

# A Model for Designing and Implementing an Interdisciplinary Class

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- I. Designing
  - A. **FIND A PARTNER**: Identify someone you would like to collaborate with.  
(Both must be willing to work together to plan, to continue to assess what worked well and what can be improved, and “tag team teach.”)
  - B. **OVERLAPPING OUTCOMES**: Identify (or write) one or more overlapping or compatible learning outcomes for your two classes from two disciplines.
  - C. **TIME**: Schedule the class for some overlapping class time.
  - D. **CLASSROOM**: One class must meet in a room big enough for both classes.  
(This may mean a small enrollment than normal.)
- II. Participants brainstorm
- III. Implementing
  - E. **ACTIVITIES**: Use “backwards design” to plan mutually beneficial learning activities for your time together.
  - F. **PREPARE**: Give each class what they need to prepare for the activities.  
(readings, skills readiness, motivation)
  - G. **CLASSROOM CULTURE**: Build compatible classroom cultures from day one.
- IV. Participants brainstorm
- V. Q & A