Resources for Improving Your Course

1. www.mededportal.org

MedEdPORTAL Publications promotes educational scholarship and collaboration by facilitating the open exchange of peer-reviewed health education teaching and assessment resources.

All MedEdPORTAL services, including Publications, are available at no charge to the general public around the globe. However, publications in the "Special Clearance" collection are guarded behind a human firewall. MedEdPORTAL staff distributes these protected publications to users only after verifying their identity and confirming they are faculty at a health education institution.

2. https://www.turningtechnologies.com/

Add an interactive component to lectures by using an audience response system. No clickers are required. Students use their cell phones.

3. http://tblc.roundtablelive.org

Team based learning collaborative is a good resource for developing tbl in the classroom.

4. http://www.presentermedia.com/index.php

This is a great PowerPoint resource that requires an annual fee for access, but provides themed, animated power point templates, as well as cartoon drawings to dress up slides.

http://headneckbrainspine.com/

This is a very good neuroimaging resource to support neuroanatomy teaching.

6. http://library.med.utah.edu/neurologicexam/html/home_exam.html

The University of Utah has videos of findings on the neurologic exam that are copyrighted, but may be used for teaching materials when credited as below.

Movie Re-Use Guidelines

COPYRIGHT: The authors and contributors to the NeuroLogic Exam website (http://library.med.utah.edu/neurologicexam) and Pediatric NeuroLogic Exam website (http://library.med.utah.edu/pedineurologicexam) retain copyright to all material, including movies, and request acknowledgement whenever it is used.

Movies may be copied, downloaded, and incorporated into other teaching materials for appropriate, non-commercial, educational use. Such uses include, but are not limited to, lectures, PowerPoint or Keynote presentations, quizzes, exams, problem-based learning cases, multimedia learning objects, or websites.

The movies ("the work") are licensed under a *Creative Commons Attribution-NonCommerical-ShareAlike 2.5 License*. The license is presented in two forms:



Commons Deed

Easily understood, simple language regarding the Creative Commons License



Legal Code

Very specific legal language regarding the full Creative Commons License

https://fd4me.osu.edu/

http://meded.ucsf.edu/radme/faculty-development

http://medschool2.ucsf.edu/academy/faculty_development/resources.aspx

http://www.oucom.ohiou.edu/fd/programs.htm