

1. 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.



2. Reciprocal Teaching Scripts

- Instructor gives purpose of the method (e.g., summarization, prediction, clarification, and questioning skills)
 - He/she models the method
 - Student takes over as the teacher
 - Student teacher models skills requested
- Online Option: Sign up to start or wrap discussion or to mentor each other.



3. Cooperative Learning Scripts

- Read same passage
 - Put out of sight
 - One person is summarizes and the other tries to correct any errors
 - Both work together to learn the information
 - Read 2nd passage and change roles
- Online Option: do in a forum



4. Cooperative Teaching Scripts

- Read different passages
- Put out of sight
- One person summarizes the content of first passage and the other asks clarifying questions
- Work together to develop analogies, images, etc. to learn
- Repeat steps for other article
- Read passage that did not read



5. READER/READERS (Clark & Bonk, 1992)

- Review why you are about to read.
- Explore passage for main ideas.
- Ask questions about the main ideas.
- Draw conclusions.
- Evaluate your responses.
- Read for answers and Summarize main ideas.



– Other similar strategies include paired repeated reading, paired reading, Cooperative Integrated Reading and Composition (CIRC) Program, reciprocal teaching, cooperative scripts.

6. Numbered Heads Together

- Assign a task and divide into groups (perhaps 4-6/group and count off 1-4).
 - Perhaps assign group names across class or perhaps some competition between them.
 - Discuss problem or issue assigned.
 - Instructor calls on groups & numbers.
- a. Online Option: assign numbers and ask certain one to do different things.



7. Human Graph



- **Class lines up: (1-5)**
- **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).**



8. Value Lines



- **Pose question or issue**
- **Students mark down their feelings or votes**
- **Share votes and rationale with class**
- **Recast votes**



Problem Statement/Issue		Problem Statement/Issue		Problem Statement/Issue	
Classroom/Workshop/Session	Classroom/Workshop/Session	Classroom/Workshop/Session	Classroom/Workshop/Session	Classroom/Workshop/Session	Classroom/Workshop/Session
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30



9. 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.**
 - **Share with class.**
- **Online Option: assign email pals, Web buddies, or critical friends and create activities.**



10. 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!**



11. Brainstorming (L = Cost, L = Risk, M = Time)

- **Generating ideas to solve a particular problem, issue, situation, 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 increase the use of active learning ideas in college settings?**



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

- **Generating ideas to solve the reverse of a particular problem, issue, situation, or concern.**
- **Once again, 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?**



13. Nominal Group Process

1. Give statement of the problem.
2. Silent generation of ideas to solve it.
3. Round robin sharing of ideas and piggy backing of them.
4. Classification & grouping of ideas.
5. Straw vote ranking of ideas. Secret ballots.
6. Further clarification of ideas and emerging concepts. Can change wording.
7. Final priority weighting. Public vote.



14. Inside and Outside or Fishbowl

- Situate students in two circles; an outer & inner circle.
- Present a problem, situation, or discussion topic.
- Have students immediately behind each other discuss their solutions, ideas, or answers.



– Online Option: count off 1 and 2 and only allow 1's or 2's to add to discussion for first half of week and then the 2's.

14. Inside and Outside or Fishbowl Continued...

- Only those on the inner circle can talk or discuss. Those behind have to listen.
 - After 5-10-15 minutes, have them share with person behind them what they did not get a chance to say and discuss the conversation so far.
- (if online, do this by day)



14. Inside and Outside or Fishbowl Continued...

1. Change seats between inner and outer circles.
2. Now discussion resumes with those on the inside.
3. After 5-10-15 minutes, continue with rotation or come to compromise.
4. Alternative version: Outer circle people can tap inner circle person on shoulder as replacement.



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

- Assign roles after a lecture.
- Perhaps have students read more a 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.



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



- a. Create a scenario (e.g., school reform in the community) and hand out to students to read.
- a. Ask for volunteers for different roles (everyone must have a role).
- b. Perhaps consider having one key person on the pro and con side of the issue make a statement.
- c. Discuss issues from within role (instructor is the hired moderator or one to make opening statement; he/she collects ideas on document camera or board). Come to compromise.
- a. Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



17. Scholar Role Play or Debate Panel or Symposia

- Find controversial topic(s) in the readings.
- Hand students slips of paper with different persona or roles (i.e., authors) that form into 2-3 different groups or factions.
- Have students meet in their respective groups to form a plan of action.

© 24.3. I am so wise, so listen. Aristotle 11/25/

© 74.5 He isn't heavy... he's our brother... Mother Theresa

© 74.6 RABBIT ARBOR DAY Jane Goodall 04/23/

© 74.6 I hope that everyone has been feeling wonderful too


For me, my children, it's all about helping each other. Our friends Bruner and Vygotsky suggested that learning partners... either! They wanted us to work together and combine all of us to benefit from each other's knowledge.

- Training Magazine might have a little bit of boring instructional animations and videos. C

17. Scholar Role Play or Debate Panel or Symposia Continued



- Role play perhaps with alternating views being presented with 4-6 students.
- Tap students in the audience on the shoulder to take the place of someone on panel or have them decide when to replace someone.

- Could also be done online or rotated.



18. 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)
- Reassign roles if someone drops class
- Perform within roles—try to refer to different personalities in peer commenting

19. Six Hats (Role Play):




(from De Bono, 1985; adopted for online learning by 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





20. One Stray-Three Stay

- Give a task to small groups of students.
- Assign one person as spy or pirate to see the answers of other students (one stray-three stay method) and share with group.

21. One Stay-Three Stray

- Group assigns one person from their group to stay behind and share product or ideas with others who visit their poster or station (one stay-three stray method).

22. Group Investigation or Coop-Coop

- Divide a general topic into sub-topics.
- Groups divide sub-topics into mini-topics.
- Each student investigates their mini-topic.
- Students present findings within groups (perhaps in drop boxes and in online discussion forums).
- Integration is made of all the material in each group and presented to the class.
- Evaluation is made of team as well as individual efforts.



23. Student Teams Achievement Divisions (STAD)

- Students are divided up into heterogeneous groups of four-5 student groups.
- Lesson is presented by instructor (videostream or podcast).
- Students help each other learn the material in online groups.
- Students take test.
- Scores based on improvement.



24. Teams-Games Tournaments Divisions (TGT)

- Same basic idea as STAD except that quizzes or tests are replaced by competitions between groups.



25. Jigsaw

- Form home or base groups online of 4-6 students.
- Student move to expert groups in online 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.



Think-Pair-Share... What have you learned so far?

- If no partner, stray to another group.
- Share with group



26. Goals and Expectations Charts (L = Cost, L = Risk, M = Time)

What do you expect from this class, lesson, workshop, etc., what are your goals, what could you contribute?

- Write short and long terms goals down on goal cards that can be referenced later on. Post these to a discussion forum.
- Write 4-5 expectations for this session.
- Expectations Flip Chart (or online forum): share of 1-2 of these...
- Debrief is met them.



Goals



27. Accomplishment Hunt

(L = Cost, M = Risk, M = Time)

- Post to a discussion forum 2-3 accomplishments (e.g., past summer, during college, during life);
- Students respond to each other as to what have in common or would like to have. Or instructor lists 1-2 of those for each student on a sheet without names.
- Participants have to ask "Is this you?" If yes, get a signature.



28. Have You Ever?

- Ask have you ever questions:
 - Swam in the ocean?
 - Been above Arctic circle?
 - Rode on a train?
 - Seen a rhino in a zoo?
 - Whitewater rafted...?
 - Etc.



29. Peer Interviews

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



30. Three Step Interviews

- After complete lecture, assign pairs of students who interview each other about what they learned.
- Pairs introduce each other to another group based on what they learned.
- Groups introduce each other to class based on what they learned.



31. Talking String

(L = Cost, L = Risk, L = Time)

- State what hope to gain from this workshop (or discuss some other issue) as wrap string around finger; next state the names of previous people and then state their reasons.



32. Psychic Massage (a closer activity) (L = Cost, M = Risk, L = Time)

- Divide in teams of 3-5.
- In alphabetical order of first names have someone turn his or back to the group
- Team members must make positive, uplifting statements about that person behind his or her back but loud enough for others to hear them.
- One minute per person.



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

- how is my school like:

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



34. Just Suppose or What If (L = Cost, L = Risk, M = Time)

- Imagine a situation or scenario and reflect on the consequences.
- "Just suppose you have six weeks of paid professional development each summer for workshops or classes like this, what would teaching be like? What would learning be like?"



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

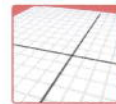
Writing without reflecting or lifting your pen for a set period of time.

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



36. Morphological Synthesis (L = Cost, M = Risk, M = Time)

- Write features of one item down the horizontal column.
- Write features of another item down the vertical.
- Look at intersection for new item or concept.



37. 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.



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

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



Cool Stuff

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

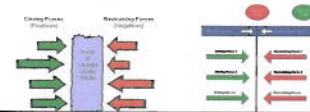
At the end of a unit, student presentation, videotape, expert presentation, etc., have student write down:

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



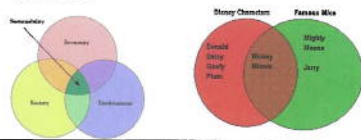
40. Force Field Analysis on Problem (L = Cost, M = Risk, M = Time)

- **Driving Forces:** list on left side of a paper, the forces that might help them solve a problem (the allies!).
- **Restraining Forces:** 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)).



41. 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.



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

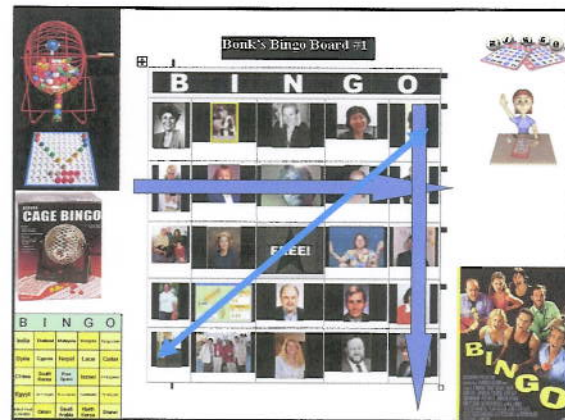
- Have students note if an element or feature is present or absent. (evaluate with a + or - or ? on a grid)
- (e.g., different laptop computers, color/black white options, USB ports, Webcam, wireless, wireless mouse, carrying handle, 4 gig Ram, etc.)
- Share with class.

	Wireless	Webcam	USB ports	Carrying handle	4 gig Ram
Apple	+	+	+	+	+
Microsoft	+	+	+	+	+
HP	+	+	+	+	+
Lenovo	+	+	+	+	+

43. Bingo Quizzes

1. Have questions with answers that complete a Bingo card. Put course related questions or statements on a slip of paper with each #.
2. Pull numbers from a hat.
3. Read question and number and students have to put answer in that box if their Bingo card has it.
4. First one to think she has Bingo reads her card. If anything is incorrect, keep going.

Note: Jeopardy style tests are similar...



44. Question Prompts, Advance Organizing Questions, and Question Anchors to Begin a Lecture (Derek Bok, Harvard, 1992)

- Begin course or lecture with a question or series of questions to capture interest; e.g., "what image do you have of people who have HIV or AIDS?"
- Begin course or lecture by posing a problem and eliciting answers or ideas; "why would people want to attend this talk?"



45. 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.



46. Questioning Options (Morten Flate Pausen, 1995)

- **Shot Gun:** Post many questions or articles to discuss and answer any—student choice.
- **Hot Seat:** One student is selected to answer many questions from everyone in the class.



47. Talking Chips

- Pass out poker chips to students; perhaps give each 2 red ones, 2 blues ones, and 2 white ones.
- Students use a red chip when they ask a question; a blue chip when they make a statement; and a white chip when they answer a question someone has raised.
- When out of chips, they can no longer talk.



49. Reciprocal Questioning (Allison King) (L = Cost, M = Risk, M = Time)

- Have students bring in question cards from the readings
- Perhaps add a question sheet or scaffold from the instructor
- Pair them off
- After or during lecture, have them ask those questions of each other.



49. Peer Mentoring Sessions (Bok, 1996)

1. 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.



50. Creative Dramatics

(Gary Davis, Creativity is Forever, 1998)

- Stretch, relax, loosen up, etc...
- Biggest/smallest thing; Holding up the roof; Favorite animal; Mirror effect; Imagine taste/smell...
- Imagine taste/smell... Ice Cubes, Puppets, Mirror effect, Ridiculous Poses, Favorite animal, People Machines, Invisible Balls.
- Imagine hear, touch, smell, tastes, stiffest/most rubbery, Angriest/happiest.



Half-Way...Brief Intermission

Please Share Best Idea so far with neighbor



51. 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.



52. Instructor and Text Cases and Warm-ups Online

- Post a case scenario or situation or video of such.
- Students read or watch.
- Post solutions to a discussion forum.
- Give feedback to each other.



53. Just-In-Time Syllabus

(Raman, Shackelford, & Sosin)
<http://ecodweb.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.



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

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



55. 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.



56. 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.



57. Index Match Cards (Active Learning, Silberman)

- Make an equal amount of note cards, half with questions and the other half with the answers to the questions.
- Mix up and give each student a card.
- The exercise is to find you match.
- After they find their match, go around the class and go through questions and answers.



58. Roundrobins, Tell Tall Tales, Creative Writing

- a. Start a topic of discussion perhaps with an interesting scenario or "just imagine" if this happened or an object obituary.
- b. Pass on the story to a student to continue it at another location or have volunteers.
- c. Continue with story.
- d. Perhaps combine with a Stand and Share activity.



59. The Envelope Game (Thiagi, 1988)

- Tell class they will be tested on ability to apply their learning.
- Have teams write a problem on a large envelope.
- Pass to next team to solve (they place solution in envelope).
- Pass to next team to solve and so on.
- Original team ranks solutions.
- Have teams retrieve ranked solutions.



60. Reflection Papers: #1 Individual Reflections or Super Summaries (3-4 page)

- Learning journeys/Super Summaries/Personal Theory or Philosophy (**Reflect Online**):
 - Have students reflect on their learning journeys in a course.
 - Have them reflect and compare the concepts that they have learned to others.
 - Perhaps compare to sample papers from previous semesters.



61. Reflection Papers: #2 Group Reflections or Super Summaries (3-4 page)

- **Team reflection papers (Reflect Online):**
 - Have team members reflect on their learning in a course.
 - Compare their learning to each other.
 - Everyone writes a section of super summary and then synthesizes across.



62. Reflection Papers: #3 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. What did they learn?
- Perhaps have them present their trend papers to the class.



63. Reflection Papers: #4 Job Application Papers (3-4 page)

- Students write reflection papers on how different concepts in class link or connect (or perhaps later might connect) to their present or future jobs.
- Perhaps provide them with sample papers from prior semesters.



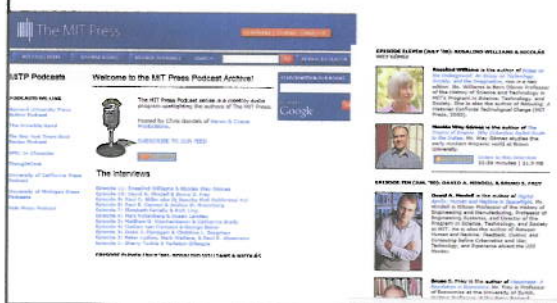
64. Book Reviews (and Online Book Reviews)



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



65. Listen and Reflect on Book Author Podcasts



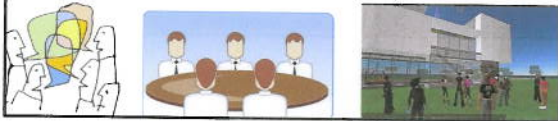
66. Free Text Chats (...and Chat Reflection Papers)

1. Agree to a weekly chat time.
2. Bring in expert for discussion or post discussion topics or issues.
3. Summarize or debrief on chat discussion.
4. Consider having papers be written across various guest speakers.
5. Advantages:
 1. Text chats involve all learners in real time.
 2. Can use different fonts, styles, colors, capital letters, images.
 3. Transcript of the discussion can be saved and reused.



67. 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.



68. Reuse 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.



69. 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.



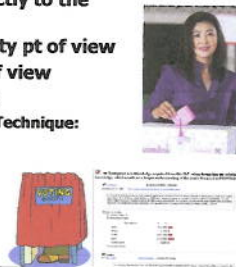
70. Volunteer Technology Demos (Bonk, 1996)

- 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



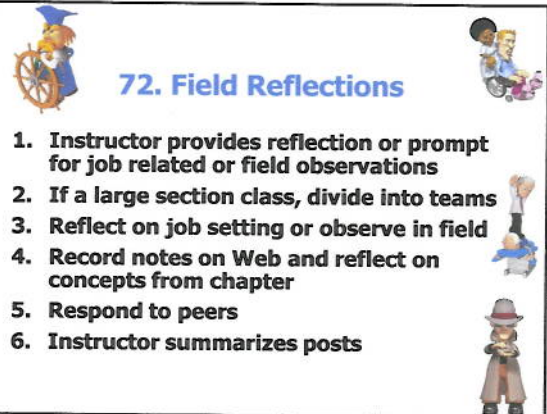
71. Class Voting and Polling (perhaps electronic)

1. Ask students to vote on issue before class (anonymously or send directly to the instructor)
 2. Instructor pulls out minority pt of view
 3. Discuss with majority pt of view
 4. Repoll students after class
- (Note: Delphi or Timed Disclosure Technique: anonymous input till a due date and then post results and reconsider until consensus)
Rick Kulp, IBM, 1999)



72. Field Reflections

1. Instructor provides reflection or prompt for job related or field observations
2. If a large section class, divide into teams
3. Reflect on job setting or observe in field
4. Record notes on Web and reflect on concepts from chapter
5. Respond to peers
6. Instructor summarizes posts



73. Case-Based Learning: Student Cases

1. Model how to write a case and practice answering.
2. Generate 2-3 cases during semester based on field experiences.
3. Link to the text material—relate to how how text author or instructor might solve.
4. Respond to 6-8 peer cases.
5. Summarize the discussion in their case.
6. Summarize discussion in a peer case.
(Note: method akin to storytelling)



74. 99 Second Quotes (L = Cost, M = Risk, M = Time)

99

- 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 or videoconference
- Options
 - Discussion wrapped around each quote
 - Small group linkages—force small groups to link quotes and present them
 - Debate value of each quote in an online forum

75. Set Time Presentations (L = Cost, M = Risk, M = Time)

- Assign topic to present on for next class.
- Inform of time allotted.
- Student present.
- Stop when time is up.
- Open to questions and answers.
- Instructor comments.
- Move to next person.



99 seconds: What have you learned so far?

- Write down 1-2 solid ideas and 1-2 fuzzy ones.
- Share with partner.
- Share with group.



76. Little Known Fact #1

- Write down three little known facts on notecard and uses it as a way to introduce self to others in the class.
- Do this for 5 or 10 minutes.
- Then go around the room and see who knows the most about his/her peers.
- One who does gets bonus points.
– Could do this online.



77. Little Known Fact #2

- Write on notecard a little known fact.
- Instructor collects and passes out.
- Students put card on forehead without reading it and finds the person with it (yes/no questions: is this you?).
- When find match, interrogator asked questions of the confessor and finally guesses it.
– Could do this online.



78. Surface and Deep Facts and Questions (Bonk, 2011)

- Students write a major fact from the prior week on a notecard and a minor one on the reverse.
- Under that, they note a surface question on a notecard and a deep question on the back.
- Pass card to the right and read new card. Do this twice.
- Now answer questions on card you have.
- Pass to right and read twice.
- Now apportion pts to each question and fact.
- Read the ones you like best.



79. Nominate Quotes (e.g., Shakespeare)

- Students can explore online quotes (Wikiquote).
- Suggest best ones.
- Respond to other suggestions.



80. ORL or Library Day (e.g., The Thompson Library at Ohio State University)



81. 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 2nd best, and 3 for third.
- Pass back to original team.



82. 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.



83. One Visual Exercises

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



84. Best 3 (Thiagi, personal conversation, 2003)

- After a lecture, have students decide on the best 3 ideas that they heard (perhaps comparing to a handout or dense sheet of paper).
- 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.



85. Pruning the Tree (i.e., 20 questions) (V)

- 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.



86. Student Selected Lectures (Frederick, College Teaching) (L = Cost, M = Risk, M = Time)

- Orderly brainstorming in which the students generate ideas about the topic for today.
- Ideas are organized in some rationale coherent pattern on the chalkboard.
- Students vote on what items to discuss.
- Alternatives: students select lecture topics, stories, or activities from a list provided by the instructor.



87. After a Lecture (Derek Bok, Harvard, 1992)

- After a lecture, give students a one questions quiz based on the material just covered.
- If a large section class, assign teams.
- Leave the room for 10-15 minutes so that they can discuss. When return, have them report answer.
- Do one minute reflections or mini-activities at the end.



88. Press Conference (Thiagi, 1988)

- Divide class into 3 teams and assign different articles or readings
- Next time announce a team to get ready for a press conference
- Members of other 2 groups write down 3 questions each on index cards
- Mix and redistribute 3/student
- Identify particular people from the press conference group and ask questions of them
- Other 2 groups decide on most imp't points and makes a presentation on them.



89. 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.



90. 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.



91. Bells and Whistles (Frederick, College Teaching) (L = Cost, M = Risk, L/M = Time)

- Add media to a presentation (audio, music, animations, pictures, etc.)
- Try to play off emotions and capture mood or tone of an event, era, or issue.



92. Tests and Bells (Bonk, 2004)

- After or during a lecture, have students form into interest groups and make summaries of pts.
- Have the students take a class quiz.
- Each group gets a bell to answer pts from the lecture.
- Give pts for first group (or 2) that rings their bell and has correct answer. (take off pts for wrong answers.)
- Total pts and give prizes.
- Discuss and debrief



93. Problem-Based Learning (PBL) (Blumenfeld, Soloway, et al. 1991; Duffy & Savery, 1996; George Lucas Educational Foundation, 2003)

1. Instructor lays out the nontrivial problem situation with multiple solutions.
2. Creates context for collaboration.
3. Students work on a major problem for a unit, semester, or year.
4. Evaluation is made by experts and/or the instructor.
5. Debate, ask questions, refine questions, make predictions.
6. Collect and analyze data, draw conclusions
7. Create artifacts, make presentation, and communicate ideas and findings



94. Cross-Class Collaboration

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



95. Virtual Conference Attendance and Reflection Papers

- 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.



96. Reuse Blog, Chat Transcripts, Interviews, Presentations

- Ask students to reflect on expert interviews found online in chats, videos, conference keynotes, and interviews posted to the Web.
- Outline key concepts.



97. Online Café Question Exchange

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



98. 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.



99. 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.



100. 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.
5. When you give an answer or hear you answer given, you can sit down (unless you have an additional answer).



Bonus #1. Webstreamed Lecture Reflections

- Ask students to watch weekly lectures.
- Reflect on key concepts.
- Instructors helps moderate it.



