Creative Engagement and Active Learning Strategies

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What is active learning?

We need a shared understanding:

Think, Pair, Share (5 min)
Why active learning?

There needs to be evidence.

And the research says, “...
Seven Principles of Learning

6) The practices and activities in which people engage while learning shape what is learned.
7) Learning is enhanced through socially supported interactions.
Principles of Practice

• The learner is an **ACTIVE CONTRIBUTOR** in the learning process.

• The **CONTEXT OF LEARNING** is the most important factor for learning.

• Learning activities are related to understanding and solving **REAL LIFE PROBLEMS**.
Active Learning Strategies

<table>
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<tr>
<th>TRADITIONAL</th>
<th>FLIPPED</th>
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<tbody>
<tr>
<td>Lecture</td>
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<td>Homework activities</td>
<td>Classroom activities</td>
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Figure 1.1. Team-Based Instructional Activity Sequence

Preparation (preclass) → Readiness Assurance (Diagnosis-Feedback) → Application of Course Concepts

1. Individual Study
2. Team Test
3. Written Appeals (from teams)
4. Instructor Feedback
5. Application-Oriented Activities

Note: This sequence is repeated for each major instructional unit—typically five to seven per course.
TBL Design Principles

• Create diverse teams
• Backward design
• Application exercises to promote deep learning
• 4S principles
  • Significant problem
  • Same problem
  • Specific choice
  • Simultaneous reporting
• Accountability as cornerstone
Jigsaw Learning
Small-Group Activity: Memory Matrix
# Jeopardy

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<tr>
<th>The Human Body</th>
<th>Vital Signs</th>
<th>Bleeding and Shock</th>
<th>CPR</th>
<th>Scenarios</th>
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**Final Jeopardy**
Concept Maps

- Heart
  - maintains
  - has 4
- Unidirectional Flow
  - of
  - via
- Chambers
  - 2 are
  - 2 are
- Blood
- Valves
- Atria
- Ventricles
- Semilunar
  - includes
- Atrioventricular
  - includes
- Pulmonary
- Aortic
- Tricuspid
- Mitral
Web 2.0
Twitter Chat & Poll Everywhere
Eric Mazur - Harvard
Audience Response Systems (Clickers)

The ConcepTest Process

1. Pose thought-provoking question
2. Answer question using clicker
3. Majority correct
   - Discuss with partner or group
   - Answer question using clicker
   - Brief explanation
4. Majority incorrect
   - Detailed explanation
Socratic Questioning
-based learning and other large and small-group strategies

- case-
- problem-
- team-
- e-
- peer-
- project-
- inquiry-
- brain-
- laboratories
- CPCs
- simulations
- workshops
- demonstrations
Activity

• Review Tip Sheet
• Individual Action Plan
• Small-group discussion
Active Learning Strategies Discussed or Demonstrated Today

• Think, Pair, Share
• TBL
• Jigsaw learning
• Jeopardy
• Concept mapping
• Memory Matrix
• Twitter chat, Poll everywhere
• Audience Response Systems (clickers)
• Socratic questioning
• One minute paper
Resources


Resources


Wrap-Up Activities

• One minute paper on a burning question you have
• Please complete evaluation form

Thank you!
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