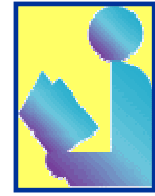


Center for
Excellence in
Learning and
Teaching

Faculty News You Can Use



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A collaborative effort of the Center for Excellence in Learning and Teaching and the Media Library



TinEye (tiny eye) is a reverse image search engine built by Idée currently in beta. You can submit an image to TinEye to find out where the image appears on the web, how it is being used, if modified versions of the image exist, or to find higher resolution versions. This is a great tool if you've forgotten to make note of your sources for your citations! You will need to create an account (it's free) and then you're good to go. It is a bit slow, but you will get results.

<http://tineye.com/login>

One of NYCC's best kept secrets...

Microsoft Publisher is a program that is part of Microsoft Office which allows anyone to easily make brochures, signs, special calendars, labels and all sorts of other publications. This Faculty News You Can Use is created in Publisher. To locate the program if you do not have an icon on your desktop go to, **START—PROGRAMS—MICROSOFT OFFICE—MICROSOFT OFFICE PUBLISHER 2007**—and explore all the possibilities. It is like having your own print shop at your finger tips. Note: Publisher is very similar to using Print Shop or Print Master.



Portal Quick Hint

After you login to the Faculty Portal, notice that there are some helpful links on the left hand menu:

- ◇ CELT—links you directly to the CELT Webpage
- ◇ In-service Hours—details your specific in-service credits
- ◇ Last five links are helpful user guides, notes and training videos

So many resources, right at your finger tips...

When asked the following, this is how entering students in the DC programs replied:

- ☞ Have you ever taken an online course? 48% of DC students answered YES.
- ☞ Have ever used a clicker before? 41% of DC students answered YES.
- ☞ What type of computer do you own? 69% answered PC, 24% answered MAC and 7% do not own a computer



Ten Principles of Learning

http://www.doiit.gmu.edu/Archives/feb98/dpotter_7.htm

THE PRINCIPLE OF CONNECTEDNESS: Learning is fundamentally about making and maintaining connections: biologically through neural networks; mentally among concepts, ideas and meanings; and experientially through interaction between the mind and the environment, self and other, generality and context, deliberation and action.

THE PRINCIPLE OF A COMPELLING SITUATION: Learning is enhanced by taking place in the context of a compelling situation that balances challenge and opportunity, stimulating and utilizing the brain's ability to conceptualize quickly and its capacity and need for contemplation and reflection upon experiences.

THE PRINCIPLE OF AN ACTIVE SEARCH FOR MEANING: Learning is an active search for meaning by the learner-- constructing knowledge rather than passively receiving it, shaping as well as being shaped by experiences.

THE PRINCIPLE OF DEVELOPMENT AND HOLISM: Learning is developmental, a cumulative process involving the whole person, relating past and present, integrating the new with the old, starting from but transcending personal concerns and interests.

THE PRINCIPLE OF SOCIAL INTERACTION: Learning is done by individuals who are intrinsically tied to others as social beings, interacting as competitors or collaborators, constraining or supporting the learning process, and able to enhance learning through cooperation and sharing.

THE PRINCIPLE OF THE LEARNING CLIMATE: Learning is strongly affected by the educational climate in which it takes place: the settings and surroundings, the influences of others, and the values accorded to the life of the mind and to learning achievements.

THE PRINCIPLE OF FEEDBACK AND USE: Learning requires frequent feedback if it is to be sustained, practice if it is to be nourished, and opportunities to use what has been learned.

THE PRINCIPLE OF INCIDENTAL LEARNING: Much learning takes place informally and incidentally, beyond explicit teaching or the classroom, in casual contacts with faculty and staff, peers, campus life, active social and community involvements, and unplanned but fertile and complex situations.

THE PRINCIPLE OF GROUNDEDNESS: Learning is grounded in particular contexts and individual experiences, requiring effort to transfer specific knowledge and skills to other circumstances or to more general understandings and to unlearn personal views and approaches when confronted by new information.

THE PRINCIPLE OF SELF-MONITORING: Learning involves the ability of individuals to monitor their own learning, to understand how knowledge is acquired, to develop strategies for learning based on discerning their capacities and limitations, and to be aware of their own ways of knowing in approaching new bodies of knowledge and disciplinary frameworks.

CELT Webpage http://www.nycc.edu/why_celt.htm

Library Webpage http://www.nycc.edu/AcademicPrograms_Library.htm