Team-Based Learning (TBL): A Practical Strategy for Harnessing the *Power* of Self-Managed Learning Teams

- 1. Identify the most negative experience you have had in relation to a learning group.
- 2. What was the negative outcome?
- 3. What was the main "product" that determined the grade for the group's work?

What strategy did the group use to complete the assignment?

Divide-and-Conquer
 Work together in class
 Something else

What was the main "product" that was used to determine the grade for the group you picked as most negative?

- 1) A group paper
- 2) A group presentation
- 3) Both a paper & a presentation
- 4) Something else



Is what you will see:

- A good thing?
- A bad thing?
- Not sure?



Was what you saw:

- A good thing?
- A bad thing?
- Not sure?

What do you think the students were doing?

Problems with Learning Groups

- Using class time for group work limits content coverage.
- Grading group work results in:
 - Better students doing most of the work.
 Less motivated and/or less able students becoming "free-riders."
- Using group assignments requires the instructor to:
 - Spend time resolving conflicts in groups.
 - Teach students how to work in groups.

Team-Based Learning™ (TBL)

- A comprehensive strategy for using learning groups in a way that:
- 1. Harnesses the power of *Teams*.
- 2. Avoids potential problems.
- 3. Is effective in any course in which:
 - Content coverage is important.
 - The instructor is <u>Serious</u> about developing students ability to apply the content.

My Course Objectives

Students should:

- Master course content.
- Be able to apply course content.
- Develop interpersonal and group interaction skills.
- Become life-long learners.
- Enjoy the course.

Traditional Teaching vs. TBL Strategy for Developing

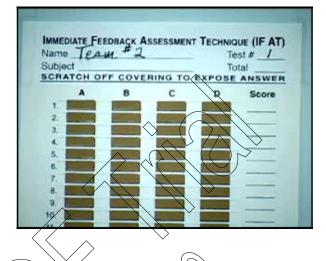
Concept Mastery:

Traditional Teaching

 Lecture/Discussion
 Individual study (pre-class or post-class?) Team-Based Learning

- Individual study (PRE-class)
- Readiness Assurance Process

Characteristic Sequence (Preactive for each major instructional unit, i.e., 5-7 per course) (Preactive Course Course



Team-Based Learning Instructional Activity Sequence (for each unit) Preparation (Pre-class) Individual Study 2. Individual Study 2. Individual Study 3. Team Test

- Readiness Assurance Process Ensures:
 - Effective and efficient content coverage.
 - Development of real teams <u>and</u> team interaction skills.
 - An experience-based insight about the value of diverse input.
 - Development of students' self-study & life-long learning skills.
 - Class time to develop students' application/critical thinking skills.

Traditional Teaching vs. TBL Strategy for Developing

Concept Application Skills:

- Traditional Teaching
- Class discussion?Individual papers
- and/or projects
 Group papers and/or projects (outside of class)

Team-Based Learning

- IN-CLASS Team Work
- Specific choice tasksto create discussion:
 - Within teams
 Between teams
 - With/from instructor (to confirm/challenge)
 - & add to points made by students)

Which of the Following outcomes is <u>LEAST</u> important?

- 1. Effective and efficient content coverage.
- 2. Development of real teams and students' interpersonal and teamwork skills.
- 3. Students gaining an *experience-based* insight about the value of diverse input.
- 4. Development of students' self-study and life-long learning skills.
- 5. Class time for developing students' application/critical thinking skills.

Traditional Teaching vs. TBL Strategy for Developing

Interpersonal and Team Skills:

Traditional Teaching

- "Sink or Swim" at best.
- Mostly individual (not group) work-done by "divide & conquer"
- Promotes negative attitudes about group work (especially with top students.)

Team-Based Learning

- In-class, decisionbased tasks which promote discussion & provide *immediate* feedback to:
 - Ensure individual & team accountability.
 - Develop *real* teams.
 - Enhance students' teamwork skills.

Traditional Teaching vs. TBL Strategy for Developing

Life-Long Learners:

- Traditional Teaching
- Counterproductive (lectures promote dependence on instructor.)
- Team-Based Learning
 - Process creates competent and confident learners. They *experience* learning from: – Individual study.
 - Discussion with peers.
 - Choices/consequences
 - (open book-much like "on the job training")

Effective Group Assignments: The Key to Successfully Implementing TBL

Group assignments are only effective to the extent that students are motivated to:

- 1. Think deeply about the concepts.
- 2. Actively engage in discussions related to the concepts:
 - Within groups.
 - Between groups (in the class as a whole).

<u>Intermediate Spanish Course</u> Objective:

Ensure that students can correctly use the verbs *ser* versus *estar* in a wide range of contexts and settings.

Objective: Ensure that students can correctly use the verbs *ser* versus *estar* in a wide range of contexts and settings.

- "tdentify the rules that should be used to guide decisions about the correct day-to-day use of the verbs ser vs. estar."
- "Read the following passage and identify: a) a correct use of *ser* vs. *estar*, and b) an <u>in</u>correct use of *ser* vs. *estar*."
- 3. "Read the following passage and identify the example that shows the greatest proficiency in using *ser* vs. *estar*."

<u>Objective</u>: Ensure that students can correctly use the verbs *ser* versus *estar* in a wide range of contexts and settings.

- "Identify the rules that should be used to guide decisions about the correct day-to-day use of the verbs ser vs. estar."
- "Read the following passage and identify: a) a correct use of *ser* vs. *estar*, and b) an <u>in</u>correct use of *ser* vs. *estar*."
- "Read the following passage and identify the example that shows the greatest proficiency in using ser vs. estar."

Example from Muscle Physiology:

The two finalists in the world arm-wrestling championships at Petaluma, California, are wellmatched. Upper body muscle mass, insensitivity to pain, motivation, and experience are identical between the two. Vito, a Las Vegas bookie, slips you the results of each competitor's physical exam and 'asks' you to predict the winner. What is most likely to determine the eventual winner?

- 1. Maximum cardiac output
- 2. Mitochondrial content of the exercising muscles
- 3. Muscle glycogen content
- 4. Oxygen carrying capacity of the blood
- 5. Phosphocreatine levels in the muscles

Effective Team Assignments

Within

Teams

Individual	x	ſ
Work		l



Impact on Learning

=

Maximum learning occurs when assignments at each stage are characterized by "4 S's":

- <u>Significant Problem</u>. Problem involves issues that are significant to *students*.
- <u>Same Problem</u>. Individuals/groups are working on the same problem, case or question.
- <u>Specific Choice</u>. Individuals/groups are required to use course concepts to make a specific choice.
- <u>Simultaneous Report</u>. Individuals/groups report their choices simultaneously.

Problems with Learning Groups?

- Using class time for group work limits content coverage.
- Grading group work results in:
 - Better students doing most of the work.
 Less motivated and/or less able students
 - becoming "free-riders."
- Using groups requires resources (time and monetary) to:
 - Hire and train group facilitators.
 - Teach students how to work in groups.

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Problems GUARANTEED if:

- Individuals not accountable for being prepared for group work.
- Groups create the final "product" to be graded <u>outside</u> of class.
- The group assignments:
 - Require students to create a complex "product" that will serve as the basis for their grade.
 - Prevent students from receiving timely and unequivocal **performance** feedback.

Problems GUARANTEED if:

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- Groups create the final "product" to be grade doubting of class.
- The group is group in the product that will serve as use basis for their grade.
 - Prevent students from receiving timely and unequivocal **performance** feedback.

Requiring lengthy documents (or group presentations) is at the heart of most of the really bad problems because:

- The sensible approach is to divide-up the task of creating the final "product." (Thus, it won't actually be a **group** assignment).
- Better students are forced to choose between doing more than their fair share of the work or facing the very real risk getting a bad grade.

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Questions?

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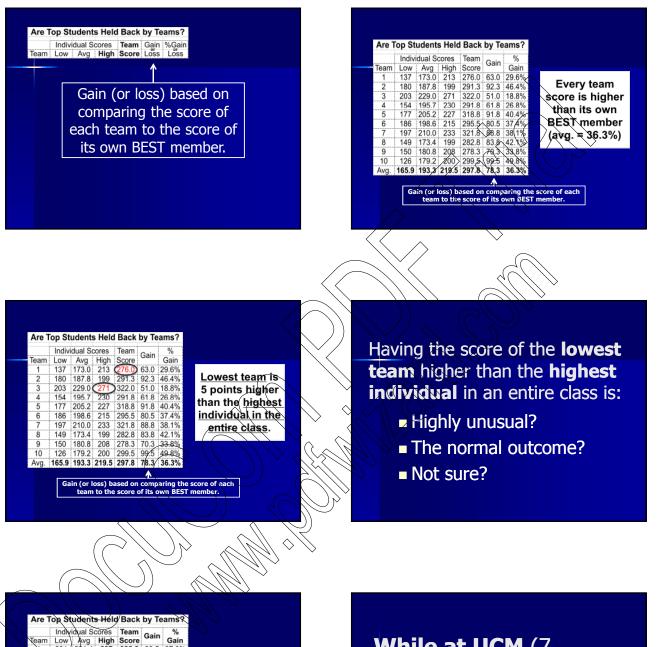
Problems AVOIDABLE by:

- Individual accountability for PRE-class preparation for group work (Readiness Assurance Process).
- Groups create the final product to be graded during class time.
- Using 4 S's group assignments:
 - Significant Problem. Problem involves issues that are significant to students.
 - Same Problem. Individuals/groups work on the same problem, case or question.
 - **Specific Choice**. Individuals/groups must use course concepts to make a specific choice.
 - Simultaneous Report. Individuals/groups report their choices simultaneously.

Question:

Top students are held back when they are required to work in and receive grades based on group.





Are 7	Top St	udent	s Held	Back	by Te	ams?	$\langle \rangle >$
Individual Scores			Team	Gain	%	\sim	
Team	Low	Avg	High	Score	Gain	Gain	
X	201/	221.4	237	325.5	88.5	37.3%	
3	168	1/97.8	255	331.5	76.5	30.0%	
	147/	177.5	249	273.8	24.8	9.9%	
4	168	194.4	211	315.0	104.0	49.3%	Lowest team is
5	174	194.3	209	315.0	106.0	50.7%	4.8 points higher
6	157	186.0	224	299.3	75.3	33.6%	than the highest
7	169	193.2	218	307.5	89.5	41.1%	
8	163	181.2	201	313.5	112.5	56.0%	individual in the
9	180	217.8	254	339.0	85.0	33.5%	entire class.
10	170	198.6	226	319.5	93.5	41.4%	
11	164	199.8	231	314.0	83.0	35.9%	
12	194	217.5	252	315.8	63.8	25.3%	
13	152	201.4	269	313.5	44.5	16.5%	
14	176	185.5	224	301.5	77.5	34.6%	
15	175	210.4	246	304.5	58.5	23.8%	
Avg	170.5	198.5	233.7	312.6	78.9	34.6%	
					4		
	Ga						e score of each
		tean	n to the	score (of its o	wnBEST	member.

While at UCM (7

- years): 692 students in 119 teams.
- 8 individuals higher scored than the lowest of 119 teams (<1.2%).

Since 1986—6,161 students in 1,115 teams:

- 1,114 teams scored higher than their own BEST member (99.9+% of teams).
- I individual outscored his team (<.1% of teams).</p>

Questions?

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