Project Title: Referencing with LEGO Workshop

The aim of the workshop is to improve students understanding of plagiarism, and why and how we reference. We will also be looking at how play might influence and aid learning.

The activates in the workshop are designed to be fun and engaging and we hope that will help to improve students learning and retention. Group work will be involved to encourage engagement and collaboration.

The session is in 3 parts.

**Part 1** is conceptualising plagiarism using Lego, an activity that explores ownership of information. Hopefully developing a better understanding of why we reference.

**Part 2** is a guide to how we reference, & some of the tools to help the process.

**Part 3** Two activities to familiarise and practice the mechanics of referencing.

The overall aim of the session is to improve students understanding of referencing and to help avoid inadvertent plagiarism.

Data will be collected by observations and Feedback forms. If students are interested in being interviewed following the workshop, this will give a greater insight into their thoughts about the session, but this is voluntary.

You do not have to agree to be photographed or observed, but we would still like you to complete the anonymous feedback form at the end of the session.

The more honest you are with your feedback, the more chance we have of making real improvements to the workshop and students learning in the future, so your participation and feedback will be greatly appreciated.

Please bring your laptop or mobile device to the session as you may need it.

Thank you!