Examples of Cooperative Learning Aspects from the FEH Robot Project
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1. Positive interdependence
   • Problem too large and complex to be accomplished by one person within allowed time
   • "It takes a village" approach from instructional team
   • Each person brings a slightly different set of skills; not all skills needed to solve the problem exist in one person
   • Portions of the course grade are team grades for assignments associated with the project

2. Individual accountability
   • Individual brainstorming assignment
   • Individual midterm assessing understanding of robot-associated lab experiences
   • Students evaluate their own work and work of other team members – counts in final grade
   • Teams required to make a work breakdown structure, assigning individuals as primary or lead on various tasks
   • Come to team meetings with previously assigned tasks complete
   • Work together long enough to establish expectation that when someone says the task will be done, it will be done – "signing up"

3. Group processing
   • Checking each other's work, looking for best solution within constraints
   • Students evaluate their own work and work of other team members twice during the term
   • Review and discuss results of peer evaluations as a team

4. Small group social skills
   • Required to communicate with each other to accomplish project, making sure pieces all fit together
   • Provided opportunity to work all the way through forming-storming-norming-performing stages of a team
   • Required to hold regular team meetings with agendas and minutes
   • Instructional staff models appropriate behavior in their interactions
   • Instructional staff models appropriate behavior in weekly meetings with each team
   • Peer evaluation form includes questions for students to rate themselves, as well as their team mates, on appropriate team behaviors

5. Face-to-face promotive interaction
   • Classroom setup encourages group conversation.
   • Regular team meetings in person
   • Group assignments are not simply the assembly of individual pieces of final product
   • Teams required to define decision-making processes