

## YOU'RE WELCOME HERE

Just like physical spaces, digital environments send messages to students about who is welcome and who belongs. Feeling like you belong is key to staying connected and motivated. Master et al., 2016

### Try this

Check your virtual teaching space. Remove anything that reinforces stereotypical ideas about who belongs there, like sci-fi figurines in a STEM space. Replace them with items that signal an inclusive space.





## **REPRESENTATION MATTERS**



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Key to feeling included in a field or a group is to be able to see yourself in that space. Devote time to exploring role models that your students can identify with. Share their pictures, stories, and accomplishments Cheryan et al., 2013

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### HERE TO LEARN 000 Learning matters more than looking

smart. Shift the focus of your teaching and assessment practices from performance-oriented to a learning-based approach.

Dweck & Master, 2009

Take a look at your Try grading rubrics. Can this you give students more credit for improvement, instead of evaluating the final product?

Choices are motivating. Give

students options for weekly

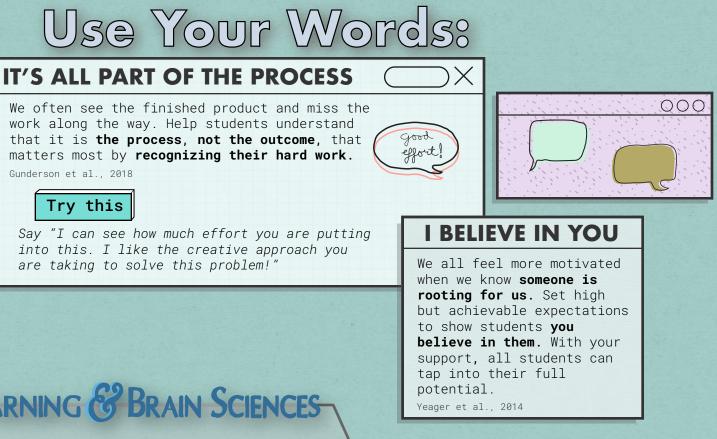
Active, hands-on learning can be tricky in a virtual classroom, but it doesn't have to be fancy. Have students use household items to create their own inventions or art to show that learning can happen anywhere, anytime.

homework or final projects. Can students create a comic, make a

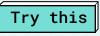
video, or write a poem?

**MY CHOICE** 

Evans & Boucher, 2015



Gunderson et al., 2018



are taking to solve this problem!"

# Make it Social:

## WE'RE A TEAM!

Even when we are physically apart, creating a team culture helps students feel connected. When students know they are part of a group, they are more motivated.

Master et al., 2017

## Try this

Use language like, "Hello math team! Today we are all working on these problems together."

## **ALL TOGETHER NOW**

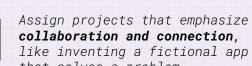
Create opportunities to see the importance of working together. Show how teams work collectively on projects for the common good, like developing a new cure for a disease.

Diekman et al., 2011

Try

this

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collaboration and connection, like inventing a fictional app that solves a problem.

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Fisher et al., 2013





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