# Connecting Statistics Gurriculum to Students' Curiosity 

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## Outline

- Problem and Proposed Pilot Program
- Iterative Improvement
- Results
- Student Survey
- Impact on Grades
- Lessons Learned
- Play at home game: Jamboard and/or Handout


## Problem and Proposed Pilot Program

- STAT 230 is a required second-year introductory course in Probability
- Taken by all Math students (including Computer Science), typically 500+ class
- Relevance was not apparent to CS students
- CS students significantly under-performed
- Proposed Solution: Create CS-focused section
- Different lectures, more CS content
- Same tests, quizzes, exams
- Hope tailored course will improve performance


## Think About Your Course

- When you have trouble reaching some of your students
- Is the course...
- Required, elective, or a mix?
- Restricted to students in certain programs or open?
- Relevant to the students' programs? Their careers? Their personal interests?
- Related to their other courses, past or future?


## Iterative Improvement

- Rather than making giant sweeping changes at once, gradually added components


## Step 1

- CS examples
- CS-flavoured questions
- Game of the Week (SWAG)
- R workshop
- Restricted enrolment lifted
- More examples
- Add to course notes


## Step 3

- Machine Learning Idea of the Week (MLIW)
- Stats in sci-fi
- Ethical use of data


## Online Adaptations [unexpected Step 4]

- Assigned all CS students to one instructor for individual questions
- "Thought question" polls on Piazza discussion board
- Weekly livestreams on Twitch for SWAG, MLIW and advanced R code
- Recorded and posted on course website and freely as YouTube playlist
- Computational assignments to combine theory and R coding
- Incorporating COVID testing, D\&D, GameStop stock fiasco


## Think About Your Course

- How can you gradually make additions to your course?
- Write down...
- One change you can make in your course right away
- One change you can think about making in the future


## Inspiration for Ideas

- Partner and Friends in CS
- Research on CS/Stat education
- Self-education (ML course, Wikipedia)
- What's in the news
- Memes/reddit
- Popular books, games, movies
- Students themselves!
- Colleagues with expertise in the area
- Students’ hobbies (ask!)


## Think About Your Course

- Who or what can you use for inspiration?
- Write down...
- One person you can go to for ideas
- One resource you can consult for ideas


## Results - Student Survey, Qualitative

- Survey of students after first two terms of CS section pilot
- "I liked that there was some kind of connection with how stats would be useful to me later on."
- "It lets me know people are trying to cater courses to one's degree. That amount of consideration is hard to come by."
- "[I liked] the recognition that CS students have different priorities."
- "I like how I was surrounded by people who were also in CS. I also found it easier to grasp some of the concepts."
- Respondents also had lots of great suggestions!


## Results - Student Survey, Quantitative



## Results - Impact on Student Grades

Terms with NO CS section


Terms WITH a CS section


## Think About Your Course

- How will you know it is working?
- Write down...
- One goal you have
- One idea for measuring the success of your changes


## Lessons Learned

- Start small and iteratively improve
- Get feedback and suggestions from students
- Incorporate new material into course so all future students benefit
- Use and share digital assets created for online learning


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