Interactive Activities
Interactive Teaching and Active Learning
Best Practices for Teaching and Learning

Now let's complete an activity where you will have the opportunity to think of an active learning strategy that you would like to use in a class that you teach or would like to teach.

First, think of one of the learning objectives that you wrote in the session on “Designing a Course”. What active learning strategies could you use to help your students achieve that learning objective and provide you and your students with information about whether they attained your learning objective? Then think about the pros and cons of this active learning strategy. Once you have had a chance to complete this on your own, share your active learning strategy with a peer.

In this session on interactive teaching and active learning, we discussed Benjamin Bloom’s seminal work on the benefits of the one-on-one teaching method and how the incorporation of active learning methods in the classroom can engage students to ultimately increase retention and transfer. We also discussed the incorporation of active learning methods in your own classroom, such as posing a question and mud cards that take less than two minutes of classroom time, quick think methods that take between two and five minutes of classroom time, and longer activities, such as demonstrations and participatory activities that can take up to 20 minutes.

At the end of the session, you had the opportunity to participate in activities to develop your own active learning strategies for your own classroom.