

Supplemental Instructor Resources

Bibliography

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Sousa, David A., *How the Brain Learns*, Thousand Oaks, California: Corwin, A Sage Company, 2011.

Stahl, Robert J., *Using "Think-Time" Behaviors to Promote Students' Information Processing, Learning and On-Task Participation. An Instructional Module*, Tempe, Arizona: Arizona State University, 1990.

Suggested Reading List

Altman, Rick, *Why Most PowerPoint Presentations Suck and How You Can Make Them Better*, Pleasanton, California: Harvest Books, 2012.

Agarwal, Pooja K. and Patrice M. Bain, *Powerful Teaching: Unleash the Science of Learning*, San Francisco, CA: Jossey-Bass, 2019

Brown, Peter C., *Make It Stick*, Cambridge, MA: Harvard University Press, 2014

Davis, Barbara G., *Tools for Teaching*. San Francisco, California: John Wiley & Sons Inc., 2009.

Koegel, Timothy J., *The Exceptional Presenter*, Austin, Texas: Greenleaf Book Group Press, 2007.

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Oakley, Barbara, *A Mind for Numbers*. New York, NY: TarcherPerigee, 2014

Silberman, Mel, *Active Training: A Handbook of Techniques, Designs, Case Examples, and Tips*, San Francisco, California: Pfeiffer, 2006.

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Online Instructor Resources

- **Resources and materials for Recognized ASCM Instructors** - Available to Instructors enrolled in the ASCM Instructor Development Program (IDP) and have activated an account in the ASCM Connect Community. <https://ascm.force.com/community/s/instructor-development-program>
- **VARK Resources** - Additional resources and profiles available from the VARK Learn Limited. Use the discount code "ASCM" to receive up to a 30% discount on selected items (while supplies last!) <https://vark-learn.com/products/>
- **Building a Community of Learning** - A list of resources and instructional tips for teaching online from the Southern New Hampshire University Effective Online Teaching Strategies webpage. <https://www.snhu.edu/about-us/newsroom/2020/03/working-together>
- **The Many Faces of Inductive Teaching and Learning** - Examines the effectiveness and implementation of different inductive teaching methods, including inquiry-based learning, problem-based learning, project-based learning, case-based teaching, discovery learning, and just-in-time teaching from North Carolina State University. <https://www.engr.ncsu.edu/wp->

[content/uploads/drive/1CMw7nMrnQgQAylgRRqfnnSZn-ehcgBbx/2007-Induction%20paper%20\(JCST\).pdf](https://content/uploads/drive/1CMw7nMrnQgQAylgRRqfnnSZn-ehcgBbx/2007-Induction%20paper%20(JCST).pdf)

- **Characteristics of Adults and Youths as Learners** - A list of characteristics of adults as learners (andragogy) compared to youth as learners (pedagogy) to better understand the transition to teach adults from Oklahoma State Extension Program as well as Western Governors University https://extension.okstate.edu/fact-sheets/images/the-volunteer-teacher-series-teaching-adults/table_1-2.pdf <https://www.wgu.edu/blog/andragogy-pedagogy-key-differences-learning2205.html#close>
- **Active Learning Classroom Design** - While basic elements of active learning classrooms are well known, no one-size-fits-all template exists. Review the information (and comments!) on classroom layout. <https://campustechnology.com/articles/2015/07/08/6-secrets-of-active-learning-classroom-design.aspx>

Must-see videos

- **Instructor Webinars** - See the list of ASCM Instructor Webinars (as of January 2022). <https://apicshq.sharepoint.com/:b:/s/LearningandDevelopmentTeam/EUH-relzfpNBu8ePoWJbSY8BD7d3RvFyTkEUw8DOZy0CZA?e=ZhYEij>

Educational Resources

General Resources

- **ASCM Dictionary** - Free to ASCM Members <https://www.ascm.org/learning-development/certifications-credentials/dictionary/>
- **ASCM Dictionary App** - Free download
 - Google Play (Android): https://play.google.com/store/apps/details?id=com.apics.dictionary&hl=en_US&gl=US&pli=1
 - Apple App Store (iPhone): <https://apps.apple.com/us/app/ascm-dictionary/id705513114>
- **ASCM Test Prep Suggestions** - Available to ASCM Instructors https://apicshq.sharepoint.com/:b:/s/LearningandDevelopmentTeam/ET3ykAWJbNRMoilM17ba19ABgJJKh2ER8BvIAa29j_9WbA?e=2JWR6X
- **Free Instructional Tools** to Assist with Hybrid Class Environments https://apicshq.sharepoint.com/:b:/s/LearningandDevelopmentTeam/EZWxnMdG-5xBumdaAsfhCjkBKBh3GKlm1A-Y_C9w17dotq?e=6w8dG1
- **Fidget Toys** - For adult kinesthetic learners <https://www.amazon.com/s?k=fidget+toy+pack+adult&i=toys-and-games&srefix=fidget+toy+pack%2Ctoys-and-games>
- **Royalty-free images** - It is important to respect IP. Pixabay is a vibrant community of creatives, sharing royalty-free images. <https://pixabay.com>
- **Feepik** - It is important to respect IP. A similar free database for icons. <https://www.freepik.com/>
- **Collaborative White boards** may be useful in certain cases to work in teams around an image made of different texts or representing a concept. Be aware of the time needed for launching and screen refreshing while in a collaborative mode. Be sure to allocate enough time for all learners to get acquainted with and to understand the rules you have set. It is possible to use the tool in the Visio conference application. <https://de.padlet.com>

- **Forms** are useful to collect information online, getting expectations upfront for training, making a survey about the evaluation of a course or having a poll to foster reflection on a subject. You may also use an embedded solution in Visio conferencing tools. <https://docs.google.com/forms/u/0/>
- **QR-codes** are useful to share a link and direct learners to a resource. A virtual learner can be invited to an activity through a QR code without having to share a lengthy list. It is possible to get the QR code of a page by clicking in the path description on the top of an internet page or to use an internet application to have it purposely generated (different formats) and possibly customized!
 - Share a webpage via QR Instructions: <https://support.google.com/chrome/answer/9979877?hl=en&co=GENIE.Platform%3DDesktop>
 - QR Code Generator: <https://www.the-qr-code-generator.com>

Games

- **Online Tic-Tac-Toe** - Free online Tic-Tac-Toe from gametable.org (contains some ads). <https://gametable.org/games/tic-tac-toe/>
- **Quia** - Is pronounced key-ah, and is short for Quintessential Instructional Archive. Quia provides a wide variety of tools, including templates for creating 16 types of online activities using your own content, online surveys for gathering learner feedback, and a class Web page creator to share Quia activities and class announcements with learners. <https://www.quia.com/web>
- **Kahoot** is a tool to create quizzes that can be taken by a class, resulting in some competition. You can create questions per module. <https://kahoot.com/>

Clock/Timers

- Google Countdown Timer - default is 5 minutes, however it can be reset to any length of time; includes full screen capability. <https://www.google.com/search?q=timer+google>
- Time & Date Timer: <https://www.timeanddate.com/timer/>
- How to make a countdown timer in PowerPoint: <https://www.youtube.com/watch?v=c3OkfJJUM1A>

Questioning Cues

- Quick Flip Questions for the Revised Bloom's Taxonomy Spiral-bound - Found on Amazon <https://a.co/d/8ur0abE>
- Quick Flip Questions for Critical Thinking - Found on Amazon (same as Blooms version!) <https://a.co/d/96hqPF8>

Spinners

- Online Spinner for activities: <https://wheelofnames.com/>