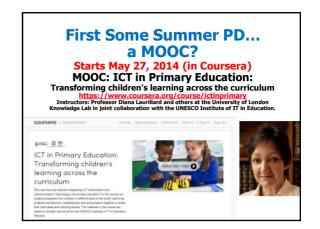
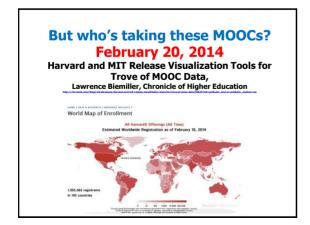
85+ Hyper-Engaging Strategies for Any Class Size (Low Risk, Low Cost, Low Time)

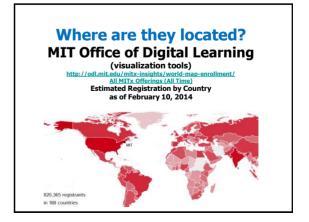
Dr. Curtis J. Bonk
Professor, Indiana University
http://php.indiana.edu/~cjbonk,
cjbonk@indiana.edu



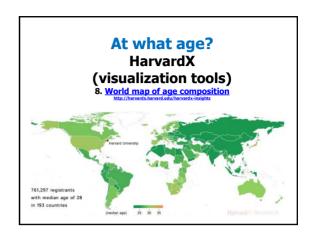


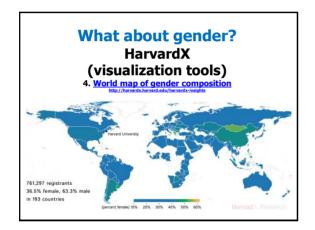


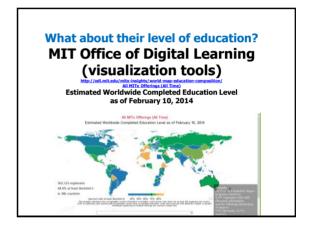


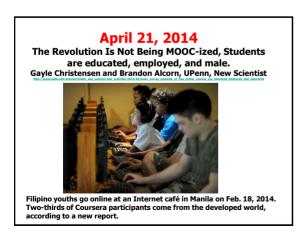


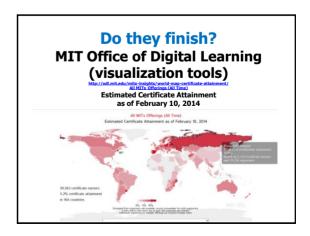






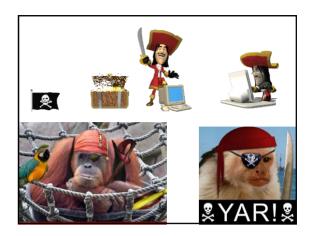






85+ Engaging Collaborative and Active Learning Ideas (note ideas that will work (+), might work (?), and will not work (cross off))





# Six Warm-Up and Social Activities



# 1. Ice Breaker #1: Eight Nouns Activity

 Please describe yourself with 8 nouns and explain why those nouns apply to you. Also, reply to 2-3 peers in this class on what you have in common with them.



# 2. Ice Breaker #2: Have You Ever...? And Accomplishment Hunts

- Ask have your ever questions:
  - -Swam in the ocean?
  - -Been above Arctic circle?
  - -Seen a rhino in a zoo?
  - -Whitewater rafted...?







#### 3. Ice Breaker #3: Goals and Expectations Charts (L = Cost, L = Risk, M = Time)

- a. What do you expect from this class, lesson, workshop, etc., what are your goals, what could you contribute?
- b. Write short and long terms goals down on goal cards and post to discussion forum.
- c. Write 4-5 expectations for this session.
- d. Expectations Flip Chart (or online forum):
- e. Debrief.





#### 4. Online Café Question Exchange

- a. Have students leave you or their classmates questions online.
- b. Answer as many as you can.
- c. Peer to peer café for exchanging resources and sharing information.





#### 5. Scavenger Hunt

- 1. Create a 20-30 item scavenger hunt (perhaps to find resources that will later need).
- 2. Engage in activity.
- 3. Collect work.
- 4. Post scores.







# 6. Just in Time Teaching (online warm-up activities)

- Assign a problem before class.
- Evaluate solutions.
- · Change class based on results.









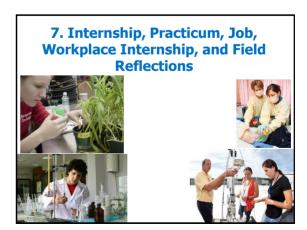
#### Poll #1: Which of these warm up and social ideas do you like best?

- A. Eight nouns
- B. Online café
- C. Have you ever
- D. Goals and expectations
- E. Scavenger hunt
- F. Just in time teaching



#### **30 Critical Thinking Activities**







# 9. Reuse Online Discussion Transcripts

- Have students bring in their online discussions or to class.
- Look for key concepts embedded in the transcripts.
- · Share or have competitions.







#### 10. Reuse Personal Blog Transcripts

- Have students bring in their blogs on the readings for the week for a reflection or sharing.
- Summarize key points by group.
- Present in 2-3 minute summaries.





# 11. Text Chats (...and Chat Reflection Papers)

- 1. Agree to a weekly chat time.
- 2. Bring in expert for discussion or post discussion.
- 3. Summarize or debrief on chat discussion.
- 4. Papers might be written across guest speakers.
- 5. Advantages:
  - 1. Transcript of the discussion can be saved and reused.







12. Listen and Reflect on Book





### 14. Virtual Conference Attendance and Reflection Papers

(e.g., free online philosophy class summer 2014 in a virtua world, May 2014, UW Whitewater; see: http://www.uww.edu/news/archive/2014-05-second-life)

- · Have students attend an online conference.
- Ask them to write a reflection paper on the keynotes or other sessions.
- · Share in online drop box or discussion forum.





# Poll #2: Pick one of these reflection activities you might use?

- A. Internship, practicum, or job reflections
- B. Reflections on expert blogs, talks, or interviews
- C. Discussion transcript reflections
- D. Chat reflections
- E. Author podcasts
- F. Virtual conference attendance



## 15. Structured Controversy Task



- · Assign 2 to pro side and 2 to con side
- Read, research, and produce different materials
- Hold debate (present conflicting positions)
- Argue strengths and weaknesses
- Switch sides and continue debate
- Come to compromise
  - Online Option: hold multiple forums online and require to comment on other ones.

# 16. Pruning the Tree (i.e., 20 questions)



- Have a recently learned concept or answer in your head.
- Students can only ask yes/no types of questions.
- If guess and wrong they are out and can no longer guess.
- The winner guesses correctly.



# 17. One minute papers or muddiest point papers (L = Cost, M = Risk, M = Time)

- Have students write for 3-5 minutes what was the most difficult concept from a class, presentation, or chapter. What could the instructor clarify better.
- · Send to the instructor via email or online forum.
- Optional: Share with a peer before sharing with instructor or a class.

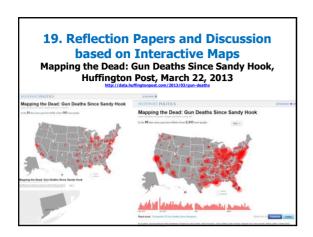




# 18. Wikibook and Wikipedia Editing

- Ask students to edit a page from Wikipedia or a chapter in a wikibook.
- The write a reflection paper on it.





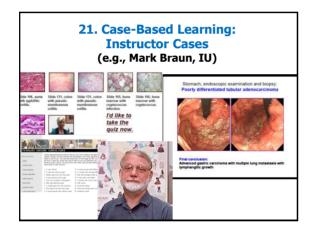
#### 20. Reflection Papers: Job Application and Trend Papers (3-4 page)

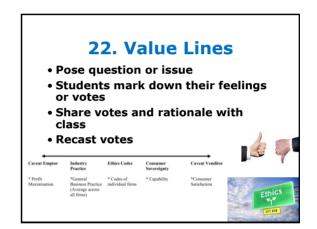
- Have students write papers about emerging trends in the field.
- Have them select topics from a list or suggest topics. Give sample papers.
- Perhaps have them present their trend and job applications papers to class.











## 23. Best 3 Activity (Thiagi, personal conversation, 2003)

- After a lecture, have students decide on the best 3 ideas that they heard (perhaps comparing to a handout).
- Work with another who has 3 as well and decide on best 3 (or 4).
- Those pairs work with another dyad and decide on best 3 (or 4).
- · Report back to class.



#### 24. PMI (Plus, Minus, Interesting) (L = Cost, L = Risk, M = Time)

 After completing a lecture, unit, video, expert presentation, etc. ask students what where the pluses, minuses, and interesting aspects of that activity.





#### Poll #3:

#### Pick one of these critical thinking activities you might use?

- A. Structured controversy
- B. Pruning the tree
- C. Minute papers
- D. Edit Wikipedia
- E. Case-based learning
- F. Best 3



#### 25. K-W-L or K-W-H-L (L = Cost, L/M = Risk, M = Time)

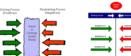
At the end of a unit, student presentation, videotape, expert presentation, etc., have student write down:

- · What did you know?
- What do you want to know?
- · What did you learn?
- H = How will we learn it?



#### 26. Force Field Analysis on Problem (L = Cost, M = Risk, M = Time)

- Driving Forces: list on left side of a paper, the forces that might help them solve a problem (the allies!).
- Restraining Forced: list on the right, the forces that are working against them. What are the forces operating against the solution of the problem?
- Perhaps assign some value related to difficulty or importance and compare columns and make decisions (e.g., 0 (low) to 5 (high).





#### 27. Visual Thinking Exercises: **Semantic Feature Analysis** (L = Cost, L = Risk, L/M = Time)

· Have students note if an element or feature is present or absent. (evaluate with a + or - or ? on a grid)

(e.g., different laptop computers, color/black white options, USB ports, Webcam, wireless, wireless mouse, carrying handle, 4 gig Ram, etc.)

Share with class.

									bones	
		meat-	plant-			malks on	walks on		ON	
		eaters	eaters	fly	swim	2 legs	4 legs		Gesternal	
		eareis	eaters			z regs	- regs		NEWS	
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#### 28. Venn Diagram

- 1. Draw two or more circles with overlapping parts to represent different topics, theories, or concepts.
- 2. Name features, components, principles, or ideas that make each concept or topic unique and put in parts that do not overlap.
- 3. Name overlapping features, principles, or ideas that link each concept or topic and put in parts that do overlap.





#### 29. Two Heads vs. One (Thiagi, 1988)

- · Everyone posts a 100 word summary of an article.
- · Students pair up and produce a better 100 word summary.
- · Their 3 summaries are read and rated by other groups.
- Groups rank them for 1 for best, 2 for 2<sup>nd</sup> best, and 3 for third.
- · Pass back to original team.

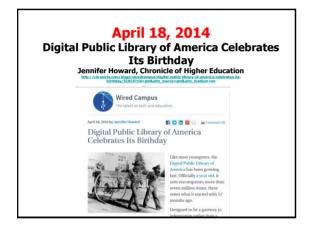




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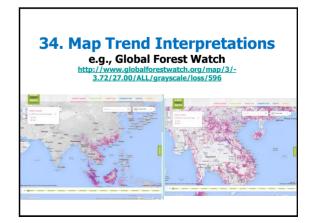


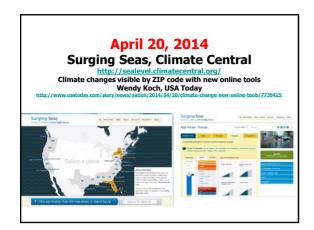


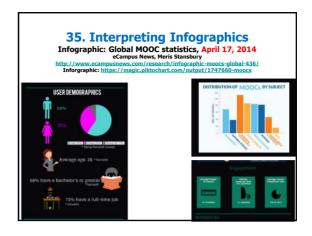


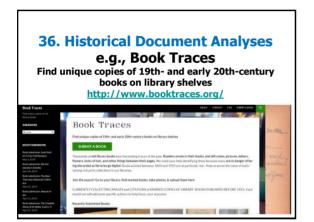


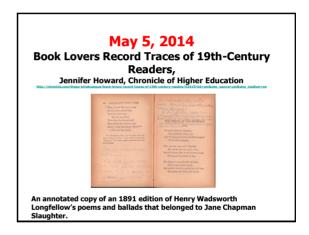


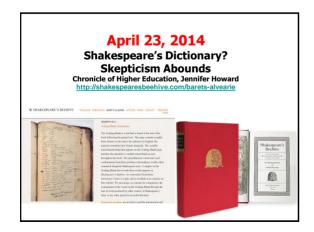














# 37. Course Readings are All Web Resources (and Free!)

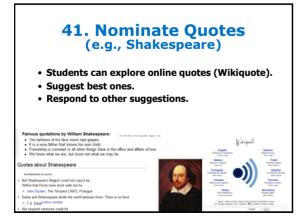
- Post all articles to the Web or only use freely available ones.
- Let students select the ones that they want to read.
- Turn in final reflection papers.

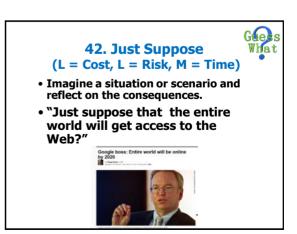






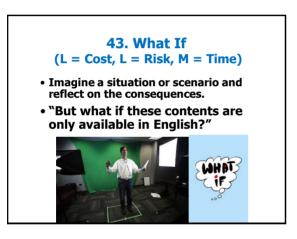


















# International Translation Teams (e.g., OOPS, Volunteer Translators) OPS! Opensource Opencourseware Prototype System The Foundation of Fantasy Culture and Arts







# **Poll #4:**Which of these exploration and creativity activities did you like best?

- A. Put all course readings on the Web
- **B. Explore OER**
- C. Create virtual timelines
- D. Just suppose or what if
- E. Flip the class
- F. Nominate quotes



# 44. Wet Ink or Freewriting (L = Cost, M = Risk, M = Time)

Writing without reflecting or lifting your pen for a set period of time.

 Just imagine: imagine you have created a highly active teaching situation...What do you see? Can students wonder, question, speculate, take risks, active listening??? How is creativity fostered here? Describe environment. Physically, mentally, emotionally, etc...



# 45. Metaphorical thinking (L = Cost, M = Risk, M = Time)

- how is my class like:
  - a prison, a beehive, an orchestra, ghetto,
  - expedition, garden, family, herd, artist's palette,
  - machine, military camp,
     Olympic games, hospital,
     theater, etc.



# 46. Reverse Brainstorming (L = Cost, L = Risk, M = Time)

- Generating ideas to solve the reverse of a particular problem, issue, or concern.
- More is better and the wilder the better.
- Hitchhiking or piggybacking as well as combining ideas is encouraged. However, there is no evaluation of ideas allowed.
- For example, How can we decrease the use of active learning ideas in college settings?





# Almost Half-Way... Please Share the Best Two Ideas so Far

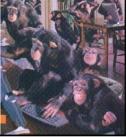






## 24 Global Education and Onine Collaborative Activities





#### **Global Education is in the News!**



#### 47. Cross-Class Collaboration

- · Assign task across classes.
- Pair up students.
- Turn in final product.

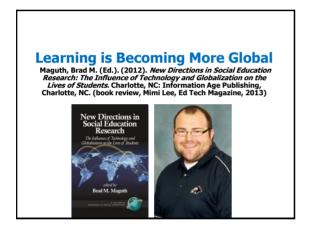










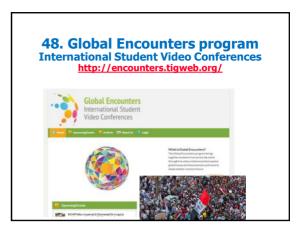








# World Leadership School http://www.worldleadershipschool.com/



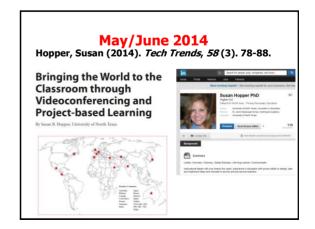


# Center for Global Education <a href="http://tcge.tiged.org/">http://tcge.tiged.org/</a>

Since 2006, over 150,000 students, from over 400 schools, in 30 different countries have participated in over 350 different conferences, making it the largest provider of real-time high school collaborative programming in Canada. Furthermore, with the addition of Microsoft, UNESCO Associated Schools and TakingITGlobal as partners, TCGE is looking forward to connecting more youth across Canada and around the world.

# Center for Global Education http://tcqe.tiged.org/

Based in Edmonton, Alberta, the Centre for Global Education (CGE) facilitates programming for over 10,000 students every year from every corner of the planet, with a focus on peace and global education and higher level learning and research. CGE organizes approximately 100 video conferences per year. Please visit <a href="https://tcge.tiged.org/">https://tcge.tiged.org/</a> for further information.



May/June 2014
Hopper, Susan (2014). Bringing the world to the classroom through videoconferencing and projectbased learning. Tech Trends, 58 (3). 78-88.

	Montenant								
Category Description	,		. 1						
Leaning Objects to operate interprets of inner outcomes from plotted projects.	All insuing objection were accomplished or exceeded.	Most learning objection were accomplished.	Some leasting objectives were accomplished.	No leasing objectives were accomplished.					
frindrat Interaction—the level of constraintion before students and partner schools.	Etaleuty developed one-to- mic construction, group construction, or clear construction on control rotated types. Students experiented new diseablings with their partner school.	Endows developed group communication and class communication on content selated topics.	Staleur gemocken an heled justicke town and especiation contraction.	No face to face student attention took place in the project					
Cultural Directly - the exploration and ecognation of cultural admitty of students as then partner colorely.	Cultural directly was experience of through discretization and descriptories.	Cultural districtly was variably discussed between schools as a value conference.	Cultural directly man our banged in worken from	No colitant desecuty was chared					
Communication Teab — the schoolings tools need to effectively communicate hereness schools.	Communication tools in g.  Targer, video confinencing, seelsobs, requit, relian, and blogs) two appropriate for age of bounes. Tools the dismost a lagit lavel of autentions between students.	Consensations tools were age appropriate, but only disclaimed a manual level of attentions suring students.	Communication tools more not appropriate for age of femours and did not facilities assessment moving students.	No constantion tools one used or createspoliss was not exchanged.					
Effectivement of Technology - the originally and performance of technology tools used during partner collaborations.	Technology tools were remains and Scalatered beausage	Technology tools worked effectively with few glitches.	Technology tools continuely cut out ducing learning securits.	No technology tools new med or technology tools did not perform					



#### **World Savvy PD Global Competence Certificate** http://worldsavvy.org/professional-development/ World Savvy Youth Engagement Development Controlling Resources (ing Earth PROFESSIONAL DEVELOPMENT

# GLOBAL COMPETENCE VOLUNTEER WITH

#### **World Savvy PD Global Competence Certificate**

http://worldsavvy.org/professional-development/

The Global Competence Certificate (GCC) is the first of its kind graduate level certificate program in global competence education for teachers nationwide. Developed by leading experts in global education -Teachers College, Columbia University, World Savvy, and Asia Society, the new GCC program is designed specifically for in-service educators who are interested in embedding global learning into their teaching practice and preparing their students for the global reality beyond the classroom.

#### **World Savvy** (global competency matrices) http://worldsavvy.org/

#### **Mission & Vision**

World Savvy was founded in San Francisco by Dana Mortenson and Madiha Murshed in response to a critical need for youth to acquire global knowledge and 21st century skills within the conspicuous absence of global education programs in K-12 education in the United States. Since that time, we have grown from serving 90 students and 20 teachers in our first year, to reaching more than 330,000 youth and 3,000 teachers over our eleven year history from three offices nationally: San Francisco, Minneapolis-St.Paul and New York.

#### **World Savvy** (global competency matrices)

http://worldsavvy.org/

World Savvy helps youth develop critical values, attitudes and dispositions for Global Competency, including:

- Global Av areness, understanding of historical connection to current
- Association between rights and responsibilities of global citizenship
   Value for and willingness to seek out diversity of thought and
- Understanding of historical context of events, and
- interconnectedness
   Fundamental commitment to social justice
- Empathy for others Respect for different religious, political and cultural viewpoints









## **53. Online Scholar Debate Panel or Symposium**

- Instead of role play, form online debate panels or symposia on particular topics.
- Set the time for each debate or open it up for an entire week.
- Or bring in expert guests for the debate or panel.





#### **54. Online Role Play Personalities**

- List possible roles or personalities (e.g., coach, questioner, optimist, devil's advocate, etc.)
- Sign up for different role every week (or for 5-6 key roles during semester)
- Perform within roles—try to refer to different personalities



# 55. Historical Role Play or Mock Trial (L = Cost, H = Risk, M/H = Time)

- Assign roles after a lecture.
- · Have students read more about roles.
- · Come back dressed in costume.
- · Act out scene.
  - Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.







# Section 2012 - Secti

### 57. Six Hats (Role Play) (De Bono, 1985; Karen Belfer, 2001, Ed Media)

- White Hat: Data, facts, figures, info (neutral)
- Red Hat: Feelings, emotions, intuition, rage...
- Yellow Hat: Positive, sunshine, optimistic
- Black Hat: Logical, negative, judgmental, gloomy
- Green Hat: New ideas, creativity, growth
- Blue Hat: Controls thinking process & organization











## **58. Peer Mentoring Sessions** (Bonk, 1996)

- Have students sign up for a chapter wherein they feel comfortable and one that they do not.
- 2. Have a couple of mentoring sessions in class.
- 3. Debrief on how it went.





#### 59. Critical Friend, Think-Pair-Share, or Turn To Your Partner and Share

- · Pose a question, issue, activity, etc.
- · Students reflect or write on it.
- Then they share views with assigned partner and share with class.
  - Online Option: assign email pals, Web buddies, or critical friends.





# **60. Personal and Team Blog Reflections** (Critical Friend Blog Postings)

- Ask students to maintain a blog.
- Have them give feedback to a critical friend on his or her blog.
- Do a final super summary reflection paper on it.





#### **61. Numbered Heads Together**

- a. Assign a task and divide into groups (perhaps 4-6/group and count off 1-4).
- b. Perhaps assign group names or hold competition between them.
- c. Discuss problem or issue assigned.
- d. Instructor calls on groups & numbers.

(Online Option: assign numbers and ask certain one to do different things.)

















### 62. Mock Trials with Occupational Roles (L = Cost, H = Risk, M/H = Time)

- a. Create a scenario (e.g., school reform, gov't protest).
- b. Get volunteers for diff roles (everyone must have role).
- Perhaps consider having one key person on the pro and con side of the issue make a statement.
- Discuss issues from role (instructor is moderator or one to make opening statement; he/she collects ideas on document camera or board). Come to compromise.
  - Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



# 63. Historical Role Play or Mock Trial (L = Cost, H = Risk, M/H = Time)

- · Assign roles after a lecture.
- · Have students read more about roles.
- Come back dressed in costume.
- Act out scene.
  - Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.







#### Poll #5: Which of these collaboration activities did you like best?

- A. Six hats role play
- B. Online scholar debate
- C. Role play personalities
- D. Peer mentoring
- E. Cross-class collaboration
- F. Guest speaker quotes



#### **64. Peer Interviews**

- >After lecture, have learners interview each other about what they learned.
- >Introduce each other based on what learned.





#### 65. Jigsaw

- Form home/base groups of 4-6 students.
- Student move to expert groups in forums.
- Share knowledge in expert groups and help each other master the material.
- Come back to base group to share or teach teammates.
- Students present ideas FTF or in a synchronous webinar or are individually tested; there are no group grades.



#### 66. Phillips 66 (Buzz Groups)

- Assign topic (e.g., review readings for this week).
- Students work in groups of 6 for 6 minutes on a particular problem.
- After 6 minutes, stop discussion.
- · Share with class.
  - -Online Option: assign teams to discuss articles for 1-2 days before an online lecture. Warm up activities!



# 67. Wikibook CreationAsk students to create a Wikibook.Give feedback to peers.





#### 68. Human Graph



1 = Strongly agree,

3 = neutral,

5 = strongly disagree

- e.g., this workshop is great!
- In a videoconference or synchronous session, have students line up on a scale (e.g., 1 is low and 5 is high) on camera according to how they feel about something (e.g., topic, the book, class).



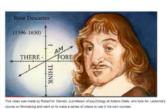






#### 70. Multimedia Team Assignments

Multimedia Assignments: Not Just for Film Majors Anymore, April 21, 2014, Chronicle of Higher Education, Danny Ledonne







# What have you learned so far?

- List 1 solid idea learned so far and 1 fuzzy one.
- Share in chat window.







#### **10 Learner-Centered Activities**



# **71. Different Strokes** (Thiagi, 1988)

- Have students create a summary of the readings: 1 page, 2 page, 10 question, an outline, a visual, a list of key points, a flowchart, a mind map, a slogan, a bumper sticker.
- Share and compare.
- Discuss.



#### 72. One Visual Exercises

- Tell students to bring in one visual representing their outside readings.
- Have students become the instructors using that visual.



# 73. 99 Second Quotes and Set Time Presentations (L = Cost, M = Risk, M = Time)

- Everyone brings in a quote that they like from the readings
- You get 99 seconds to share it and explain why you choose it in a sync chat
- Options
  - Discussion wrapped around each quote
  - Link or debate quotes online





#### 74. Class Voting and Polling

#### Blog and Website Polling (e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)



# 75. Cool Resource Provider (Bonk, 2004)

- Have students sign up to be a cool resource provider once during the semester.
- Have them find additional paper, people, electronic resources, etc.
- Share and explain what found with class.





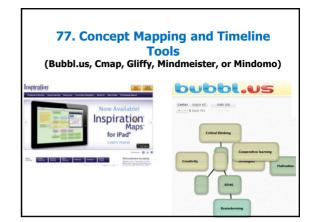
#### 76. Online Book Reviews

- Have students read different books online and post reviews on forum or to Amazon or send to the author.
- · Give each other feedback.









#### 78. Just-In-Time Syllabus

(Raman, Shackelford, & Sosin) http://ecedweb.unomaha.edu/jits.htm

Syllabus is created as a "shell" which is thematically organized and contains print, video, and web references as well as assignments. (Goals = critical thinking, collab, develop interests)

e.g., To teach or expand the discussion of supply or elasticity, an instructor might add new links in the Just-in-Time Syllabus to breaking news about rising gasoline prices.



#### 79. Rapid Data Collection

- Before, during, or after a lecture, assign students to go outside for 15-20 minutes to collect data on certain questions.
- · Give handout.
- · Come back to class to discuss.
- Perhaps assign to teams with competitions.





## 80. Volunteer Technology Demos (Bonk, 1996)

- Take students to a computer lab.
- Have students conduct a technology demonstration that relates to something from the class (replaces an assignment).
- Include handout
- Debrief





#### Poll #6: Which of these learner-centerd activities did you like best?

- A. Class voting and polling
- **B.** Online book reviews
- C. Volunteer technology demos
- D. Cool resource provider
- E. 99 Second quotes



#### **Five Other Interaction Activities**



# 81. Poster Sessions and Gallery Tours

- Have students create something--flowchart, timeline, taxonomy, concept map.
- Have half of the students present for 15-20 minutes and then reverse roles.
- · Post these in the course management system.
- · Discuss, rate, evaluate, etc.





#### 82. Peer Feedback and Reviews of Student Galleries, Exhibits, and Other Products

 Have students review and evaluate each other's work in an online gallery, exhibit hall, and website.



# 83. Issue Cards and Discussion Questions (L = Cost, L = Risk, M = Time)

- Everyone brings in question and issue cards on the articles or readings.
- Partner off and create a list and then collect question cards, and,
- · Pass out to different groups to solve.







## **84. Planted Questions** (Active Learning, Silberman)

- Choose questions that will help guide my lesson and write them out on note cards sequentially with a cue on them.
- Prior to the lesson pass the cards and explain to the students who you gave cards to about the cues.
- Then during the implementation of the lesson perform cues to get students to ask questions which guide lesson.
- · Debrief at end.



#### 85. Stand and Share



- 1. Present a question.
- 2. When know the answer, stand up to indicate to the instructor that you have an answer.
- 3. Wait until all are standing.
- 4. Call on one at a time.
- When you give an answer or hear you answer given, you can sit down (unless you have an additional answer).



# Poll #7. How many ideas did you get from this talk?

- 1. 0 if I am lucky.
- 2. Just 1.
- 3. 2, yes, 2...just 2!
- 4. Do I hear 3?
- 5. 4-5.
- 6. 5-10.
- 7. More than 10.





#### **Questions and Comments?**

Note: Bonk papers and talks at: http://www.publicationshare.com/ http://www.trainingshare.com/

