



Engaging Lectures for Effective Learning

Fall 2019

Workshop Facilitators:

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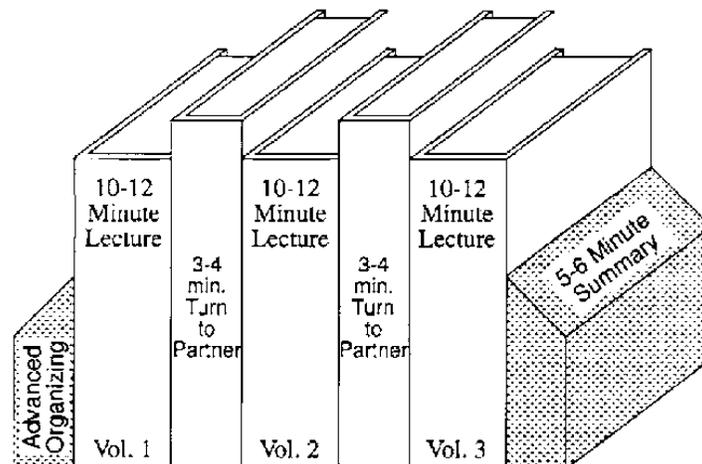
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Learning Goals: *After this workshop, you will...*

- Have a “road map” to follow when preparing an engaging lecture
- Understand the importance of incorporating active learning into lectures and have strategies to do so
- Have designed an active learning element for one of your lectures
- Be able to describe engaging lecture delivery techniques

Outline

- Preparation
 - Goal setting
 - Active learning
 - Logistics
- Delivery
 - Before
 - During
 - After



Active Learning Strategies

Active Learning Handout

Identify active learning techniques that fit the student learning objective.

SCREEN-FREE		WITH TECHNOLOGY
<p>Individuals</p> <ul style="list-style-type: none"> • Concept map • “Free write” • Identify major points • Make predictions • “Minute papers” • Oral presentations • Pause & answer “why” or “how” questions • Peer lecture on a topic • Problem-solving tasks • Response cards to a question • Write creatively • Write thesis statement/hypothesis <p><i>*Some individual or pair activities can be adapted for groups.</i></p>	<p>Pairs</p> <ul style="list-style-type: none"> • Learning partners • Role playing • Team-pair-solo • Think-pair-share <p>Small Groups</p> <ul style="list-style-type: none"> • Case studies • Group discussions with assigned roles • Jigsaw or expert groups • Panels • World Café <p>Whole Class</p> <ul style="list-style-type: none"> • Answer questions as a class • Fishbowl 	<ul style="list-style-type: none"> • Blackboard discussion forum • Blogging • Co-edit short papers on Google Docs • Demonstration or simulations • Games • Graphic representation • Interpret a visual • Label visuals on Flickr • Produce an artifact • Take polls or practice drills • Use clickers or free software • Use Twitter for answers or ideas • Wiki • Writing lab / Group Wikis

Active Learning Handout

Identify active learning techniques that fit the student learning objective.

Concept map

A diagram illustrating how concepts relate to one another.

http://edutechwiki.unige.ch/en/Concept_map
<http://tenntlc.utk.edu/using-visuals-mind-mapping-and-graphs/>

Fishbowl

A group of students form a circle in the middle of the room and discuss a topic. The remaining students listen and observe the dialogue.

<http://www.youtube.com/watch?v=54iEZnh82g0>

Jigsaw or Expert Groups

Each student is assigned to an original group and an expert group. The expert groups meet first and discuss a specific topic unique to each group. Then, students return to their original groups to share their expertise.

<http://edtech2.boisestate.edu/cannerj/573/jigsaw.html>

Label visuals on Flickr

Flickr is a image viewing and hosting site.

<http://www.flickr.com/>

Learning partners

Students are assigned learning partners for discussion or note-sharing.

Polling Software

Students can use clicker devices or wireless applications, like Socrative, real-time polling.

<https://oit.utk.edu/instructional/tools/clickers/Pages/default.aspx>
<http://www.polleverywhere.com/>
<http://www.socrative.com/>

Team-Pair-Solo

Students begin working on a task or problem in a small group. The group then splits into pairs, and eventually the students work individually.

Think-Pair-Share

Initially student consider a problem or question on their own, but later join a partner for discussion. Ultimately, the pair reaches a joint conclusion.

Use Twitter for answers or ideas

Students can tweet responses, idea, or answers to questions. The instructor can use hashtags (#) or lists to organize the tweets, which can be viewed in real-time or the next session.

<https://twitter.com/>

Wiki

Students can collaborate to create a course Wiki.

<http://en.wikipedia.org/wiki/Wiki>

World Café

Students form small groups, each discussing a unique problem, question, or idea. After a designated period of time, all but one of the students moves to another group. The student staying behind becomes the “host” and begins a discussion with the new group on the previous topic.

For technology help—with blogs, wikis, Blackboard—see

<https://oit.utk.edu/instructional/Pages>

For more on adding visual elements: <http://tenntlc.utk.edu/using-visuals-and-visual-learning/>

4. Plan the timing and method of at least 2 **active learning elements**. *Examples include think-pair-share, working problems individually, clicker questions, notes comparison, etc.*

5. Locate or create whatever **multimedia materials** you will include. *Examples include handouts, Powerpoint, video clips, recent newspaper articles, political cartoons, recent journal articles, etc.*

6. Polish your **outline**. *Create a document that will let you teach comfortably.*

7. Create a **checklist of materials** you need to prepare or bring. *Examples include multimedia materials above, as well as chalk/markers, clickers/notecards, a laptop and power cord, laser pointer, printed lecture notes, etc.*

8. Practice!

Resources

- Barkley, E. F., Cross, K. P., & Major, C. H. (2005). *Collaborative learning techniques: A handbook for college faculty*. San Francisco, CA: Jossey-Bass.
- Bligh, D. A. (2000). *What's the use of lectures?*. San Francisco: Jossey-Bass.
- Harrington & Zakrajsek (2017). *Dynamic Lecturing: Research-based strategies to enhance lecture effectiveness*. Sterling, VA: Stylus.
- McKeachie, W. J., et al. (2006). *McKeachie's Teaching Tips* (12th ed.). Chapter 6.

Additional Space for Notes