

Call for Submissions: The 2018 Rutherford Teaching Challenge

The ITAA Teaching Innovation and Resources Committee invites submissions for the 2018 Rutherford Teaching Challenge. The Teaching Challenge is designed to encourage development and dissemination of innovative teaching strategies that address emerging issues in the apparel and textile field. Applicants are invited to submit teaching strategies that meet the following criteria:

- Teaching modules must be suitable for delivery in undergraduate curricula.
- Submitted modules must have been delivered within one year of submission.
- There is a limit of one submission per institution.
- Multiple authors are allowed, though all authors must be ITAA member(s). Submissions will be accepted from instructors working on their own as well as from faculty members who have worked together to develop teaching modules. Additionally, graduate students may submit teaching modules that have been developed as projects for graduate seminars or teaching methods courses.
- Winners must agree to present their modules at the 2018 ITAA conference and to submit materials to the ITAA Teaching Resources website.

Submissions are due on June 15, 2018. Submissions will be double-blind reviewed by the Teaching Innovations and Resources Committee. A stipend and national recognition will be awarded as follows: \$500 for 1st place; \$300 for 2nd place; and \$200 for 3rd place.

The 2018 Teaching Challenge

Incorporating Science, Technology, Engineering, Art and Math (STEAM) skills into the Apparel and Textiles Classroom

STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. Since the movement was introduced, educators have integrated a variety of academic subjects and disciplinary contexts such as agriculture (STEAM), reading (STREAM) and health (STEAM-H) into the STEAM paradigm. Because the knowledge, skills, and abilities associated with a STEAM education are in demand in nearly all sectors of the apparel/textile field, it is imperative that educators develop innovative approaches to integrate STEAM concepts into undergraduate curricula.

The challenge is to describe a teaching module which uses some or all aspects of STEAM, including related interpretations, to facilitate learning and build learner competence in the apparel/textile classroom. The module must have been delivered at least one time, so that learning outcomes can be reported.

Submission instructions:

ITAA members may submit teaching materials to the Rutherford Teaching Challenge Competition that have been developed for and delivered in textile and apparel courses at a post-secondary institution. Submissions cannot be published elsewhere and the author(s) must be the developer(s) of the submitted materials. Materials should be submitted to Dr. Barbara Frazier, Vice President of Education at frazier@wmich.edu according to submission guidelines below. Submissions are double-blind reviewed under the supervision of the chair of the Teaching Innovation and Resources Committee.

Submission guidelines

All submissions must be in PDF format. Prepare two files, as follows:

File 1 - Title page with submission title, author name(s), institutional affiliation, program, keywords and contact information. Name this file following this format: Author last name_TchColl_File1.

Follow this format for the title page:

This Is the Title of the Submission

Author Name(s), Some University, USA

Author Program Name

Keywords: list three keywords

Lead author email address

File 2 – One file in pdf format that includes all information as outlined below with NO identifiable author information to ensure blind review. Name this file following this format: Author last name_TchColl_File2. Due to space limitations on the ITAA web site, this file may NOT exceed 10MG. If applicable, authors are encouraged to include links to external web sites where large files such as student assignment examples can be found.

Submission of teaching materials (File 2) for review should include the following:

- Title page which includes title of the submission and keywords ONLY.
- Abstract (maximum 150 words)
- Project description, including:
 - An introduction explaining:
 - course(s) for which this activity is appropriate and where course(s) fits in the curriculum.
 - instructor and students' knowledge/skills required to complete activity.
 - recommended format (in-class or homework activity, individual or group-based, online activity, etc.)
 - Detailed description of the activity including:
 - clear explanation of integration of how STEAM concepts are integrated into the activity
 - learning objectives
 - directions and resources needed to complete the activity
 - evaluation process
 - Conclusion explaining:
 - how long the author has used the activity in the course
 - changes that have been made to the activity (if any) and rationale
 - student learning outcome(s) (students' quotes or reflections about the activity are recommended)
 - recommendations/advantages/disadvantages of using this activity

Note: File 2 materials must not contain any information that identifies the author(s).

Save File 1 and File 2 in one folder. Name the folder as follows: Author_RuthTchChall_Submission. Send the folder as a zip/compressed file attached to an email to Dr. Barbara Frazier, Vice President of Education at frazier@wmich.edu. Include a statement identifying the title, corresponding author and indicating that it is a submission for consideration to the Rutherford Teaching Challenge. Winners will be announced by July 31, 2018.