

16S rRNA Microbiome Intermediate Bioinformatics Course:

Int_BT

Staff Training Day 1 Part 1 - Introduction



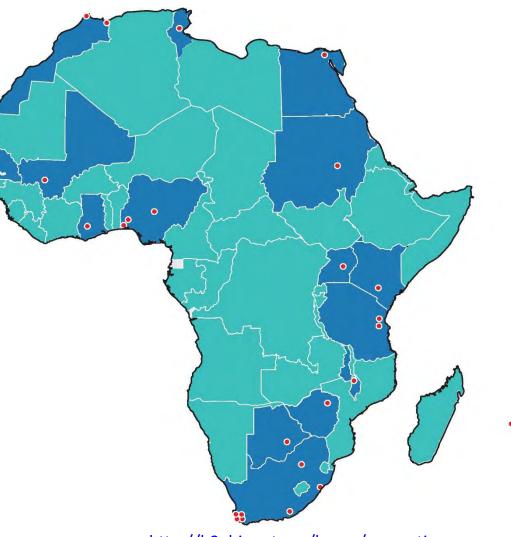




H3ABioNet



- Africa-wide network of bioinformatics institutions
- 28 nodes
- Nodes=bioinformatics research groups
- 17 countries
- 16 African countries
- NIH funded
- Part of H3Africa
- Develop bioinformatics capacity in Africa



http://h3abionet.org/home/consortium









Introduction

- Need for intermediate training
- You are among the first to take the course!

Aims:

- To equip participants with the knowledge and skills to perform analyses on 16S microbiome data.
- To allow participants to gain knowledge and practical experience through theoretical and practical sessions

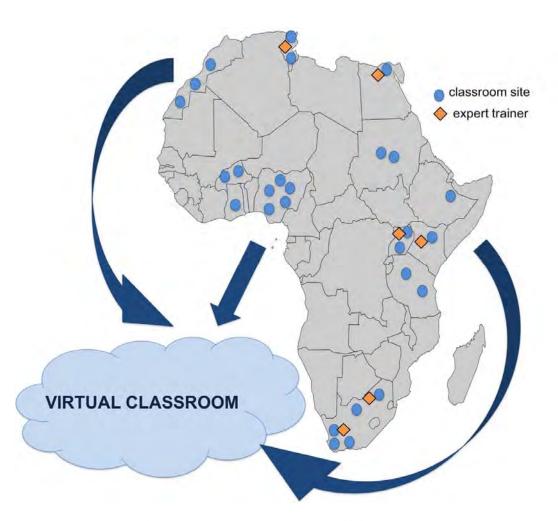








Int_BT community











Why staff training?

- Explain course rationale and logistics
- Provide training on online platforms
- Establish a team atmosphere within and across classrooms
- Provide training on facilitation techniques









Before we start...

- Make sure vula account activated
- Make sure you can access staff site
- Camera for team photo









Logistics for staff training

- 2 days (3 or 4 hours per day) in each local classroom with local team
- Follow day plans for each day will instruct you exactly what to do
- Day 2 training will be done live via zoom
- Activities









By the end of today

- Meet your classroom teammates and be familiar with your training room
- Establish your staff team and know how you might deal with certain challenges
- Understand everyone's responsibilities
- Develop a staff timetable
- Understand the course rationale and logistics
- Be comfortable with vula and adobe connect
- Learn some facilitation techniques









Next

Watch video labeled: Day 1 Part 2







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Staff Training

Day 1 Part 2 – Meet your local team and setting ground rules







Meet your local team



Activity 1 – get to know each other (10 minutes):

- 1. Get into pairs (or a group of 3 if there is an odd number of people). Pair with someone that you do not know very well, if possible.
- 2. Have a chat to get to know each other. Make sure that you find out at least 3-5 things about your partner (5 mins).
- 3. After 5 minutes of chatting, organise all your chairs into a circle/semi circle so that the whole group is sitting together.
- 4. Introduce your partner to the rest of the group (for example 'This is... s/he is... s/he enjoys...'). If your group is very small (only 2/3 people), then tell your partner what you remember about them from their description of themselves.

Press pause NOW and complete Activity 1









Ground Rules

Why create ground rules?

- How we behave together
- No assumptions ensure everyone is on the same page
- Setting expectations

'Very often new ground rules come out of retrospectives. For example a [team] might have encountered issues with some members making decisions on their own and after a discussion about how to avoid this in the future they decide to add the ground rule "We make decisions together" to the list of rules.' https://nomad8.com/team-ground-rules/









Ground Rules

- Examples (only suggestions)
- One person speaks at a time
- All team members are equals
- Address conflict by dealing with the issue not the person
- Notify the team in advance if you will be absent
- Be a participant, not a lurker
- Have fun, but not at the expense of someone else's feelings
- Be present, both physically and mentally
- https://www.askteamdoc.com/setting-team-ground-rules/









Ground Rules

Activity 2 – steps for starting your list of ground rules (15 minutes):

- 1. As a group, brainstorm what is important to each member in terms of acceptable behaviour:
 - Select a scribe
 - 2. Scribe to write down ALL suggestions in a place where everyone can see (suggestion: create a google document and project it on the wall/ TV screen create this document in your IBT google folder) (5 mins)
- 2. As a group, decide on the top 5-7 suggestions (vote). Talk through each item to ensure each team member has a clear understanding and agrees. When you finalize your list, get confirmation from each member by having them raise their hand to physically acknowledge they agree to abide by the group behaviours. (10 mins).
- 3. Type up the finalised list and share with each staff member (suggestion: share via google docs).









Next

Watch video labeled: Day 1 Part 3







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Staff Training Day 1 Part 3 – Course background









Skills-based curriculum

• Learning Objective: knowledge learned without implementation (content covered in the lecture component of contact sessions)

VS.

- Learning Outcome: measurable skills gained (covered in the practical assignment component of contact sessions)
- Important for participants to be able to go out and perform the analyses on their own after the course
- Mapped to specific ISCB competencies alongside trainers









Competencies

 Competencies are bundles of the essential knowledge, skills, and abilities (KSAs) required to achieve an acceptable level of performance, while learning objectives are specific to a course of instruction. A learning objective is a very specific statement that describes exactly what a participant will be able to do in a measurable way after completion of the course. By accomplishing the objectives, the individual develops the necessary competencies.







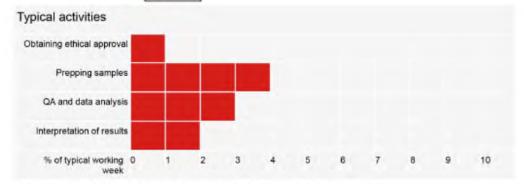


Leon is on his second postdoctoral fellowship, working on quorum sensing in bacteria. "I'm using a combination of transcriptomics, proteomics and metabolomics to understand these pathogenic changes better" he explains. "I end up with big spreadsheets of protein or gene IDs and I'm trying to piece together which signaling pathways are involved in flipping to the pathogenic state". He has been on an introductory Unix course but is much more comfortable with GUIs than with the command line. "I just have a visual brain", he says.





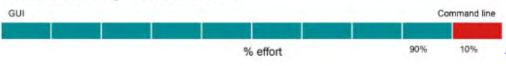




Distribution of time between bench-work and computational work



Preference for using GUI vs command line



https://doi.org/10.1371/journ al.pcbi.1003496

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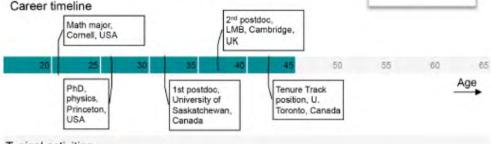


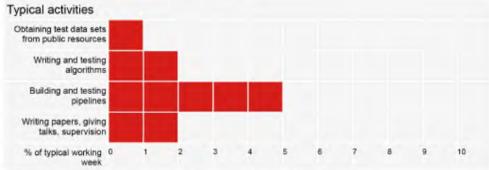


Martha (bioinformatics scientist)

Martha is a senior bioinformatician in an international structural genomics consortium. Her biggest project is on predicting the functions of proteins whose structures have just been solved; she's building a structure-to-function prediction pipeline for the project. This is funded partly by the NIH and partly through industrial funding. She also has a fascination for predicting structure and usually has a student or two working on structural prediction projects.







Distribution of time between bench work and computational work



Preference using for GUI vs command line



https://doi.org/10.1371/journ al.pcbi.1003496







Competencies



Persona: Bioinformatics Scientist 16S rRNA Microbiome Intermediate Bioinformatics Training_Mapping Bloom's Competency/ies Taxonomy Knowledge Skills **Attitudes** S2, S3 General biology Comprehension K1, K2, K3 A1,A2 Depth in at least one area of biology (e.g., evolutionary biology, genetics, molecular biology, biochemistry, anatomy, physiology) Comprehension K1, K2, K3 S1, S2, S3 A1. A4 Details of the scientific discovery process and of the role of bioinformatics in it Comprehension K1, K2, K3, K4, K5 S3, S4, S5 A1, A2, A3, A4 Biological data generation technologies Comprehension K1, K2, K3, K4 S1, S2, S3 S4 A1, A2, A3, A4 Statistical, machine learning and data science research methods in the context of molecular biology, genomics, medical, and population genetics research. Analysis K1, K2, K3, K4, K5 S1, S2, S3, S4, S5, S6 A1, A2, A3 Data management Application K1, K20 S31, S33, S2 A51 S1, S2, S3, S4, S5, S6, S7, A1, A2, A3, A4, Bioinformatics tools and resources and their usage. **Analysis** K1, K4, K5 S8 A5 A1, A2, A3, A4, Fundamentals of computer science theory Application K1, K2, K3, K4, K5, K6, K7, K8, K9 S1, S2, S3, S4, S5 A5 Human-computer interaction (HCI) **S2 Analysis** K3, K6 Α1 K1, K2, K4, K5, K6, K8, K9, K10, A1, A2, A3, A4,



Scripting and programming appropriate to the discipline



Analysis

K11

A5

S37, S1, S38, S39, S40



Modules



Introduction to the command line and R



Gerrit Botha, H3ABioNet, University of Cape Town



Katie Lennard, H3ABioNet, University of Cape Town

Bioinformatics pipeline - The theory



Samson Kilaza, Dar es Salaam Institute of Technology

16S analysis pipeline



Imane Allali, H3ABioNet, University of Cape Town

Downstream analysis in R

Introduction to the microbiome and study design – why 16S



Shantel Claassen-Weitz, University of Cape Town

Sample collection, extraction and library prep for 16S NGS analyses







Next



For more information on course logistics, watch video labelled: Day 1 Part 4







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Staff Training Day 1 Part 4 – Logistics; how will the course run



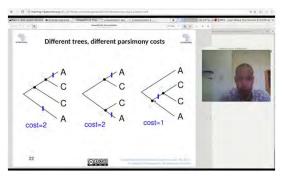




Course design



Prerecorded lectures by experts - distance learning



Virtual classroom





- Videos to become available on the course website at least a few days before each contact session
- Head TA/ sys admin to ensure that the videos have been downloaded ahead of each contact session
- TAs to familiarize themselves with content before the contact session

Local Classrooms - face to face





- Bi weekly contact sessions
- Local administrative and academic support
- TAs and sys admin needed at every session

- Practical assignments
- Module assessments
- Question and discussion forums
- Feedback forms











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Contact session layout

Typical day plan

time	activity
10:20 CAT	Sign in to Adobe Connect
10:30 CAT	Introduction (in Adobe Connect) webcams activated! • Meet the featured classroom
10:40 CAT	Watch lecture recordings (in classroom)
12:30 CAT	break
13:00 CAT	Work through practical assignment (trainer will be available during this time to answer questions via Adobe Connect chat or Vula forums)
14:00 CAT	Ask the trainer • Meet the trainer • Practical session wrap up • Q&A

TA responsibilities during contact sessions:

- Answer queries about the lecture recordings and practical assignments (tips and tricks for facilitating will be covered in tomorrow's session)
- Encourage participants to ask questions via Adobe Connect or via Vula forums
- Record attendance
- Engage and make yourself available

Sys admin responsibilities during contact sessions:

- Ensure that projector is set up
- Log into Adobe Connect room
- Ensure that all the computers are working
- Troubleshoot any tech issues slack group

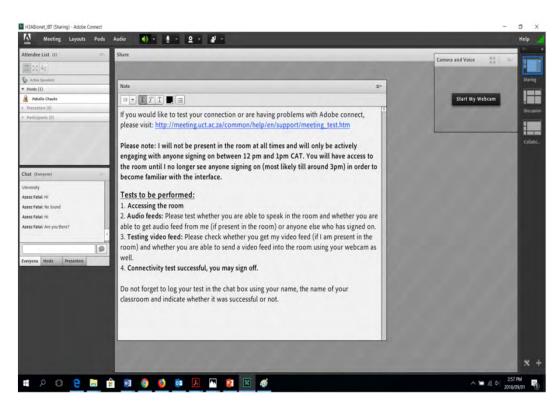








Adobe Connect -> Zoom



The url for the IBT meeting room in Zoom will be displayed to you once you register on the circulated link.

- One login per classroom (use classroom acronym e.g. UCTtype in the chat room to name your institution)
- Wait moderator approval- not necessary

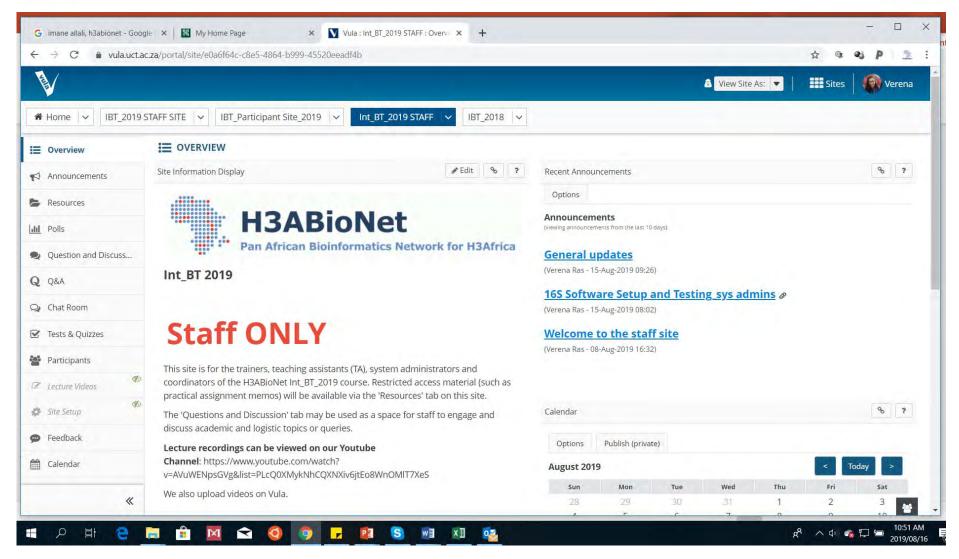
Please note: the Int_BT meeting room will only be available during contact session time or by prior arrangement with the Int_BT core team.









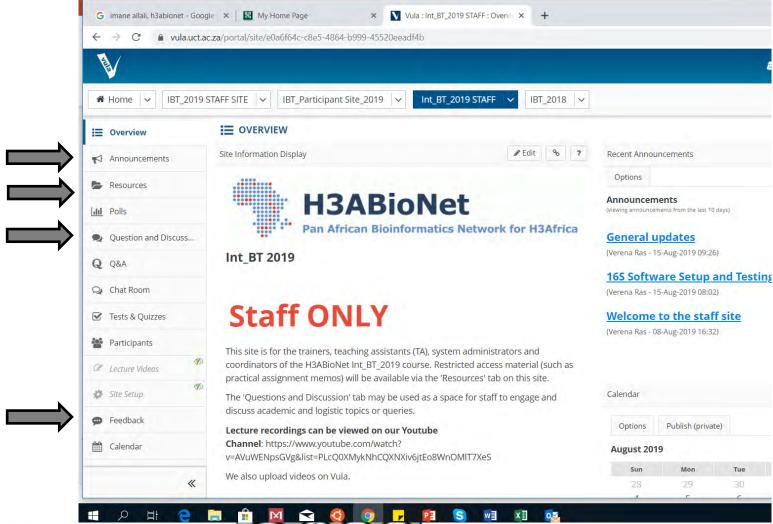




















For participants to pass the course...

In order to pass the course, participants are required to:

- Attend all contact sessions.
- Submit 90% of practical assignments by the relevant hand-in date.
- Submit assessments by the relevant hand-in date and obtain a minimum grade of 60% overall for the assessments.









Consolidation Sessions

- Every few weeks
- A mental 'breather'
- Explore real world relevance of a topic
- Group exercise
- Submit response via Vula forums



https://www.ndtv.com/entertainment/kangana-ranautsmental-hai-kya-release-date-postponed-because-manikarnikareport-2000633









What can you bring and what can you learn?

Activity 3 (10 minutes):

- 1. Take 5 minutes to write down:
 - 1. 3 things that you are good at/ have experience in and that you can help others with.
 - 2. 3 things that you would like help/ support with.
- 2. After 5 minutes, if not already in a circle, move your chairs so that everyone is sitting in one circle.
- 3. Give each person in the circle an opportunity to share what they wrote down. (Remember your ground rules when listening to others ©)
- 4. Suggestion: write down what each person is willing to
- help others with and share this document with the staff team to use as a reference for who to ask for help.







Next



Now watch the video labelled: Day 1 Part 5







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Staff Training Day 1 Part 5 - Commitments and Responsibilities: It's a two way street









Core team commitments

Commits to provide

- Support for Adobe Connect
- Support for Vula usage
- Provide lecture material, practical assignments and
- other course material
- Support for challenges that classrooms encounter
- Some support for technical issues
- Updates on course modules, trainers and logistics
- Grading of assessments
- Guidance on creating a community atmosphere across
- classrooms







Class registers and general "house-keeping"



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3	participant 1			absent						
4	participant 2			present						
5	participant 3			present						
6	etc									
7										
8										
9										
10										









Staff registers and scheduling

Each classroom should determine a schedule for the TAs for each contact session

- Ensure that the participant to TA ratio is reasonable (i.e. 1 TA:10 participants)
- We have provided a Google spreadsheet template for doing this in your classroom Google drive folder
- Each classroom should fill out this Google spreadsheet together with the TAs
- The head TA and Sys Admin should be present or contactable during every contact session









Communicating with the core team

- Queries from participants should be attempted to be resolved locally
- Use Vula forum if appropriate
- If you cannot resolve the issue locally, contact
- the Int_BT core team via Vula or email
- Tackle some approaches on how to do this









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art 5

Activity to deal with challenges

- As a group brainstorm potential challenges that might arise
- Make use of the "ground rules" brain storming session outlined in
- If your classroom encounters a challenge, have a look at the Challenges and Solutions thread
- st Other classrooms may have anticipated similar
- Se te challenges and may have suggested a feasible solution for your classroom

template.docx

 Also cut and paste your top 5 challenges and solutions to: Int_BT_2020 STAFF site -> Question and Discussion Forums -> Staff Training -> Challenges and Solutions



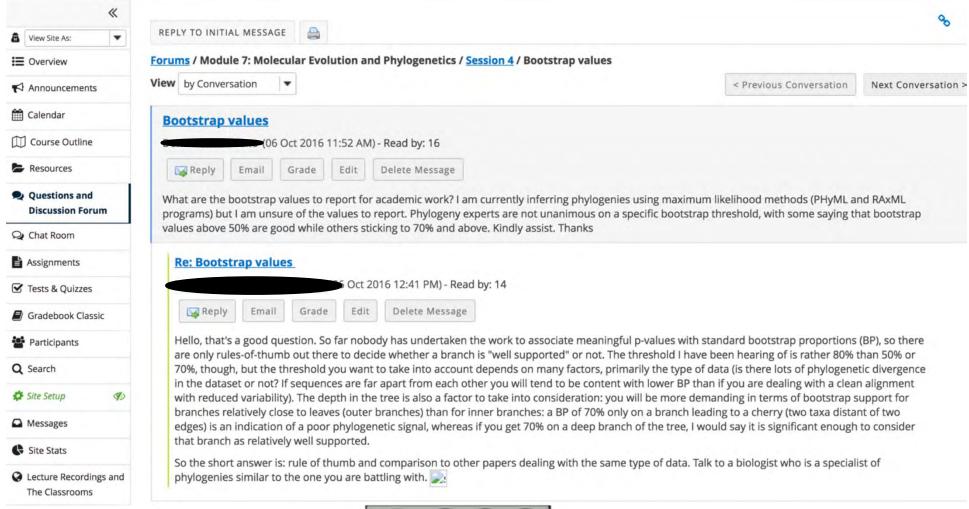








Forum













What the video labelled Day 1 Part 6







16S rRNA Microbiome Intermediate Bioinformatics Course: Int_BT

Staff Training Day 1 Part 6 – Team Biographies









Forming a community

- The success of the course is based on developing a sense of community between classrooms
- Leverage on the fact that you are part of a larger community from diverse backgrounds all with a common interest in teaching and learning bioinformatics
- Easier to do this when you can put faces and a bit of context to your colleagues across the continent









Team Biography

- We have provided instructions and a template for generating the biography here:
- Int_BT_2020 STAFF site -> Resources -> Staff Training -
- > Int_BT_2020 staff training day 1 part 6 template.docx
- A single biography should be uploaded for each team – elect a person to upload the biography and photograph to Vula on behalf of the classroom









Have fun and I will see you next time!







16S rRNA Microbiome Intermediate Bioinformatics Course:

Int_BT_2019

Staff Training Day 2 Part 1









By the end of today...

- Feel a part of the wider Int_BT staff body
- Understand how classrooms might support each other
- List at least 3 good facilitation practices
- Describe at least 3 facilitation techniques and will know how to implement them
- Have an idea of how you might stimulate engagement (with and across classrooms and with the local bioinformatics community)
- Navigate and use Int_BT online platforms, namely: Vula, the Int_BT website site, Youtube, and Adobe Connect









Sign onto vula and read some of the biographies of the other classrooms

Take 10 mins to do this

Then sign onto adobe connect to meet some of the other classrooms!

Pause the video at this point and come back to it after the adobe session!









Sharing Solutions

Activity (10-15 minutes):

- Use the projector system in your classroom to project the Vula interface (log in using any staff member's account)
- Navigate to Int_BT STAFF -> Question and Discussion Forums -> Staff Training -> Challenges and Solutions
- 3. As a group, read through the challenges and corresponding solutions for each classroom.
- 4. As a group, respond to 3 posts with a solution to a challenge raised in that post for some of the classrooms, their might be challenges with no solution. For other challenges, your staff team might have a different solution to the one proposed in that post.
- 5. Consider responding to posts that do
- not yet have any comments
- In order to respond to the post...

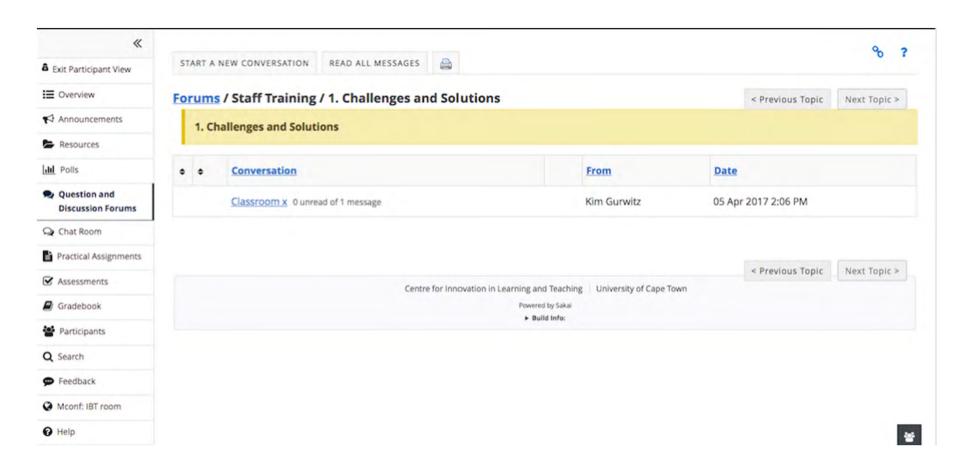








Responding to a Vula Forum post



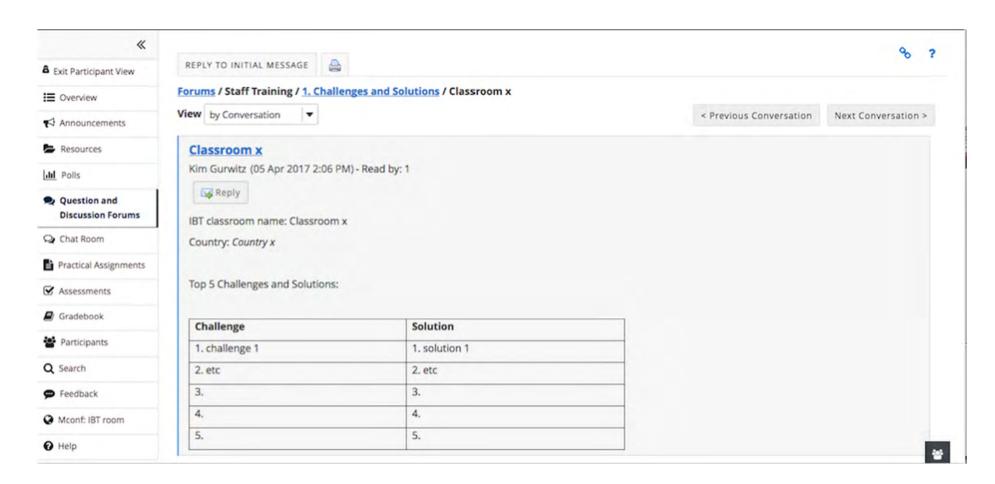








Responding to a Vula Forum post



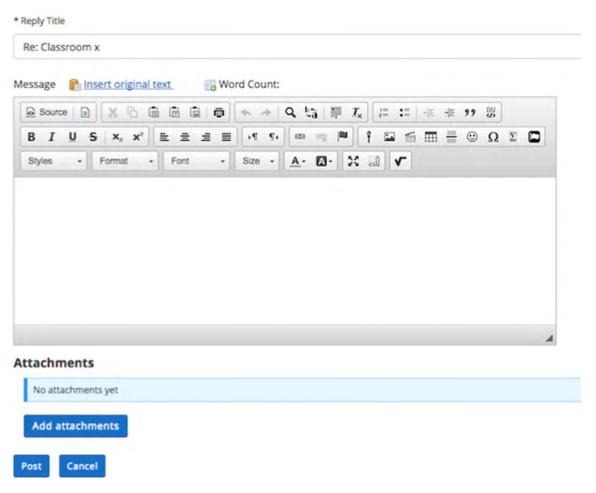








Responding to a Vula Forum post









Next



Watch the video labelled Day 2: Part 2







16S rRNA Microbiome Intermediate Bioinformatics Course: Int_BT_2019

Staff Training Day 2 Part 2 – Tips and Tricks





Teacher vs. facilitator <u>Activity</u>

 List 3 good facilitation practices and why you think they are effective. Post it onto vula forums under "good facilitation practices"







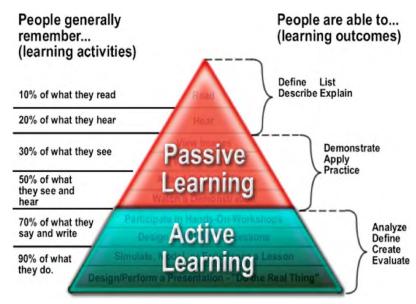


Tips and tricks for facilitating active learning

Facilitating: a way of interacting, asking questions, valuing opinions, information flowing in all directions

Active learning: learning by doing

"I hear and I forget. I see and I remember. I do and I understand." - Confucius



http://www.crlt.umich.edu/tstrategies/tsal





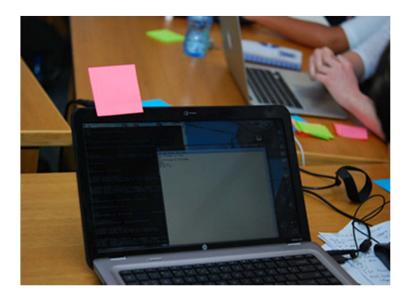




1. Green and Red sticky notes

http://swcarpentry.github.io/instructor-training/15-practices/





http://www.nwu.ac.za/eresearch/news/nwu-researchers-learn-about-tools-reproducible-research



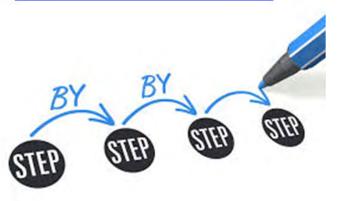






- 2. Take it slow and explain step-by-step
- The way you speak to people and answer questions matters!
- A bit of kindness and sensitivity goes a long way (remember back to when you just started out in bioinformatics...)

Motivation vs. Demotivation: http://swcarpentry.github.io/instructor-training/16-motivation/











3. Gamification (for recap)

- "Make a list of concepts/keywords and write it on the whiteboard (or a flipchart). You may also have cards stuck on the wall of the classroom with terms written on them.
- Throw a light and soft object to a participant, who will have catch the object, stand up, pick a term from the list and explain its meaning (or usage) in a few sentences (not more than 20-30 seconds).
- After the explanation, the participant will throw the object to another participant. Continue until the end of the list."

#GTPB – The Gulbenkian Training Programme in Bioinformatics #ELIXIR – EXCELERATE Train-the Trainer subtask https://github.com/Pfern/TtT-in-Portugal-2016/blob/master/TtT session 2.md#games









4. Encourage more advanced participants to help people next to them.



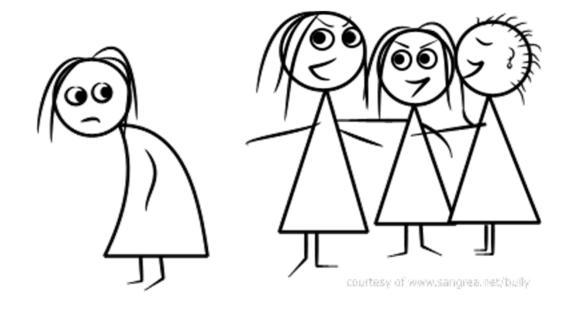








5. Don't 'munch in a bunch'











For more tips and tricks:

http://swcarpentry.github.io/instructor-training/

https://software-carpentry.org/blog/2016/04/tips-tricks-live-coding.html

https://swcarpentry.github.io/instructor-training/15-

practices/







Next



15-20 minute BREAK

Next session: Live session in Adobe – Software installations and setup

Please make sure you are signed on to adobe



