Active Learning Techniques: CRD Summer 2016

Each activity can stand alone or build upon the previous activities.

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Activity	1-minute paper	Think. Pair. Share.	Debrief Discussion	Gallery Walk	Group Design Project/ Team-Based Learning
	Students identify pre-existing knowledge or gaps in learning	*Helps build an inclusive classroom where students can share/ test their knowledge*	*Allows instructor to guide/model the process of "learning how to learn"*	*Provides instant feedback and simultaneous reporting of ideas*	*Allows students to practice/refine soft skills necessary for successful careers (communication, team work, self-assessment, feedback)*
Pre-Class Prep Time	2 minutes to prepare prompt	5 minutes to prepare prompt and a debrief/conclusion question	10 minutes to prepare questions along the debrief framework: *What happened? Implications? Applications for learning?*	10-15 minutes to prepare prompt/activity, 5 minutes to gather materials (markers/wall post-its/other)	Variable, depending on depth of project or course redesign. For one project: 1-3 hours planning including project objectives, feedback plans (instructor and peer), and rubric building.
In-Class Activity Time	1 minute to write, 5 minutes to discuss	1-2 minutes to think or write 2-3 minutes to pair/share 5-10 minutes for debrief	Dependent upon class size. 10 minutes for > 25 students; 15-20 minutes for > 75 students	10 minutes for pairs/teams to respond to prompts 10-15 minutes for gallery walk with feedback for > 35 students; 20 minutes for <35; 10-15minutes debrief	Dependent upon scope of project. Think of this activity in terms of # of class periods. Design: 1-2 class periods Feedback + Debrief: 1class period Revision: 1 class period

Preparation and In-class Activity time increases →