Meet Your Instructor

Welcome to Anatomy and Physiology. Before we begin our journey into A&P, and as I take on the role of "Professor Ways," I'd like to introduce myself by sharing some background about my career as an educator, my interests, and who I am outside of class.

I grew up surrounded by forests, saltwater marshes, and bodies of water, developing an almost instinctive interest in all things living quite early on. Collecting, identifying, and interacting with the natural world around me occupied much of my time and led me to pursue a career as a biologist. Learning has always been a passion of mine, but as my formal education neared its end, I faced the possibility of leaving academia behind. The only solution was to be on the other side of the learning process – to become a professor! I'll never



stop being a student, though I now also have this new role to share my love of life with my fellow students.

This part of who I am continues to motivate me; I almost daily hike through the forest, observing, exploring, and learning. If we ever meet face-to-face at the college, don't be surprised if I look hot and red-faced, as if I had just hiked three miles in the woods – I might have!

I've also had a deep interest in music throughout my life, but only in the last ten years has this interest truly grown. I play the "concertina," a very small "free-reed" instrument, and it is with me much of the time. I primarily play by ear and enjoy creating musical themes and harmonizing as I go.

Along with all that, I enjoy cooking, gardening, and watching my two adult children develop their own careers and personal lives.

As we begin this part of your academic journey, I hope my passion for the natural sciences and life inspires and motivates you to do your best. Together, we will explore the place of our body's anatomy and physiology in the grand scheme of both the natural world and your professional development. We are in this together — we will learn, grow, and succeed side by side.

Welcome to the class!