

Culminating Undergraduate Experiences

Matthew Sanders

Abstract:

Culminating activities are not new phenomena in higher education. For decades such activities have been used to represent the metaphorical bridge between undergraduate education and student's professional careers. Ideal culminating activities represent realistic problems that have multiple constraints and require the application of current standards and accepted practices in order to be solved. They require students to apply the multiple skills central to the educational program of their study. Such activities enable the institution to gauge program level student learning outcomes and can be used to improve instructional practices.

Learning Outcomes:

- 1. Participants will understand the nature of culminating experiences and activities.
- 2. Participants will learn how to set goals, learning objective, and outcomes for students culminating experiences and activities.
- 3. Participants will learn how to design culminating activities with realistic problems that have multiple constraints and require the application of current standards and accepted practices.
- 4. Participants will learn how to help student construct the required knowledge and develop the multiple skills central to the activities.
- 5. Participants will learn how to establish, lead, and direct institutional centers for culminating experiences and activities.

Facilitation Plan:

- 1. Facilitator will present samples of the design and development of culminating experiences and activities across different contexts (20 Min.).
- 2. In teams, participants will apply the presented knowledge to design culminating experiences and activities of their choice (20 Min.).
- 3. Facilitator will present and discuss issues related to establishing, leading, and directing institutional centers for culminating experiences and activities (20 Min.).
- 4. In teams, the participants will discuss and address some of these issues in the context of their own institutions (20 Min.).
- 5. Teams and group feedback and assessment of workshop (20 Min.).

Resources:

Handouts