



Microbrew Example

Past successful topics include

- In-class activities
- Service learning ideas
- Project ideas
- Field activities
- Laboratory activities
- Discussion starters
- Study tools
- Specific/novel component of a CURE
- Assessment tools
- Classroom management ideas

Example Microbrew at ASMCUE 2018

Title: Using Game-Design Strategies to Develop Higher Order Skills with Vocabulary: Microbiology Code Names

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Microbrew Description: Introductory courses in the biological sciences are full of new and complex terminology. One of the key learning outcomes of any general biology, microbiology, or genetics class is to build students conceptual understanding and familiarity with the discipline-based language associated with each of these sciences. While flashcards and quizlets will help students recognize key terms, the “code names” (based on the board game) exercise develops student skills at connecting multiple terms in a logical manner that others could recognize. In this session we will play “microbial code names” to demonstrate the activity, and discuss different methods and caveats to using this exercise. This exercise, while intended for in-class use, could be adapted and used online as well. Participants will leave with a few pre-made term boards and ideas for implementation.

Microbrew Timeline:

Before – Lay out games on tables

2 minutes – Explain context for using the game in the classroom. Time of semester class size, student background, classroom layout

2 minutes – Briefly explain game

6 minutes – Play game in small groups

5 minutes – Questions and feedback