

Techniques to Engage Your Students in the Classroom (And Why Student Engagement Is Desired!)

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Learning Outcomes

By the end of this presentation, participants will:

- ◆ Have unpacked *Active Learning (AL)* and *Lecturing*
- ◆ Be familiar with the effects of student engagement in the classroom, i.e., current research
- ◆ Be familiar with the different learning levels and their importance when designing/choosing AL techniques
- ◆ Be familiar with some techniques and models that facilitate AL

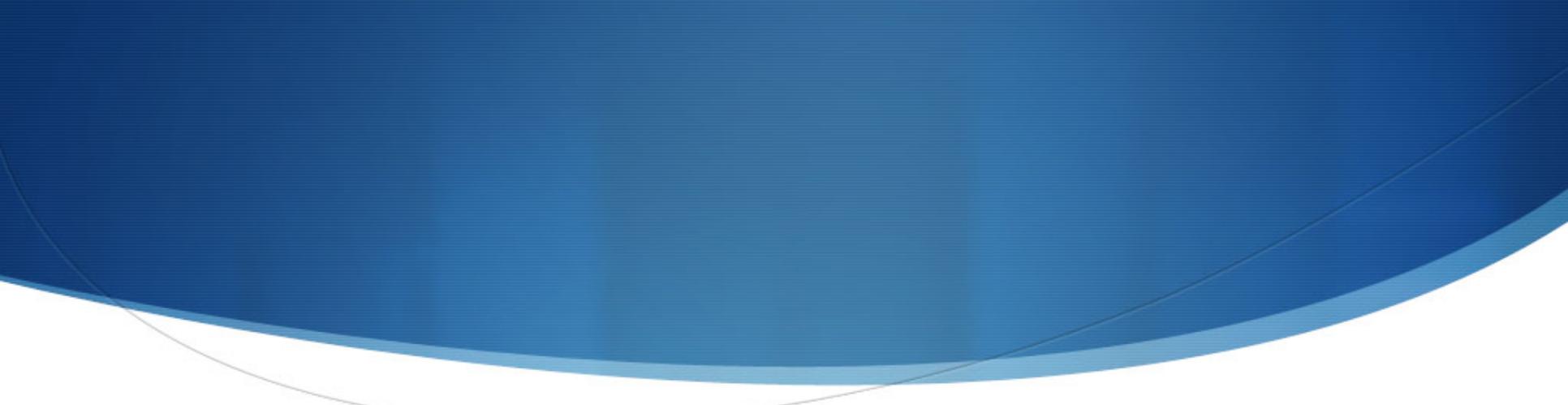
Brainstorming

- ◆ List some goals that you have in your role as a teacher. In other words, what do you hope your students will gain by taking your course?

Some Common Goals

- ◆ Develop critical thinking skills (in the subject)
- ◆ Facilitate mastery of a field:
 - ◆ Understanding of the subject/techniques
 - ◆ Long term retention of the material...
- ◆ Inspire students
- ◆ Help students find their own voice...
- ◆ (Gain knowledge/skills)

How to best achieve these goals?

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- ◆ A growing body of research has made it clear that the overall quality of learning is improved (significantly) when students have ample opportunities to clarify, question, apply, and consolidate new knowledge.
 - ◆ Using active learning techniques instructors create opportunities for students to engage new material.

Lecture vs. Active Learning

- ◆ Waldrop, Mitchell. (2015, July 15) **Why we are teaching science wrong and how to make it right.** (Alternate title: The science of teaching science.) *Nature*, 523, 272-276.
- ◆ Natelson, Douglas. (2015, July 16) **Active learning vs. lecturing: the annual hectoring.** Retrieved from <http://nanoscale.blogspot.com/2015/07/active-learning-vs-lecturing-annual.html>

Waldrop's Article

- ◆ “... an analysis of 225 studies of active learning in STEM found that active learning cut course failure rates by around one-third.”
- ◆ “ “At this point it is unethical to teach any other way,” declares Clarissa Dirks, a microbiologist at the Evergreen State College in Olympia, Washington, and co-chair of the US National Academies Scientific Teaching Alliance, an initiative to reform undergraduate STEM education.”

Natelson's Post

- ◆ “...some lecturers can be outstanding, and the ones that engage the class in discussion and back-and-forth are blurring the line into active learning anyway; active learning definitely is a compromise in that the investment of personnel and time to achieve the benefits does mean leaving out some content; and different people learn best from different methods!”

What *Is* Active Learning?!

- ◆ Write down how you define (or what you think of when you hear) – 1 minute
 - ◆ Active Learning
 - ◆ Lecturing
- ◆ In groups of 2 (or 3), take turns to share what you wrote down, and discuss – 2 minutes
- ◆ Be ready to share with everyone in ~ 2 mins

Some Definitions

- ◆ “**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.” – CRLT at UMich
- ◆ “**Active learning** is a model of instruction that focuses the responsibility of learning on learners... to learn, students must do more than just listen: They must read, write, discuss, or be engaged in solving problems.” – Wikipedia
- ◆ “Interactive Engagement methods are those designed at least in part to promote conceptual understanding through interactive engagement of students in heads-on (always) and hands-on (usually) activities which yield immediate feedback through discussion with peers and/or instructors...” – R. Hake (Am. J. Phys, **66**, 64, 1998)

Active Learning “Works”... What Are We Measuring?

- ◆ Factual knowledge
- ◆ Transferable problem solving skills
- ◆ Relevant skills
- ◆ Students’ attitudes
- ◆ Student retention

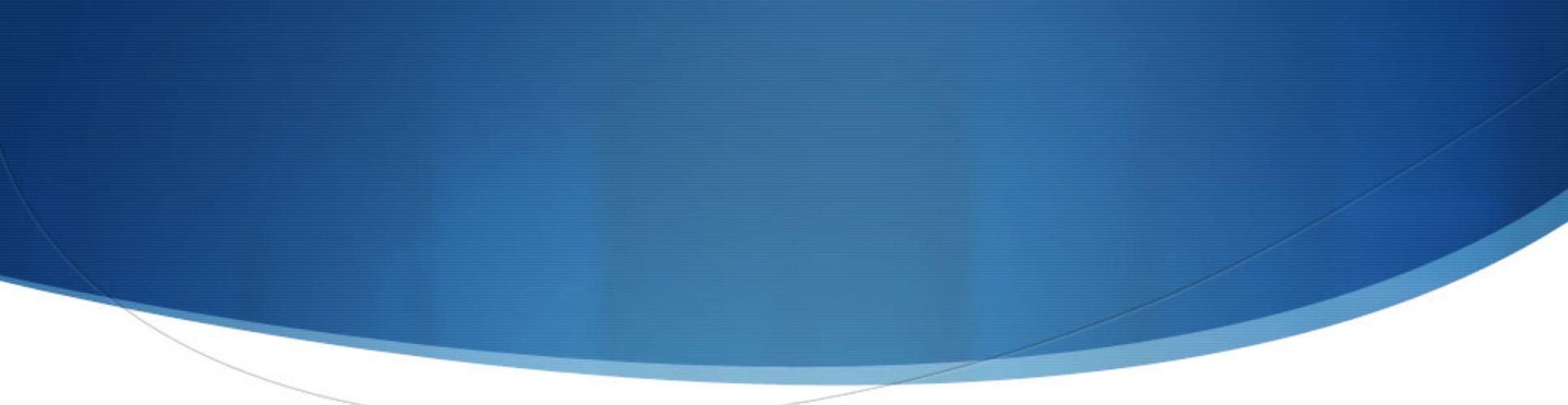
Broad Empirical Support

- ◆ Periodic student activity in the traditional classroom.
- ◆ Cooperation is more effective than competition for promoting a range of positive learning outcomes
- ◆ Collaboration “works” for promoting a broad range of student learning outcomes.

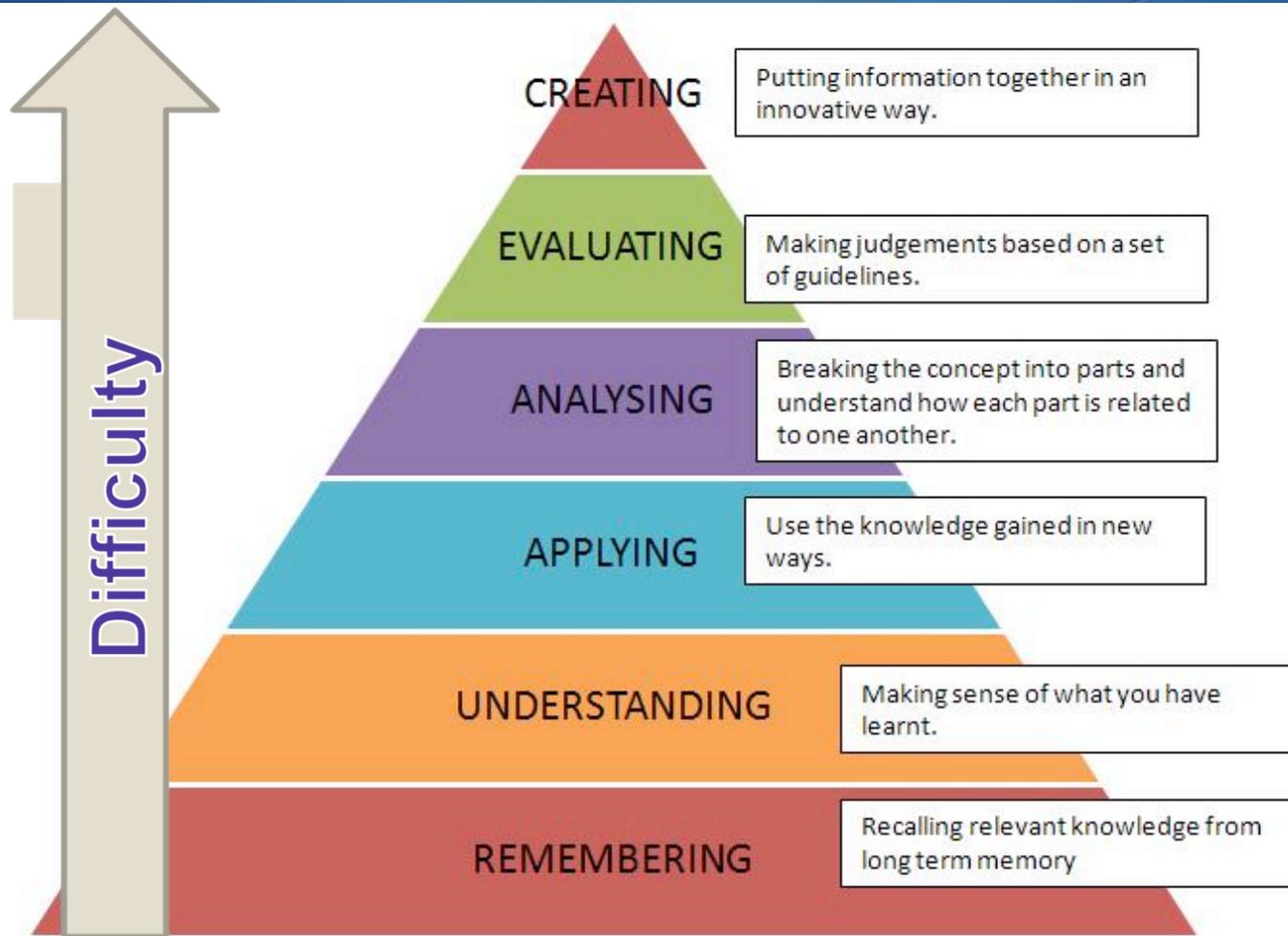
However...

- ◆ Some studies found no correlation between implementation of AL and increased student performance!

Andrews, T.M. (2011). Active Learning Not Associated with Student Learning in a Random Sample of College Biology Courses. *Life Sciences Education*, 10, 394-405.

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- ◆ Simply introducing activity into the classroom fails to capture an important component of active learning... good activities develop deep understanding of the important ideas to be learned.

Levels of Learning: Bloom's (Revised) Taxonomy



(When) Can Active Learning Be Ineffective?

- ◆ Instructor's background
- ◆ Classroom culture
- ◆ Instruction does not address misconceptions
- ◆ Poor design of questions/strategies/activities

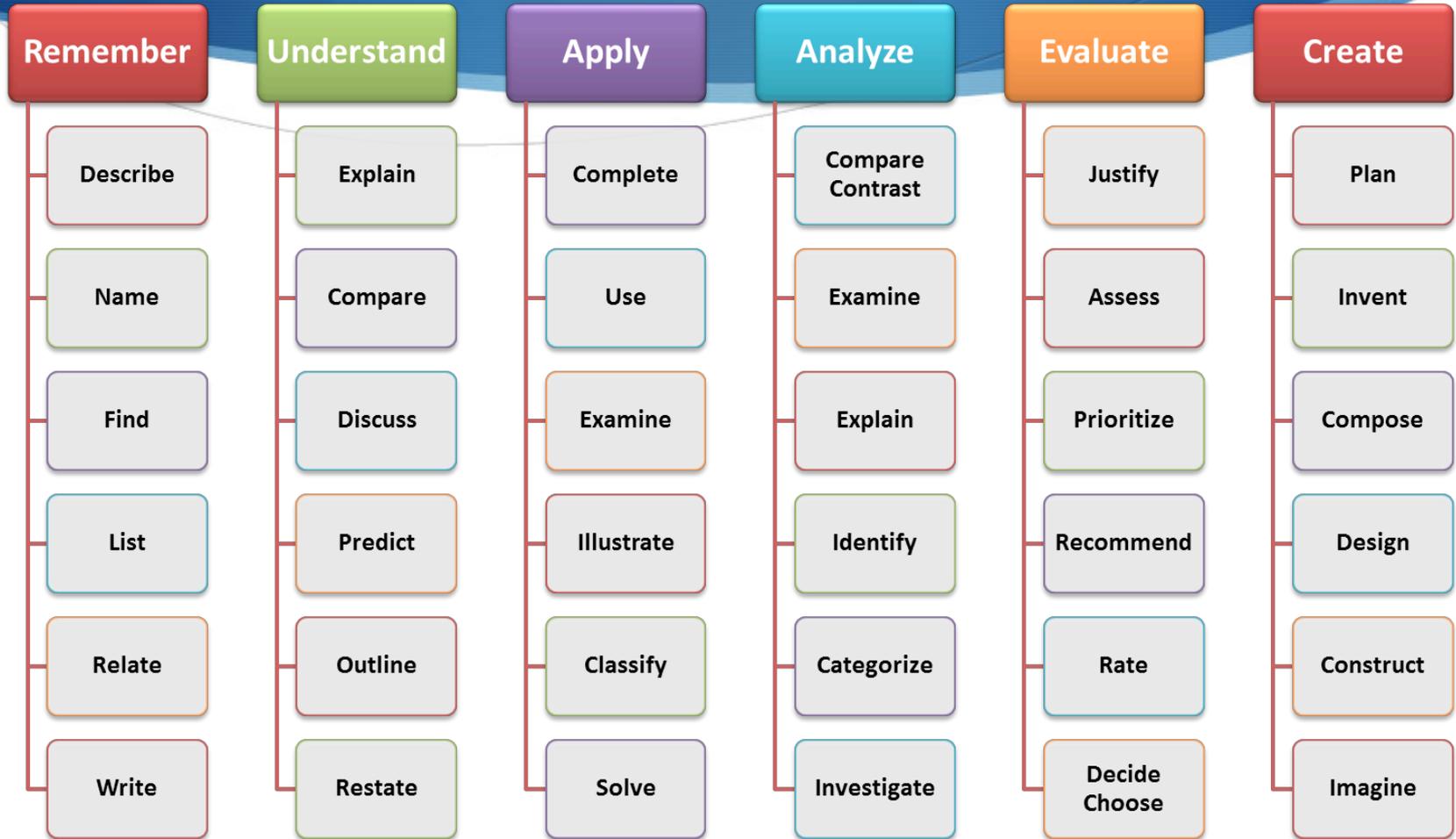
Challenges to Implementing Active Learning

- ◆ Students resistance to participation (e.g. stop coming to class, start discussing their weekend plans)
- ◆ Expectations of content coverage
- ◆ Lack of instruction/instructor time
- ◆ Class size, or room layout
- ◆ Influence on teaching evaluations → systemic and institutional change
- ◆ Additional time for curriculum (re)design

Some Simple Methods

- ◆ Teach students how to learn (average 20% of course time!)
 - ◆ Note taking
 - ◆ Breaks
 - ◆ Cramming vs. (long-term retention) learning
 - ◆ Learning logs
 - ◆ Writing and summarizing
- ◆ Organize lectures to promote active learning
 - ◆ Background survey (so you meet them where they are) and direct misconceptions
 - ◆ 20-15-15
 - ◆ Test their knowledge frequently (forces recall)
 - ◆ Inverted classroom
 - ◆ Pause periodically for students to clarify their notes with a partner (2mins/15 mins), and/or
 - ◆ Introduce (Neurobics) exercise/break every 15-20 mins
- ◆ Create sense of community:
 - ◆ Reduce anonymity: Ice-breakers
 - ◆ Subdivide class in groups

Question Cues for Each Learning Level



Creating

Analytic Teams
Group Investigation
Team Anthologies

Evaluating

3-Step Interview
Jigsaw
Paper Seminar

Analyzing

Critical Debates; Learning Cell; Word
Webs

Applying

Buzz Groups; Role Play
Think-Aloud Pair Problem Solving

Understanding

Think-Pair-Share; Team Matrix; Dialogue Journal

Remembering

Round Robin; Note-Taking Pairs; Group Grid

More Easy-To-Implement Techniques

- ◆ Active Review and Summaries:

- ◆ Superlatives
- ◆ Thirty Five
- ◆ Twos and Threes

- ◆ Interspersed Tasks

- ◆ Intelligent Interruptions

- ◆ Integrated Quizzes:

- ◆ Clickers
- ◆ Bingo
- ◆ Team Quiz

- ◆ Confused; FAQ and Fakes

Conclusions

- ◆ Defining of terms.
- ◆ Mindful of what is being measured.
- ◆ When designing/choosing activities, make sure that they tie in with *your* learning outcomes.
- ◆ Activities designed around important learning outcomes and promote thoughtful engagement on the part of the student.
- ◆ Assess based on your learning outcomes!