
22. Building a basic homopolar motor.
23. Hydraulics are fun!
24. Makey-makey program.
25. That something so simple can be engaging.
26. Tech stuff.
27. Using robotics/circuits

28. That I can make some really awesome bridges and robots. That I am more of a control freak than I thought.
29. Where to get this material.
30. Sewing & circuits. Cross-curricular outside of the box.
31. 3D doodlers aren't worth the money.
32. Different mindsets have a significant impact.
33. How possible circuits are.
34. The importance of different entry points.
35. Popsicle sticks are fun.
36. Technology/robotics is not over my head.
37. How much I have forgotten about how some of my students may feel and appreciate hands-on.
38. Bridge building techniques.
39. That it's okay (good!) to give students time to create and think for themselves.
40. Fun hands-on activities.
41. Not totally new to me, but the collaboration required for the bridge building was a good experience.
42. Applying science concepts in hands on projects. Example: circuits, bridge concepts (trusses)

Something that I would like to see/learn at a future session: (38 responses)

1. Hopefully, links to the "where to buy" and "exactly how to do".
2. More subject-specific hands-on activities (e.g. ELA)
3. More math activities to engage students
4. More time for teachers to dialogue/share strategies
5. More hands-on projects
6. More creativity
7. Continuing to share info. and activities as well as learning how to do fun activities.
8. Budgets? Grants? How to fund activities.
9. More sessions like this.
10. Who won the \$20 million contract on the bridge? Lesson plans. Art education. ELA mixing with art.
11. Sessions that are interactive. Learning in a comfortable environment that is non-threatening.
12. PJM strategies.
13. In the future, more projects for teachers by teachers (those are always fun and exciting!)
14. More projects for math-haters!
15. More ideas of hands-on activities.
16. More challenges boxes! I'll make one at school.
17. More creative materials to bring back into my classroom. More on I Pads and using them in my classroom.
18. More things that can be used for everyday life. Apps to use in classroom.
19. More hands-on activities.
20. How to do projects more geared to social sciences: Geo & Hist. specifically.
21. The same, but with a bigger focus on artistic activities.

22. More non-technology activities, because some classes have very little accessibility to technology.
23. Less technology, more cheap supplies/dollar store supply maker spaces.
24. Resources, resources, resources . . . thank-you so much!
25. More complex machines.
26. Social science ideas. Team building activities.
27. Activities that are less reliant on technical objects. Some of it seems more science related.
28. More opened up ideas and spaces. This was a very good workshop.
29. The connection of program(s) to the makerspaces challenges.
30. Even cheaper strategies, reusable ones. Activities with reusable Lego/K'NEX rather than glue guns. Strategies for getting students to try even when they do not want to buy in from the get-go.
31. How to write grants/get funding for technology in the classroom.
32. More time to share what works in "your classroom".
33. Practical or hands-on projects that can be used to explain different competencies students see in the classroom.
34. Assessment ideas for math.
35. More projects like this with clear links to competencies.
36. Ideas with technology. Explain how to relate hands-on activities to curriculum.
37. More hands-on exercises.
38. Creating games for English, History, and Autonomy etc. as well.