Active Learning Strategies for the Online Classroom

OLC Accelerate & Velocity Conference
November 12, 2020
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Agenda

- Importance of active learning strategies
- Typical passive strategies used
- Active learning strategies I use/ have used/ strive to use
- Active learning strategies I want to try
- Strategies to ensure diverse learners are engaged
- Additional Resources
- Questions
Why Use Active Learning Strategies?

Challenge students to engage through:

- mental contributions
- hands on activities
- process of investigation, discovery, and interpretation

(University of Florida Center for Instructional Technology & Training, 2018)
Typical Passive Strategies Used in the Online Classroom

- Watch a Video
- Discussion Board
- Read Text
- Write a Paper
# Active Learning Strategies I Use

| Role Play  
  (OSU, 2017) | PERSONALIZED FEEDBACK  
  (Caldwell, Cresswell-Yeager, Aucoin, Budenz, 2020) | Peer Review  
  (UFCITT, 2018) |
|----------------|------------------------------------------------------|-------------------|
| - Students collaborate in groups to create a script based on a specific scenario centered around that specific week's content  
  - students use Zoom to act out the scenario using their script  
  - recorded video is posted for the class to view | - Weekly announcements  
  - Discussion board participation  
  - Video feedback  
  - Email, text, phone | - RISE Model  
  - Provide constructive criticism on each other's presentations, lesson plans, and various assignments where something will be created that can be used in their future professional career |
Active Learning Strategies To Try

**Office Hour Case Study Bingo (Orr, 2019)**
- Each student gets a custom bingo card with key terms pertaining to the current week's case study.
- As we discuss the case study, students use the terms on their bingo card to answer questions.
- If they use the term correctly, they check it off their card.
- Winner will be sent a prize and not have to complete the assignment in BB.
- Needs to be offered multiple hours throughout the week.

**Authentic Assessments (UFCITT, 2018)**
- Students would apply concepts learned to real world situations to create meaningful task-based assessments.
- Problem-Based Learning
- Rubrics

**The Discussion Game**
Students have colored cards that contain sentence starters, each with a different point value. Students with the highest amount of points wins.

**THE LIVE**
(ZOOM, GOOGLE MEET, TEAMS)

**DISCUSSION GAME**
- Each card may be "played" only once—except for red, which may be played any number of times.
- To play a card, you must raise your hand and hold up a card.
- After a card is played, it is put back in the envelope—again, except for the red one.
- All "I know" comments must be accompanied by specific references/evidence.
Approaches To Ensure Students Are Engaged In Synchronous Lessons

**Backchannel**

A conversation that happens alongside an activity.

- Padlet
- YoTeach!
- Socrative

**Polling**

To check the status or record the opinion of

- Poll Everywhere
- Zoom
Strategies To Ensure Diverse Learners Are Engaged

**Students with Disabilities**
- Recalibrate goals and objectives
- Create structure
- Integrate sensory and movements
- Utilize your team!!

**Gifted Students**
- Enrich, then accelerate!
- Organization
- Communication
- Authentic learning experiences

**English Learners**
- Make work easily accessible (visually)
- Let the students guide the instruction
- Vary resources, especially technology tools!

https://eala.wpengine.com/
Additional Resources

- JamBoard!
- SeeSaw
- PearDeck

Jamboard

SeeSaw

Pear Deck
Design Brilliant Lessons, Share Responses Anonymously. Achieve 100% Student Engagement. Pear Deck's powerful student...
Learning is an active process. We learn by doing... Only knowledge that is used sticks in your mind.

- Dale Carnegie
Questions?

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