

# Active Learning

Learning Innovations, 2018

# Objectives

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At the end of this session, you should be able to:

1. Define active learning
2. Implement strategies to incorporate active learning consistently throughout a course
3. List challenges to active learning and solutions to overcome those challenges

# Today's Outline

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- What is (active) learning?
- How do we engage in active learning?
- Challenges of active learning
- Wrap up

# What is (active) learning?

Define learning – as a noun and a verb

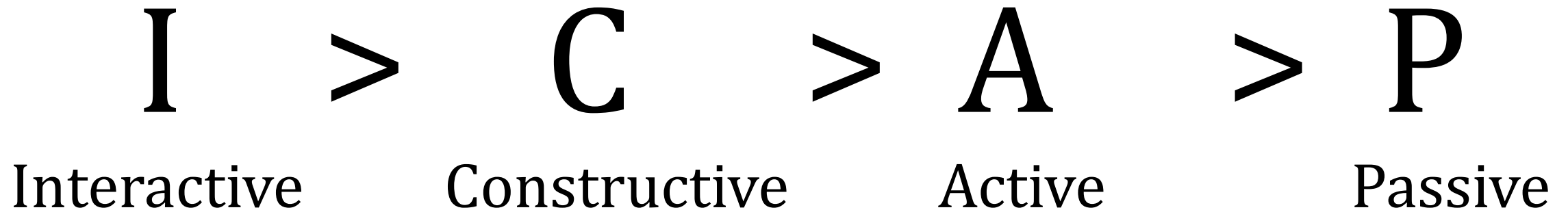
[https://padlet.com/aoi\\_li/AL327](https://padlet.com/aoi_li/AL327)

*Time: 3 minutes*

# What is (active) learning?

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- Many definitions in the research
  - Educational Psychology, Cognitive Psychology, Neuroscience
- Framework: ICAP



# How do we engage students in active learning?

Outline an activity and tool you would use in  
your class

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*Time: 20 minutes*

# How do we engage in active learning?

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Review and use the following resources

- <https://li.wsu.edu/teaching-tool-boxes/student-engagement-strategies/>
- <https://li.wsu.edu/teaching-tool-boxes/technology-tools/>

# How do we engage in active learning?

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Peer review: Vote on each others' activities

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*Time: 2 minutes*



# Challenges of active learning

List at least one challenge you perceive for active learning

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*Time: 5 minutes*

# Challenges of Active Learning

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- Student expectations and resistance
- Prep time and effort
- Low perceived technology self-efficacy (instructors and students)
- “free” participation points

# Challenges of Active Learning

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## Peer Problem-Solving:

Suggest a solution to your peer's challenge

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*Time: 5 minutes*

# Audience Q&A



# Stay Active

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- Attend the Community of Practice meetings
  - One hour once a month
  - April 11<sup>th</sup> at 3pm in Spark 102
  - <https://li.wsu.edu/trainings-workshops-tutorials/workshop-schedule/#>
- Join the LI listserv
- Contact: [aoi.li@wsu.edu](mailto:aoi.li@wsu.edu) || Spark 102B
  - Instructional Designers
  - Emerging Technologists