

## Last Chance to "Acti-vate" Your Teaching!

University of Alberta Libraries Workshop, March 14, 2018

Carla L. Peck, Associate Director (Curriculum)

Centre for Teaching & Learning

<u>carla.peck@ualberta.ca</u>

## Our plan for today

- 1. Welcome (5 minutes)
- 2. Review of Active Learning strategies (25 minutes)
- 3. Peer Editing/Feedback/Support (40 minutes change partners after 20 minutes)
- 4. Sharing and Feedback (15 minutes)
  - Positives and "Even better ifs..."
- 5. Questions (5 minutes)



### **Quick Review Time! – 10 minutes**

**Objective:** To ACTIVATE YOUR PRIOR KNOWLEDGE by generating as many ideas as possible about prior session topics.

### **Instructions:**

- 1. Find the file named: Brainstorming-Review-Chalkboard
- 2. Add as many ideas, concepts, or strategies as you can from previous sessions.
- 3. How? Create a new text box near one of the headings. Feel free to play around with the font and colour so that your contribution stands out!



"Backwards Design"

Start with the end in mind!

Establish Learning Objectives/Outcomes

Lesson Hooks (or, "How not to lose a student in the first 10 minutes of class")

Odd One Out "Happy Pi-rate Day!"

Polling and Surveying

C\_\_\_uct\_\_is\_

learning

AAARRRRR!

Formative Assessment

The egg/Oval

Polls Quiz

Think, pair, share

lcebreaker questions

Student lead

Flipped classroom

Active Learning

Think, pair, share

Kahoot

POLL FVerywhere

## What is Active Learning and why should I use it?

- "Active learning is a process whereby students engage in activities, such as reading, writing, discussion, or problem solving that promote analysis, synthesis, and evaluation of class content." University of Michigan CRTL (<a href="http://www.crlt.umich.edu/tstrategies/tsal">http://www.crlt.umich.edu/tstrategies/tsal</a>)
- Responsibility for learning is transformed from a one-way responsibility ("the teacher teaches me so I should learn") to a two-way responsibility ("the teacher teaches me but I also need to actively engage in order to understand and learn.")
- Promotes higher-order thinking (beyond content memorization)



## Pedagogical Benefits of Using Active Learning Strategies

- When done at the beginning of a new unit of study/course, this activates students' prior knowledge of a topic or concept (VELCRO)
- By revealing students' prior knowledge, instructor can assess students' thinking – areas of strength, but also misconceptions, naïve conceptions
- Promotes meta-cognition: students' thinking about their thinking



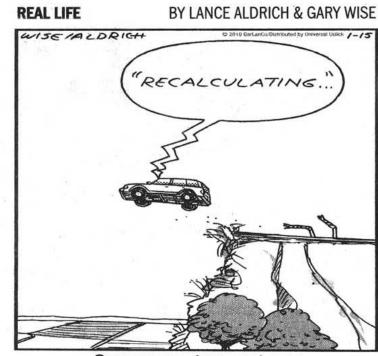


"The most important single factor influencing learning is what the learner already knows. Ascertain this and teach him [sic] accordingly."

(Ausubel, 1968, p. vi)

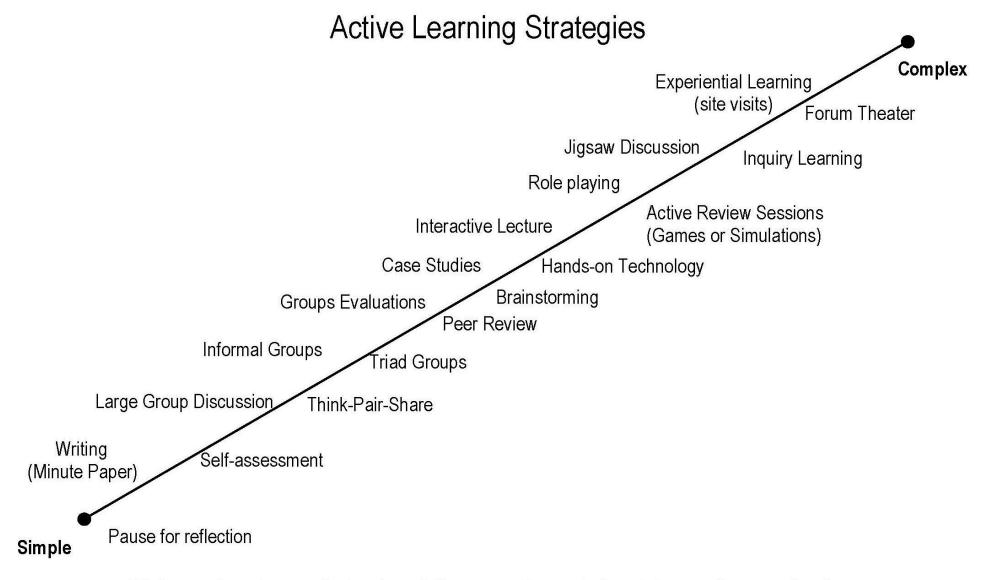
## Pedagogical Benefits of Using Active Learning Strategies

- When done at the <u>middle</u> of a lesson, active learning strategies can serve as *formative* assessment of students' understanding of major concepts/topics and help you <u>adjust</u> your teaching accordingly.
- When done at the <u>end</u> of a lesson, you can use active learning strategies as a <u>summative</u> assessment of student learning.
- Also encourages student metacognition and application – gets students to internalize their learning. How do I understand this? How/when can I use this? For what purpose?



Some wrong turns not even the GPS can help you with.





This is a spectrum of some active learning activities arranged by complexity and classroom time commitment.

Prepared by Chris O'Neal and Tershia Pinder-Grover, Center for Research on Learning and Teaching, University of Michigan

# Key elements & questions to consider when planning – O SNAP!

Objectives/Outcomes – what are the essential learning objectives you will focus on?

**Students' Prior Knowledge** – how will you uncover what students already know (or misunderstand) about the topic/concept/skill?

INtroduction – How will you introduce and model the skill/concept?

Active Learning – How will you engage students?

**Proof of Learning** – What assessment strategies will you employ <u>during</u> and at the <u>end</u> of your lesson?



## O SNAP: Learning Objectives

## **Bloom's Taxonomy**



### Produce new or original work

Design, assemble, construct, conjecture, develop, formulate, author, investigate

evaluate

### Justify a stand or decision

appraise, argue, defend, judge, select, support, value, critique, weigh

analyze

### Draw connections among ideas

differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test

apply

#### Use information in new situations

execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch

understand

### Explain ideas or concepts

classify, describe, discuss, explain, identify, locate, recognize, report, select, translate

remember

Recall facts and basic concepts

define, duplicate, list, memorize, repeat, state

## Planning Your 50 minute Session - O Snap!

Objectives/Outcomes – 5 minutes

Students' Prior Knowledge – 5 minutes

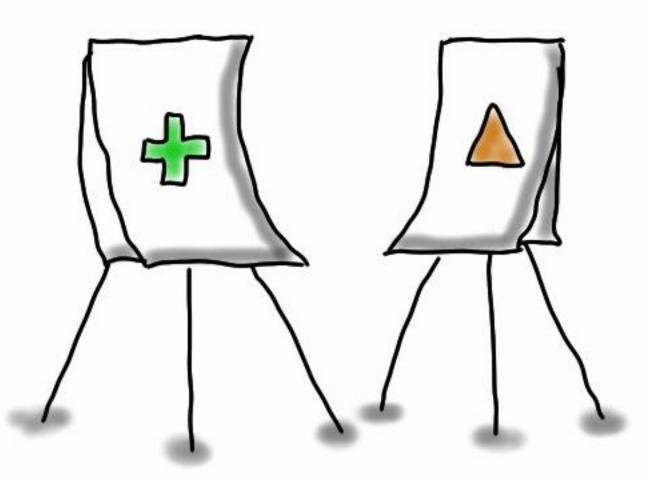
INtroduction – 10 minutes

Active Learning – 20 minutes + 5 minutes formative assessment

Proof of Learning – 5 minutes



## **Sharing and Feedback**



We'll begin with strengths and positives!

• Then we'll move to "Even better ifs..."

(BTW, this is a great strategy to use in your own sessions!)



