

Structuring an EGEE-II course

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- Start and end of courses
- The middle
- How to run practicals??
- Course composition: Re-use, not recreate... except for...
-Where we need more modules



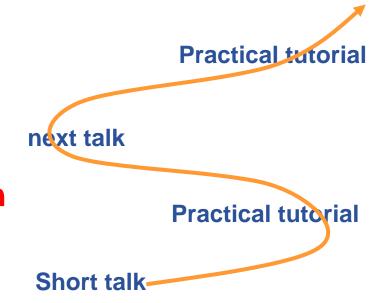
Start and End

- Strong start and end reinforces learning
- Start of a course
 - Safety matters
 - Restate goals as advertised, and as in evaluation form
 - Give orientation to the agenda
- End of course
 - Review the agenda covered
 - Discussion
 - Any remaining issues
 - Reactions to course
 - Then evaluation forms to be filled in
 - Encourage written comments
 - Also from tutors! something we should do!

How can this discussion be done effectively??



- Minimise talking! More practicals!
 - Especially where a language isn't fluently shared by trainers and participants!
 - More is learnt from doing than listening!
 - Training: is teaching people how to do something so do it!
- For each module, trying a pattern of
 - Introduce key ideas
 - Use them in practical
 - More detailed description
- Avoid
 - Death by powerpoint
 - Then long practicals!
- Be alert to group discussion opportunities (small groups?)





- Feedback scatter is greater on practicals than talks, usually
 - WHY?
 - Because different people learn experientially in different ways
 - In any course there will be different people who like:
 - To be lead
 - To explore
 - To be challenged
 - To learn gently
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 - But we have to define one approach for each practical
 - And are usually time-constrained
- May not be "a best approach" but be alert to the issues here!



- Moved from a speaker-led model to web-page lead
 - Accommodates different speeds of typing, learning
 - Allows URLS to background information to be explored
 - Fast participants can do more advanced optional exercises
- MUCH less stressful for participants...
 - Not chasing
 - Written English is sometimes more fluent than spoken
- and less demanding for trainers
 - Less needs to be remembered or said!
- Tending to create practicals in pattern of:
 - Simple "follow this" to learn concepts
 - Then increasing levels of challenge if time permits



- Two complementary approaches at present:
 - GILDA wiki directly useable for many practicals
 - Web pages on trainers' homepages, able to be edited without need for editorial GILDA control
 - Significantly new material should be passed to GILDA wiki and to the NA3 "Editorial Task Force"



- Goal: for NA3 to maximise benefit and minimise unnecessary effort through re-use of material
- Modules not courses are re-useable
 - E.g. Compose courses from modules
 - Intro to information system
 - Using GFAL
 - Using RGMA
 - RGMA for monitoring applications
 - Contexts vary
 - Between federations
 - Between participants some courses are for one VO, ...
 - Time available varies
- Editorial Task Force seeks to facilitate this



- Induction
 - Modules considered to be in "maintenance mode"
 - An "ETF exemplar" course exists
- Application Developer
 - In EGEE-I, focus was on APIs
 - Huge scope for wide range of new modules
 - Higher level tools which?? GANGA???
 - Portals and portlets
 - "Building blocks" that solve common problems
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 - What else?
- Installation courses
 - See GILDA site and also GridKa School



In groups of 2 and 3:

- Take a look at:
 - ETF page and wiki
 - GILDA wiki
 - Find both from "Important links" on NA3 home page <u>http://www.egee.nesc.ac.uk/index.html</u>

• Also discuss:

- What information or discussion would help you remove obstacles to planning your future training courses?
- Can you identify or help create needed modules? application developer especially.