

**Advanced Instructional Methods EDUC-2092**

**Frank Reimer**

How can I use student-centered  
learning approaches in my teaching?

## **Graphic Design Program**

**3 case studies where I use a student-centred learning approach in my curriculum.**







# Example One

**COURSE** Publication Design

## **LEARNING OUTCOME**

Design a multi-page document using a common grid system.



## STUDENT-CENTERED LEARNING APPROACH

### FLIP TEACHING

#### HOW WE'LL DO IT

(DONE AS AN INTRODUCTION TO GRID SYSTEMS)

- Watch the following utube video on grid systems  
<https://www.youtube.com/watch?v=FVsFb1mRPeg>
- Explore other online information on grid systems
- Find 2 examples of page layouts
- Put tracing paper over the examples
- On the tissue draw where the grid system is
- Explain to the class what type of grid system was used in the examples



## Builder180



The morning-sunbline,  
everybody-sit-back-and-relax space

...the ...  
...the ...  
...the ...  
...the ...  
...the ...  
...the ...

These studies indicate a need for further research on the role of the family in the development of children's social skills. The findings suggest that the family environment plays a significant role in the development of children's social skills, and that the family environment can be a source of support and encouragement for children's social development.

[illegible][illegible]

100

## Builder180



The morning-sunshine,  
everybody-sit-back-and relax space

1. <i>Staphylococcus aureus</i>	1. <i>Staphylococcus aureus</i>
2. <i>Streptococcus pneumoniae</i>	2. <i>Streptococcus pneumoniae</i>
3. <i>Escherichia coli</i>	3. <i>Escherichia coli</i>
4. <i>Salmonella enteritidis</i>	4. <i>Salmonella enteritidis</i>

Project: [illegible]	Start Date: [illegible]	End Date: [illegible]
Project Manager: [illegible]	Project Sponsor: [illegible]	Project Stakeholders: [illegible]

Downloaded from <http://ajphaphysiol.physiology.org/> at University of California - San Diego on September 11, 2015

intensity and duration	of the response with
different types of	stimuli of various sizes
of growth, depending on	the frequency and
of the response to the	of the stimulus, and

[illegible]

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

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For example, an individual's income, age, sex, and marital status are all characteristics that cannot be changed. In contrast, an individual's level of education, occupation, and health status can be changed by individual or societal actions.

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**Jill Walker**  
Ph.D., University of Illinois at Chicago  
1987



# PIXEL DREAMS

**Hello!** We are the digital design agency super heroes. We love helping brands connect with their audience through engaging and intelligent communication design. **Need rescuing? Let's talk.**



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16-column vertical grid

## **EVALUATION**

2 x 15 marks for the examples

2 x 15 marks for identifying the grid system

2 x 15 marks for explaining the grid to the class

10 marks for process/professionalism

## Example Two

**COURSE** Graphic Design 1

### **LEARNING OUTCOME**

Identify different tonal values in a photograph.

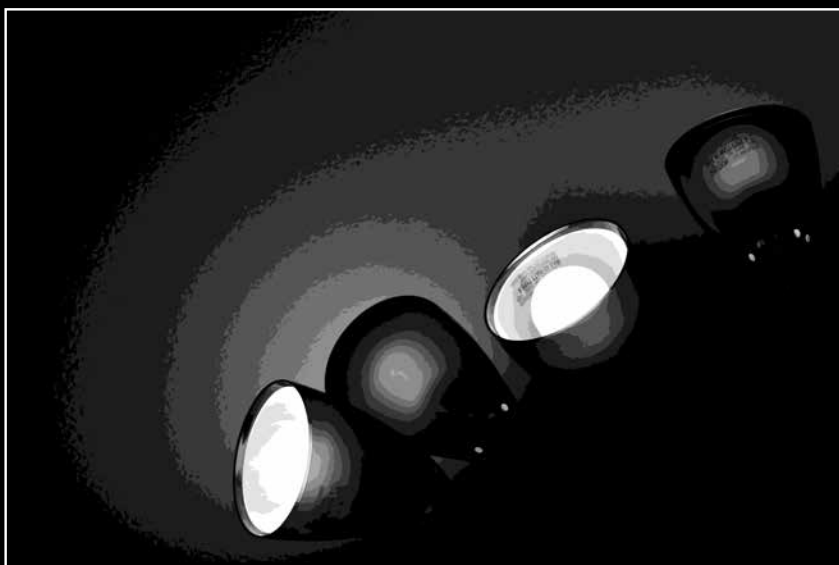


## STUDENT-CENTERED LEARNING APPROACH

### COOPERATIVE LEARNING

#### HOW WE'LL DO IT

- Student will be put into groups of 4
- Send them out to take photographs
- Students to photograph 4 different objects each
- Have them analyze their photographs as a group and discuss how value has be used
- Have them choose the best 8 examples of value







## **EVALUATION**

4 x 20 marks for each photographic example

10 marks for group work

10 marks for process/professionalism

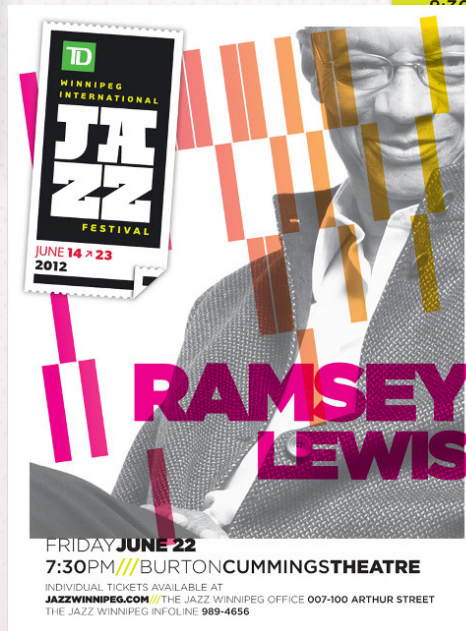
## Example Three

**COURSE** Campaign Strategy

### **LEARNING OUTCOME**

Research event campaigns and provide examples of how they deal with concepts, composition, colour, and type.







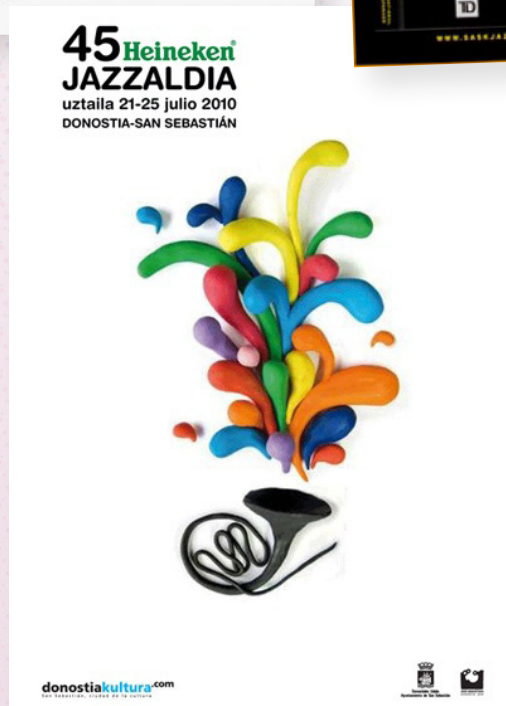
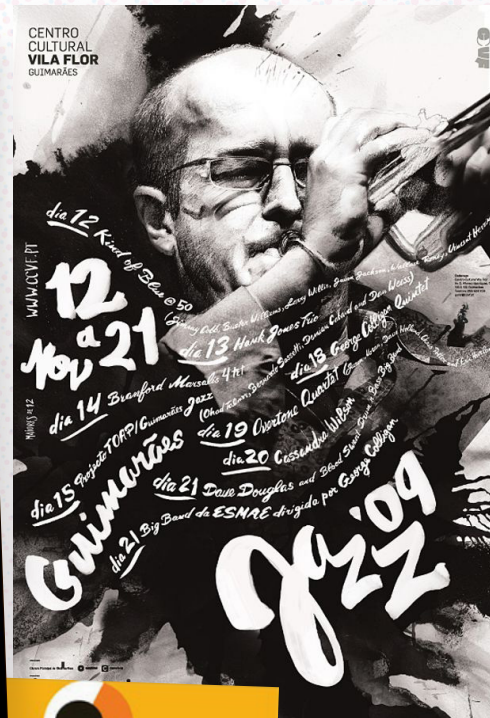
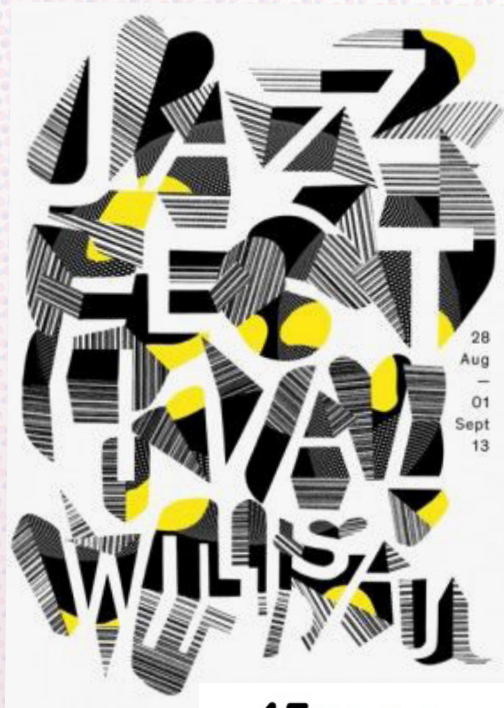
## STUDENT-CENTERED LEARNING APPROACH

### CASE STUDIES

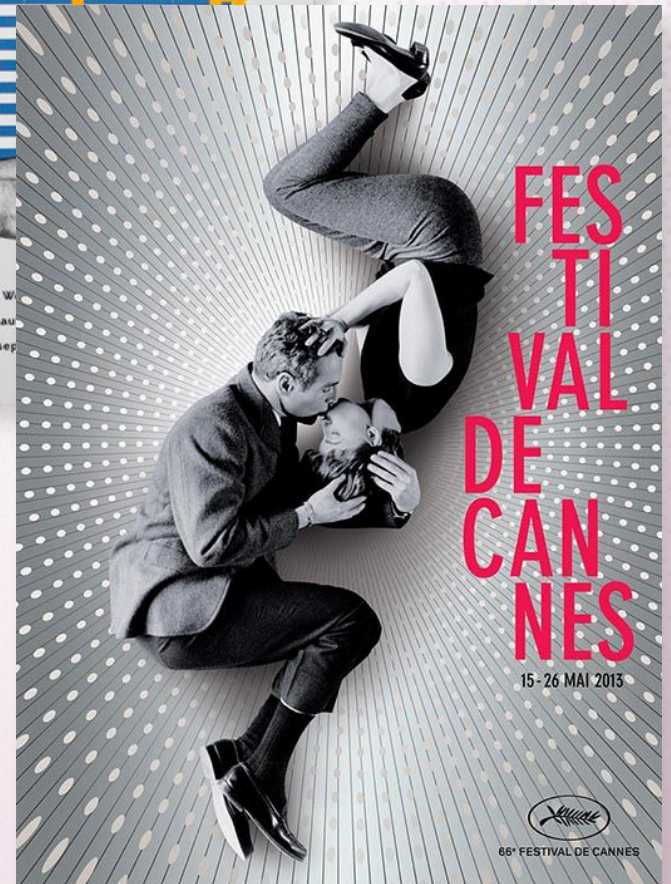
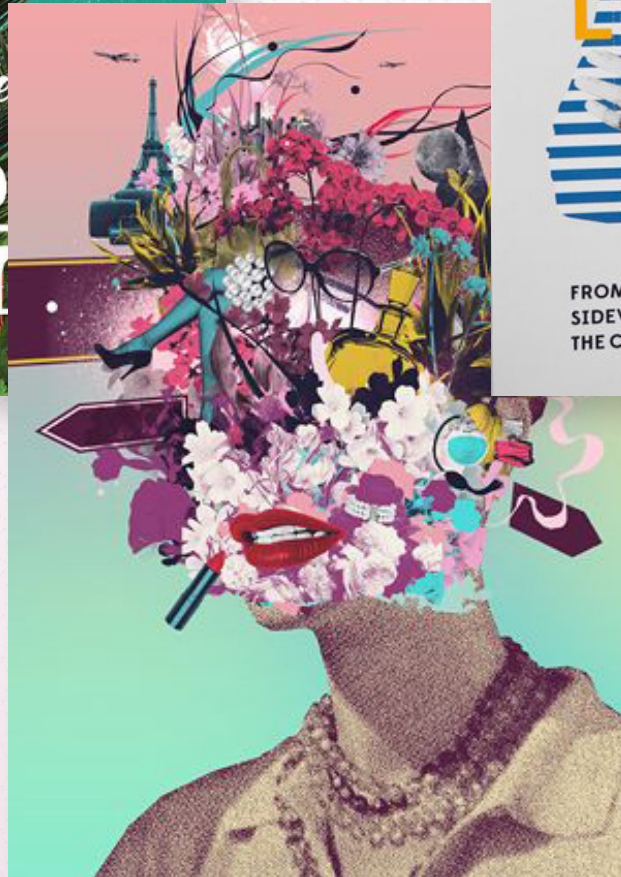
#### HOW WE'LL DO IT

- Research their topic online or in print
- Collect examples of work with similar issues
- Put those examples in a mood board
- Organizing them into 4 categories;  
concept, composition, type, and colour
- Collect 4 examples for each category
- Share their examples with the class
- Meet in groups to discuss the examples











## **EVALUATION**

4 x 20 marks for each category

(5 marks for each example)

10 marks for group work

10 marks for process/professionalism

# S U M M A R Y

**Almost all of our projects in Graphic Design  
involve student-centred learning to some degree.**

They learn from researching.

They learn from asking questions.

They learn from examples.

They learn for doing.

They learn from exploring.

They learn from making mistakes.

They learn from each other.



Everyday is a  
new opportunity to learn.

Questions?