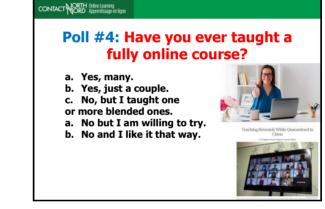


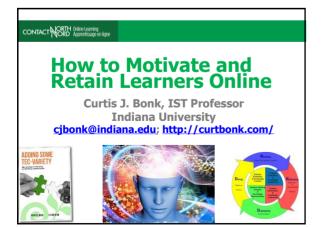
Poll #3: Have you seen Dr. Bonk speak before?

- a. Yes more than once.
- b. Yes once.
- c. Not sure.
- d. No, but I am here now.e. No, and I prefer it that way.He's rather boring.



9



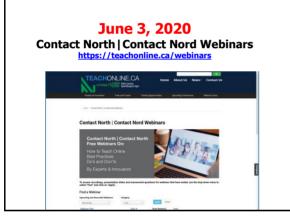




June 16, 2020







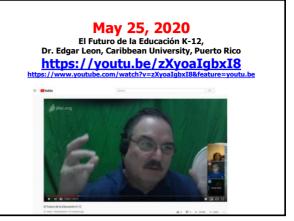




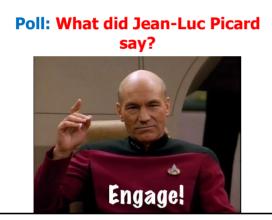








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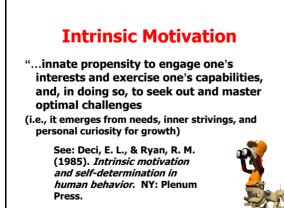


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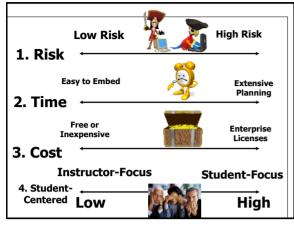


- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- Novelty, variety, choice, adaptable to interests.
 Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.







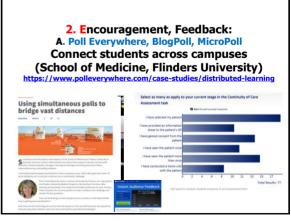














2. Encouragement, Feedback: **C.** Online Practice Tests and Interactive Flash Cards (e.g., Pharmacy, OT, etc.) http://quizlet.com/ Quizlet THE MOST POPULAR i. Quizlet 75 MASTER ANY SUBJECT ONE SUCCESS AT A TIME

32

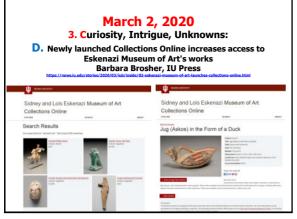


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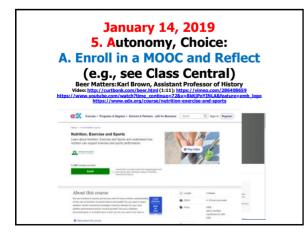
















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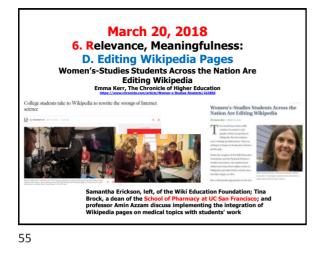


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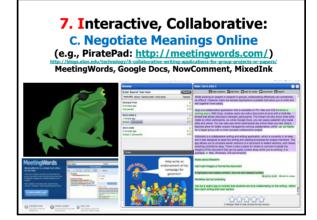
















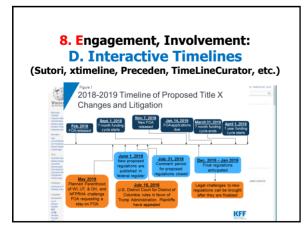




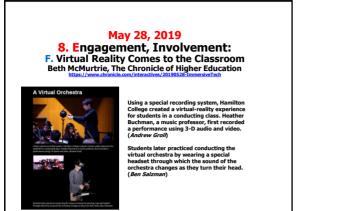






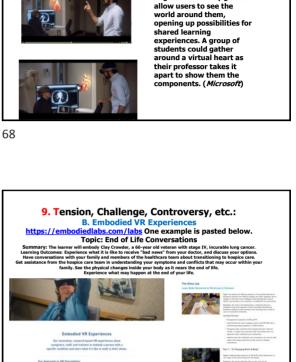








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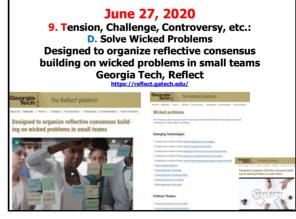
May 28, 2019

8. Engagement, Involvement: G. Virtual Reality Comes to the Classroom Beth McMurtrie, The Chronicle of Higher Education

> Unlike VR headsets, augmented-reality glasses

ronicle.com/interactives ce for students in a conducting cli



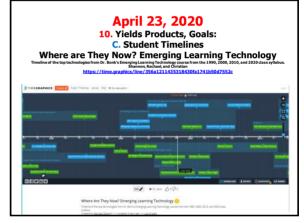




Simulation Tool in a "Leadership Crisis Challenge" Center for Academic Innovation, University of Michigan Internet and Analysis and Ana





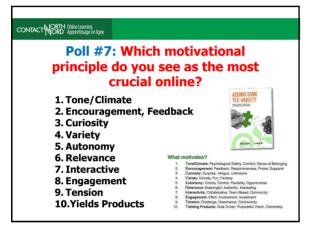


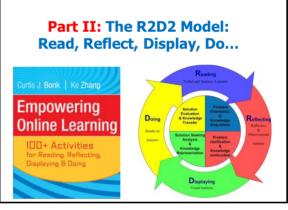
















1. Auditory or Verbal Learners

• Auditory and verbal learners prefer words, spoken or written explanations.



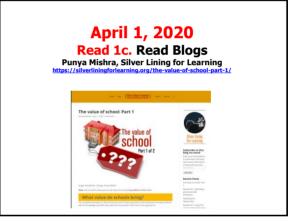
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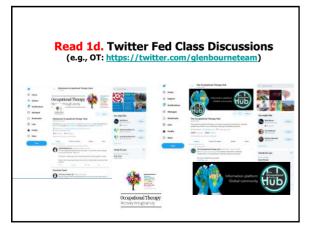
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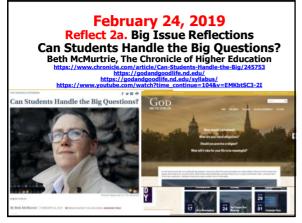


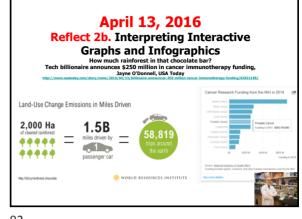
88



2. Reflective and Observational Learners • Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives

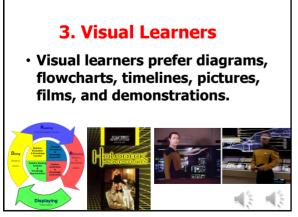






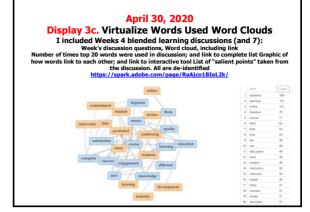








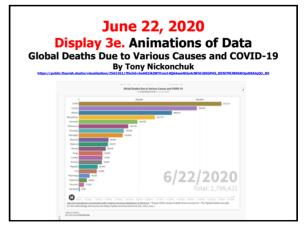




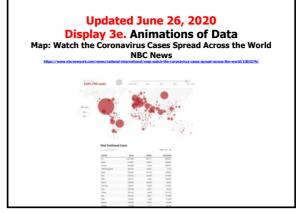


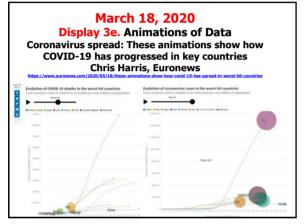




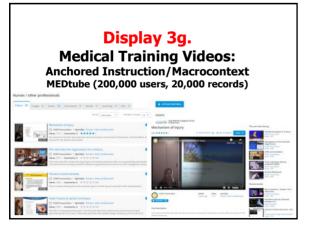


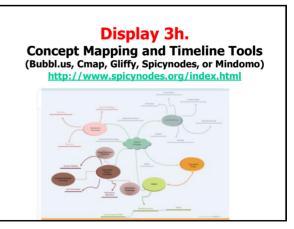














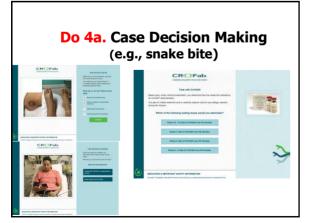


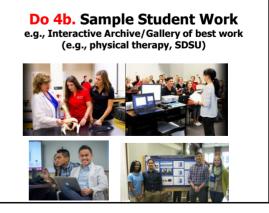




• Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.



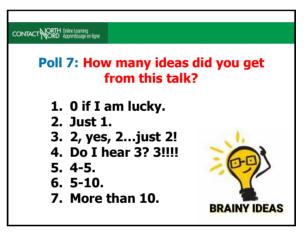




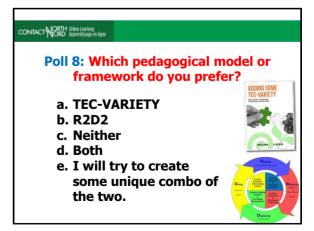


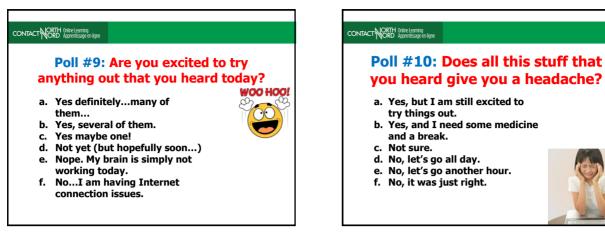


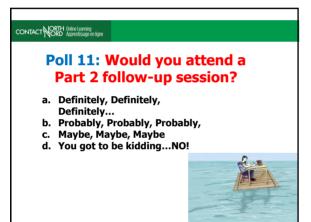














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