1. Active learning & on-line learning

How to implement them

FLOR ÁLVAREZ TABOADA

Universidad de León (Spain)

flor.alvarez@unileon.es

Before we start…

⚡ **Connect your smartphone to the Internet**

Network: (*check your network*)

Password: (*check your password*)

⚡ **Download & install the App Kahoot**

Today's menu

How do students learn?

Active learning

On-line learning

Design & implementation

The 1,000,000 € question…

What's wrong with a 50 minute lecture?

Some ideas, please…

People generally remember... (learning activities)

People are able to... (learning outcomes)
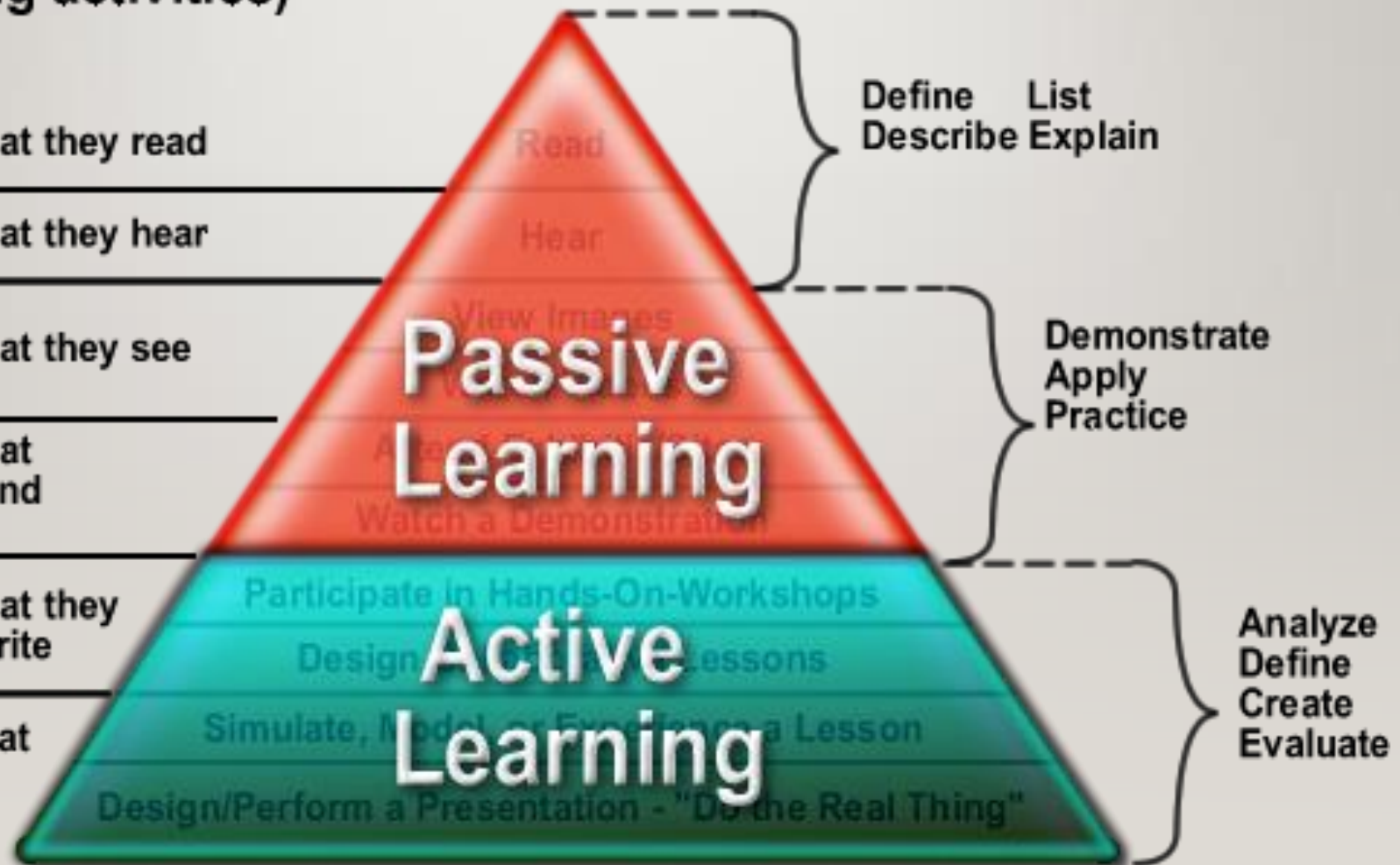
10% of what they read

20% of what they hear

30% of what they see

50% of what they see and hear

70% of what they say and write

90% of what they do.

Read

Hear

View Images

Passive Learning

Watch a Demonstration

Participate in Hands-On-Workshops

Active Learning

Simulate, Model or Experience a Lesson

Design/Perform a Presentation - "Do the Real Thing"

Define List
Describe Explain

Demonstrate
Apply
Practice

Analyze
Define
Create
Evaluate

Today's menu

How do students learn?

Active learning

On-line learning

Design & implementation

Students **doing** things & **thinking** about what they are doing

2. Active learning

1 Problem Based Learning (PBL)

2 Flipped Classroom

3 The muddiest point
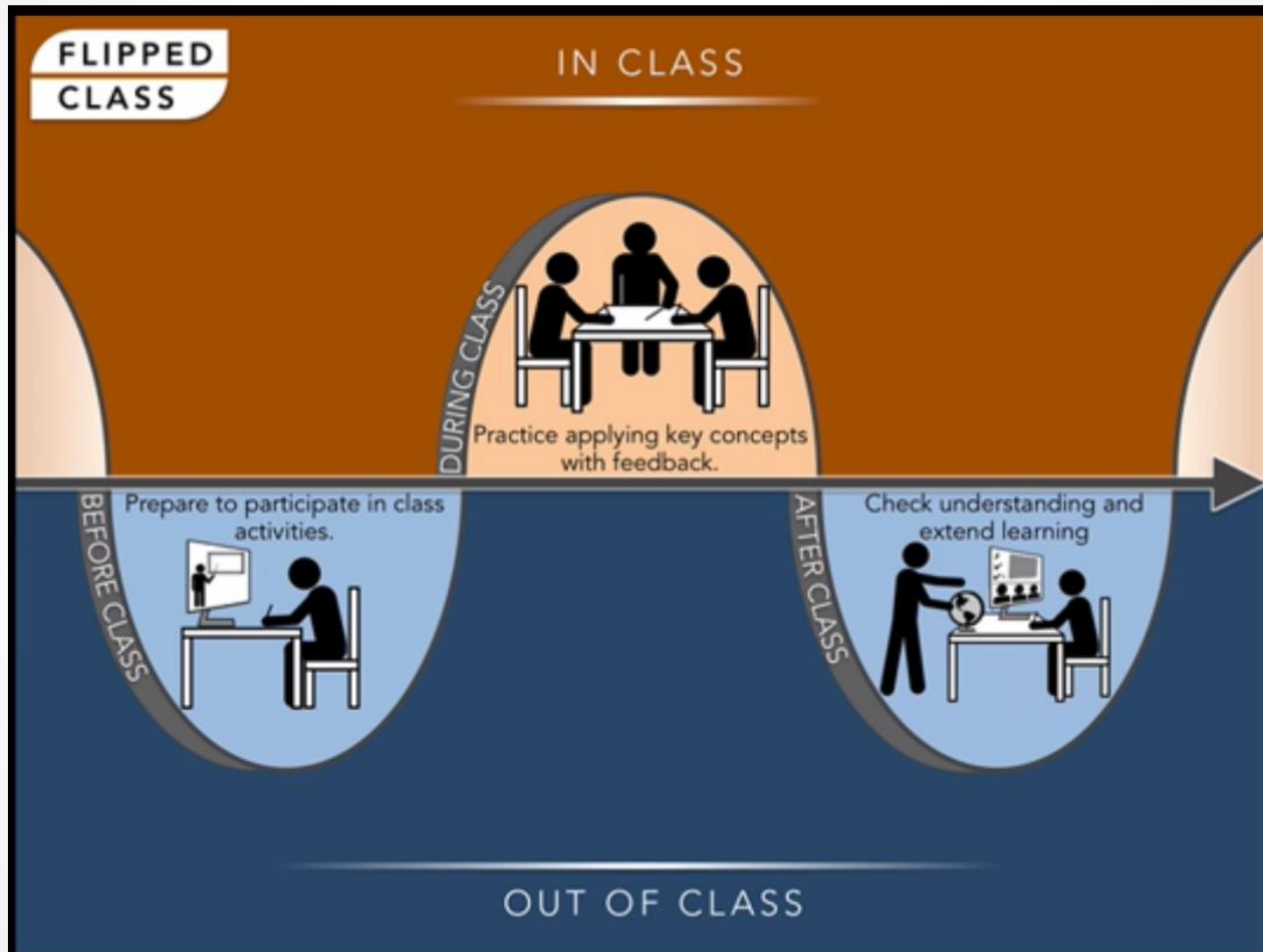
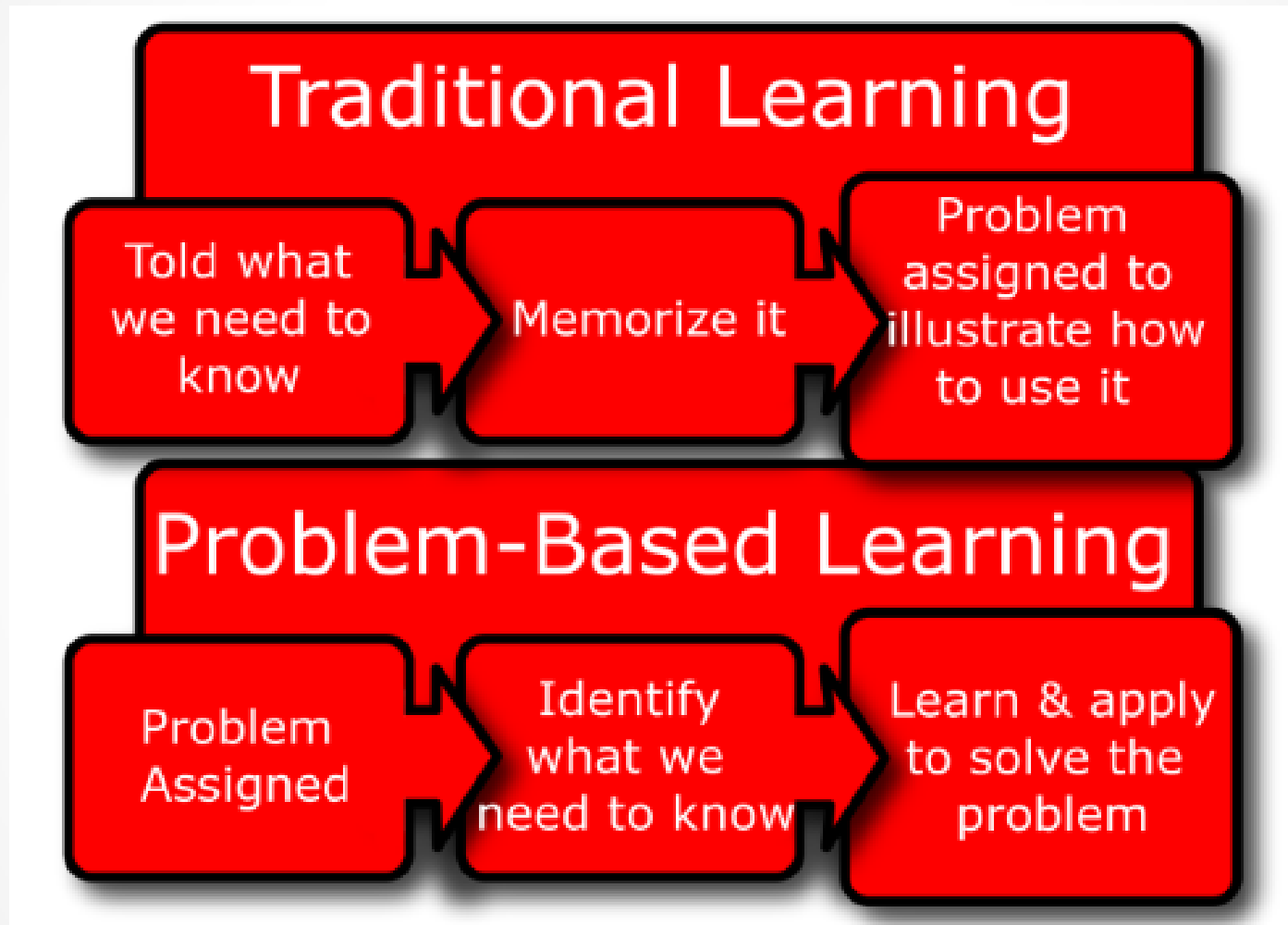**4** Game-based learning platforms

Kahoot!

Game PIN

Enter

2. Active learning: FLIPPED CLASSROOM

VIDEO (59''). https://vimeo.com/70893101

http://www.siue.edu/facultycenter/services_resources/teaching/faculty_resources/pbl.shtml

VIDEO (4' 30''). https://www.youtube.com/watch?v=cMtLXXf9Sko

2. Active learning: THE MUDDIEST POINT

What was your muddiest point today?

_____

_____

_____

_____

_____

2. Active learning

1. Problem Based Learning (PBL)

2. Flipped Classroom

3. The muddiest point

4. Game-based learning platforms

5. Just-in-time teaching

6. Send-a-problem

7. Coached problem solving

8. Service learning (teach others)

The 500,000 € question…

What keeps faculty away from using active learning techniques?

Group brainstorming (5')

Get a **PRIZE** if you complete the following sentence (adding <12 words)…

One low-risk high-impact **active learning activity** I know is…
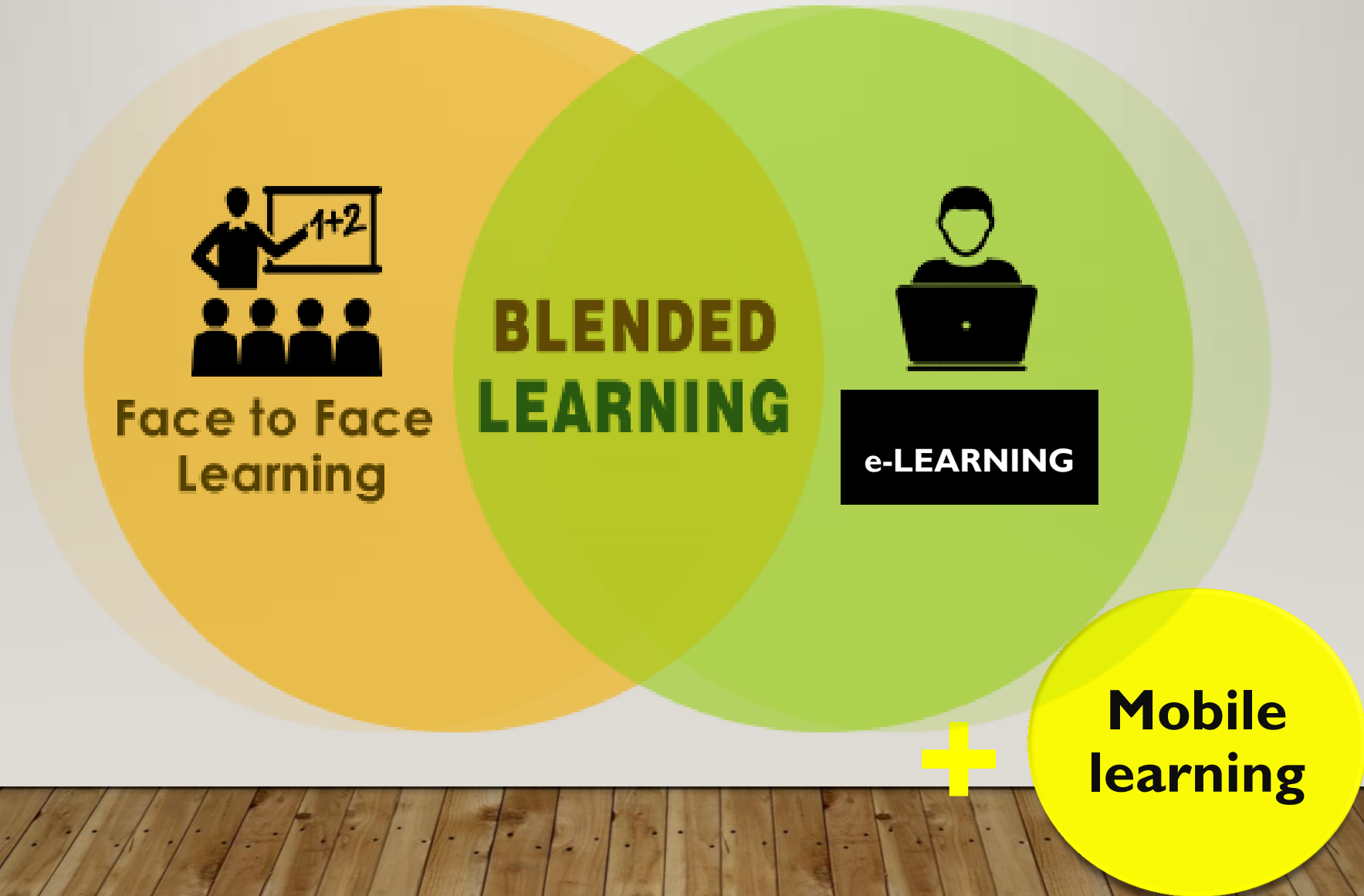
Today's menu

How do students learn?

Active learning

On-line learning
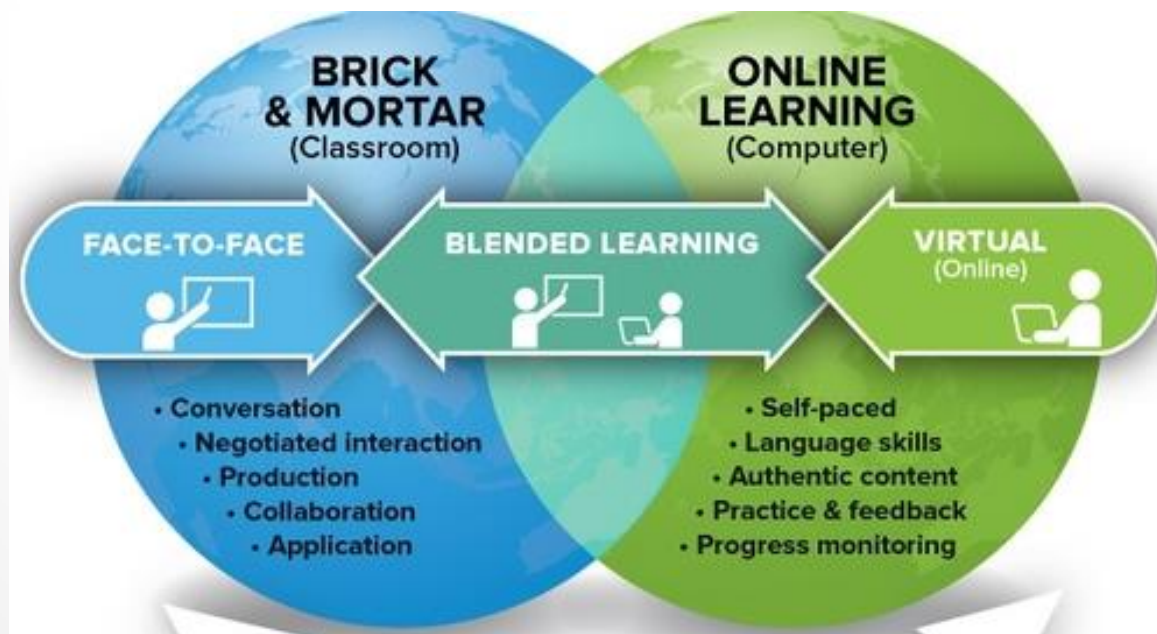
Design & implementation

On-line learning

A type of non face-to-face education which uses internet (+ technology) for the teaching-learning process

On-line learning: BLENDED LEARNING

 Combines face-to-face learning (small group instruction) & on-line personalized instruction (virtual)

 Also known as "hybrid learning"

 Works using a platform meant for it

 Allows students to control the pace & content of their own instruction
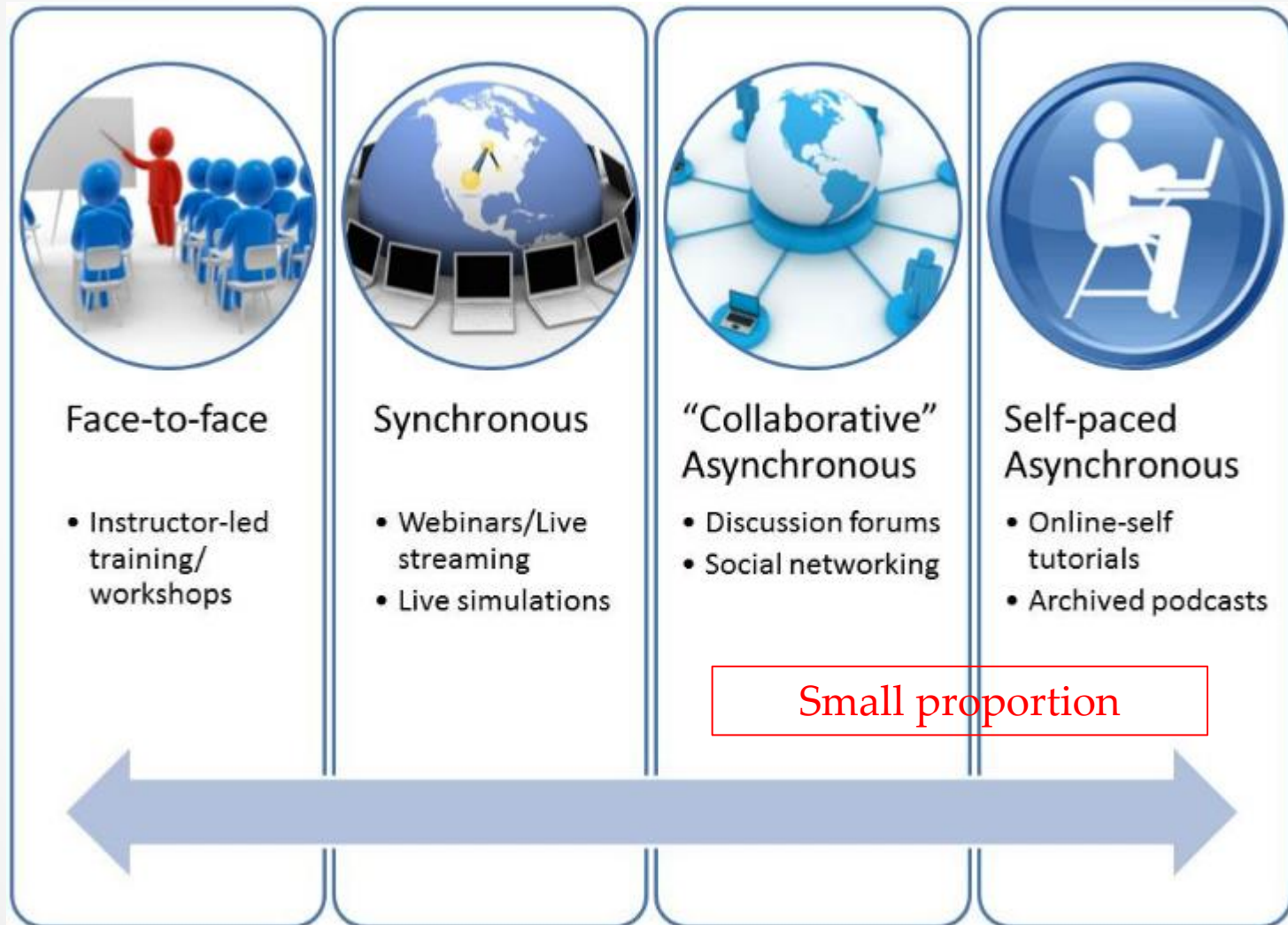
Time for a surprise quiz!!

On-line learning: BLENDED LEARNING

Face-to-face

- Instructor-led training/ workshops

Synchronous

- Webinars/Live streaming
- Live simulations

"Collaborative" Asynchronous

- Discussion forums
- Social networking

Self-paced Asynchronous

- Online-self tutorials
- Archived podcasts

Small proportion

On-line learning: MOBILE LEARNING

↷ KEY feature: using mobile technology (Smart phone, tablet) to facilitate building knowledge in an autonomous way

↷ Direct and customized learning

↷ It enables learning **anytime and anywhere**

↷ Promotes **digital competence**

↷ **Inmediate feedback and evaluation**

On-line learning: Some tools we have tested

Tasks
Surveys, Tests, Workshops, Wiki
Examples: http://clilenlaule.blogspot.com.es/

Real time collaborative work (GoogleDocs)

Edited video (questions)

Augmented reality (AR)
Example: Scientific posters with links as QR

Today's menu

How do students learn

Active learning

On-line learning

Design & implementation

4. Design and implementation (active learning)

⚡ **Start small…**

  Choose one simple technique to try in one class

⚡ Plan and think **in advance**…

  How will you introduce the activity?
  Do you need to provide visual aids with directions?
 How much time will you give students?
  How will you debrief?

⚡ **Smaller groups** may be easier to manage than larger ones.

⚡ Explain the **benefits** and connect the activity to student learning **outcomes** for the class.

⚡ Use a **quick icebreaker earlier in the term** to help students become comfortable with one another and to set expectations for an interactive class.

4. Design and implementation (active learning)
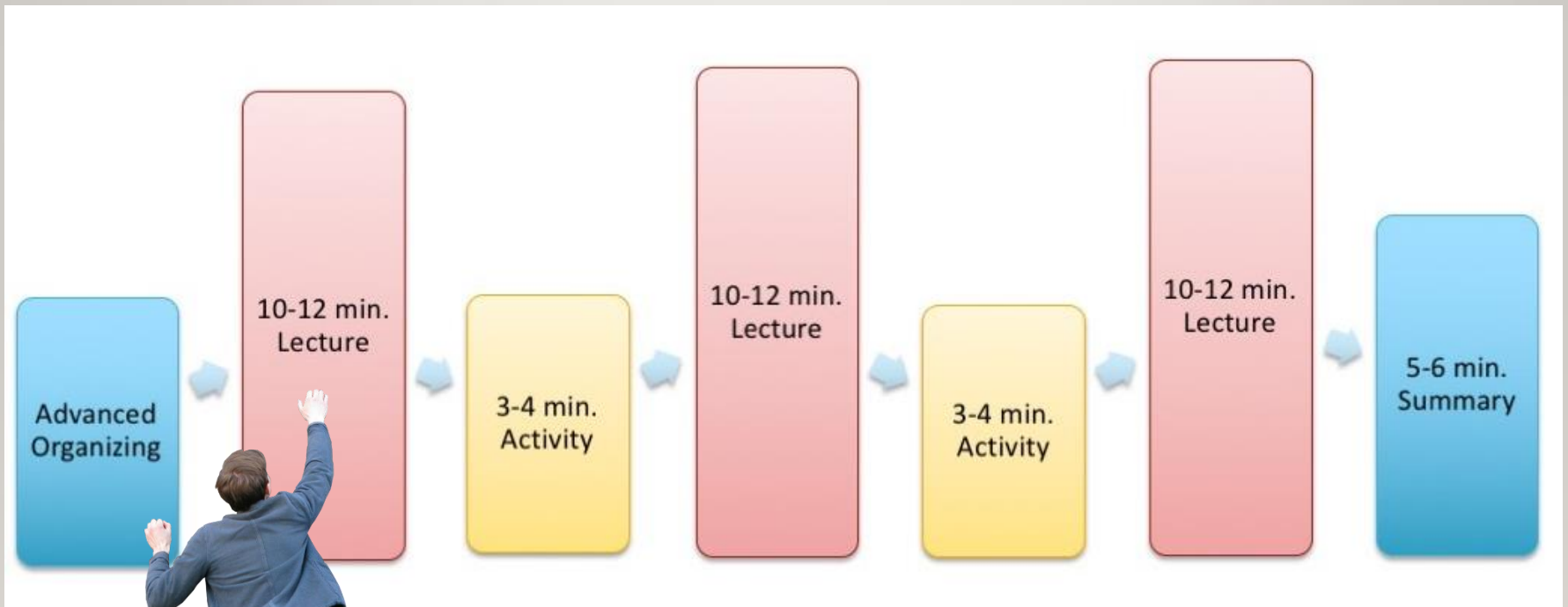
Tip: Combine it with your lectures!

Today's menu

How do students learn

Active learning

On-line learning

Design & implementation

Assessment?

Don't be afraid to

GIVE UP THE

GOOD to **GO FOR**

THE GREAT

flor.alvarez@unileon.es

Next menu

PBL: what are the key features?

What is and what is not PBL?

Why PBL?

What can go wrong?