5 Goals of Introduction Activities

Dr. Stacy Greathouse

1. Create Learner Buy-In
Learners create their introductions in a format aligned to a course topic or skill.

2. Establish Rapport & Tone
Peer feedback or interaction promotes a social-academic presence.

3. Model Integrity & Quality
Instructor's model offers empathy, trustworthiness, and competence.
Instructor makes a conscious choice about when to share the model introduction.

4. Set the Stakes
Task has low but intentional stakes & realistic time-to-task expectations.
Learners can refer back to the product to gauge their growth.

5. Use Relevant Technology
The technology is necessary for future class work.
Product provides insight into learners' experience with technology.