Our Mission

This team developed a series of online modules designed to both reveal the role of neurobiology in learning and to test methods in interactive education. These modules are initially targeted to undergraduate students, with planned expansions for teachers and parents.

Project Goals

Goals Attempted

1. Learn about neuroscience myths and facts that are relevant to teaching.
2. Look into technological tools/media that could allow this knowledge to be shared with others.
3. Design learning modules that both contain the relevant information, and are presented in a way consistent with what we know about good teaching.
4. Evaluate how effective our product is in teaching others the critical concepts about teaching and learning, as informed by neuroscience.

We achieved the first three goals; the final evaluation awaits further learning in the area of assessment.