

teaching philosophy



I promote a teaching philosophy that fosters collaboration and innovation in the classroom. I want my students to be capable and confident in creating solutions to design problems. I have seen them work together on semester-long projects when all they had to go on was a problem scenario. Last year they were challenged with this project:

“Working with a nonprofit or company, help them rebrand, promote, label or package no more than three flexographically printed products, where one of those products includes interactivity.”

At first my students did not know where to start. They were overwhelmed by the seemingly unbounded guidelines and I quickly moved into a facilitator role to get them started, help them get organized, and keep them on task. I also took on the role of advisor as I worked with the student project leader outside of class to coach him on motivating the team, assigning tasks, and sticking to a deadline. The students came together, talked about different products, what

“ What is most important is meeting the needs of students and inspiring creativity and innovation in the classroom, for the workplace, and for life.”

companies they could work with, and reasoned on what their capabilities were. They were challenged not only to provide a solution, but to work collaboratively until the end goal was met. My role was to provide the structure and support, the students developed the innovation. I provided the opportunity for my students to develop the confidence they needed to be successful and they surpassed my expectations.

Lifelong Learning

Teachers are students themselves. I believe in continuous professional development and I am

always looking for ways to stay current with design trends and technological innovation in my field. What’s important is that students are current with their creative thinking and technological knowledge and skills. Today’s employers want graduates who can make the connections between several areas of understanding. I strive to foster innovation by promoting such skills as critical thinking, problem-solving, and cooperative and collaborative learning.

Foundations

I promote an active learning environment with real-world problem solving where students can build on prior knowledge. As a first step I assess what concepts students bring to class before we start adding new concepts. They should think about what they have learned, how they have learned it, and the connections that exist between prior knowledge and new

knowledge. I make clear to my students that they are expected to be able to tell me what skills they have utilized to complete the assignment and what skills they need to develop in order to do better on the next project.

Team Goals

I design a curriculum to meet specific goals and objectives for learning. These objectives are important for successful learning and assessment of student outcomes, but also for integrating other courses in a program of study. Therefore, I work collaboratively with colleagues to accommodate students throughout their college career. I am an educator who is a team-player who seeks feedback and fellowship with all team members.



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