more fun with TurningPoint

using team competitions

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DESCRIPTION
This session focuses on how to use assigned teams to encourage cooperative learning in a competitive environment while adding interest and excitement to TurningPoint.

TOPICS
In this session, the following topics will be discussed:

- Team Learning
- Cooperative Competition
- Dentistry 730
- Using Teams
- Using TurningPoint
- Using Teams & TurningPoint

OBJECTIVES
Upon completion of this presentation, the participant will have a basic understanding of:

- team learning & cooperative competition
- using teams in the classroom setting
- using TurningPoint in the classroom
- using teams & TurningPoint in the classroom
- whey and when to use the following competition TurningPoint slides: team scores, team MVP, fastest responder and wager slides

RESOURCES
Turning Technologies
http://www.turningtechnologies.com

Technical Support  Monday – Friday / 7:00 am – 9:00 pm

Phone  330-746-3015
Toll Free  877-726-4602
Email  support@turningtechnologies.com
Web  http://www.turningtechnologies.com/responsesystemsupport/contact-technical-support/

TurningPoint 4.2.3 – PC User Guide (online)
http://www.turningtechnologies.com/responsesystemsupport/productguidesmanuals/turningpointpcsupportdocs/

Topics to review
- Competition Slides
- Participant Leader Board
- Team Leader Board
- Team MVP & Fastest Responder
- Wager Slide
- Competition Settings
- Set Up Team Competitions
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TEAM LEARNING
- importance of teams
- characteristics of team learning

COOPERATIVE COMPETITION
- team learning + competition
- promotes achievement and motivates students
- cooperative learning used with group competition promotes greater achievement than working individually
- a balance of collaboration and competition in fostering student learning best serves students as they are able to achieve academic success in concert with others on their team as well as on an individual basis within the team

DENTISTRY 730
About the COURSE ...
- national board part II review course (NBDE Part II)
- required / 2 credit hours
- dent IV students
- graded S / U
- content experts lecture
- 100 + in class
- summer quarter / Fridays
- TurningPoint used
- needed a way to engage students for 2 hours that would be a change of pace from other lectures
- needed a way to motivate students to study for the NBDE Part II

USING TEAMS
- 10 total teams
- 10-11 students assigned to each team
- assignment based on NBDE Part I scores
- each team has nearly identical average score
- each team has at least 1 high & 1 low performer
- each team has assigned seating (seated together)
• during first class meeting, each team meets
  ✓ chooses a team name
  ✓ chooses a group leader & a back-up leader
  ✓ determines game plan for quizzes & winning grand prize
• team competition is “framed” during first class
• rules presented & rewards explained

About the
LONG RANGE GOAL --- SUCCESS ON NBDE PART II
• to help students remain motivated after class & quarter ends
• to encourage students to achieve excellence as a team
• to encourage students to achieve excellence as individuals

TEAM CASH PRIZE
✓ each team competes to win for study team grand prize
✓ based on NBDE Part II scores (test is taken by January 15th deadline)
✓ for each team, the high and low scores are dropped – average score
  based on remaining scores
✓ winning team results are top secret, announced at convocation
✓ $5000 divided among the winning team members
✓ all must pass NBDE Part II to be eligible for prize money

INDIVIDUAL AWARDS
✓ bonus personal days for each percentage point > 90%

About the
SHORT TERM GOALS --- WEEKLY SUCCESSES
• to motivate students each week
• to encourage active ongoing team participation
• to develop relationships between team members
• to increase fun & drama in learning

TEAM QUIZZES
✓ teams compete each week by taking a quiz comprised of old board exam questions
✓ each team completes the 4 questions M/C quiz as a group; one answer sheet is submitted; each person in attendance is listed; each person on team gets same grade based on answers
✓ 5 minute limit on quiz
✓ first team that completes the quiz with all the correct answers —and— has their captain run answers down to front of class room — wins small prizes
✓ small prizes include chap stick, post-it notes, pens, etc.
✓ teams finishing quizzes in 2 minutes instead of 5
About the BOARD RESULTS …

- without teams  1999-2004
- with teams  2005-2010

**Scores**

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OSU > NATIONAL + 0.9
OSU < NATIONAL - 0.3

**USING TURNING POINT**

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USING
TEAMS & TURNINGPOINT
- with tp, limited to 10 teams
- use same team assignments
- one tp remote assigned to each student
- tp remote numbers linked to participant list
- team scores linked via participant list

Why use
TEAMS & TURNINGPOINT?
- increase fun & drama in learning
- spotlight teams and individuals throughout lectures
- reinforce importance of team in learning

Types of
TURNINGPOINT COMPETITION SLIDES
- team scores
- fastest responder
- wager
- team mvp

TEAM SCORES
✓ team score = \( \frac{\# \text{ correct responses}}{\# \text{ total response}} \times 100 = \text{SCORE} \)
✓ points awarded for correct answers
✓ answers are tracked for 2 hour class period
✓ for some questions – asked to work independently, for others let them consult with other team members
✓ interspersed throughout lecture
✓ team with highest score at end of 2 hours, gets M&M’s candy as prize

FASTEST RESPONDER
✓ throughout 2 hour lecture, students who answer correctly in the shortest amount of time are recognized
✓ usually intersperse these after difficult and/or long questions
✓ top 5 fastest listed on slide; spotlight on individuals

WAGER
✓ used throughout 2 lecture hours and at very end
✓ allows teams to pull ahead, or, drop down
✓ students asked to consult each other on team
✓ they decide what % of their current individual points they would like to wager on the next question
✓ then after answering the next question — major shifting of team scores — huge audience response
MVP
✓ scores of each student tracked for 2 hour class period
✓ points awarded for correct answers
✓ interspersed throughout lecture
✓ at end of 2 hours, MVP students named for each team
✓ small prizes given to each MVP
✓ cumulative results available on Carmen each week
✓ cumulative results presented at beginning of each 2-hour lecture —
to recognize each team MVP

About recognizing
TEAMS & INDIVIDUALS …
▪ weekly results posted on Carmen
▪ cumulative results available on Carmen each week
▪ cumulative results presented at beginning of each 2-hour lecture
    --- to recognize top teams & mvp’s

What to remember about
TEAMS + TURNINGPOINT
▪ high energy
▪ lots of fun
▪ with wager slides, any team can win
▪ encourage all to enjoy the moment
▪ encourage all to have fun with process
▪ remind all to focus on journey, not destination

TURNINGPOINT at OSU
  Digital Union
  370 Science and Engineering Library
  175 West 18th Avenue
  Columbus, OH 43210
  614-292-2793
  http://lt.osu.edu/resources-clickers/

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