

Critical Skills and Practice

Tutorial 1 - Introductions and Goal Setting

1 Introduction (5 minutes)

Introduction to your tutor/cohort lead and to the structure/function of an academic family.

2 Icebreakers and get-to-know-you (20 minutes)

There are two icebreakers, each of which should take about 10 minutes.

Icebreaker 1: Desert Island

Turn and talk with a partner. For the first five minutes, discuss which 5 books or movies you would take with you if you were stuck on a deserted island. For the next five minutes, discuss what music you would take.

Icebreaker 2: Two Truths and a Lie

Take one minute to think of two truths and a lie. Then take three minutes each to try and figure out which is the lie. You'll share out for the remaining three minutes.

3 Goal Setting (20 minutes)

Take five minutes to think about the goals you have for your time as an Informatics student and at university. There are 3 domains to consider:

1. Educational (things you're curious about and hoping to learn)
2. Professional (things you see as imperative for their future professional career)
3. Personal (things about yourselves that you hope to see grow/develop)

Try to come up with at least three goals for each domain. Take another five minutes to talk with a partner about their goals.

The whole group will come together and share about whatever goals you feel comfortable sharing.

4 Closing (5 minutes)

Time to ask questions at the end.