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| Method | Description |
| Audience Response | Assess learners prior to lecture, then re-assess at the end of the lecture, using [www.polleverywhere.com](http://www.polleverywhere.com) |
| Jigsaw | - The whole class is divided into smaller groups.  - Each group has a different assignment/question related to a larger topic  - Each group presents answer/discussion to the whole group (“putting the jigsaw pieces back together”) |
| 60 Second Buzz Groups | - Break up into groups, give question(s) to discuss  - Usually short time period |
| Interactive Game Shows | - Can be used to reinforce learning.  - Examples: Jeopardy, Family Feud, and Are You Smarter than an Intern? |
| Case Studies/  Photo Quizzes | - Small groups discuss  - Summarize with the whole group |
| PowerPoint as an Interactive Tool | Rather than “death by PowerPoint,” PowerPoint can be used as an interactive tool. Suggestions include:  - Use animation  - Use pictures  - Include videos  - Use hyperlinks so that your presentation is non-linear and adapts to the learners’ existing knowledge  - Use slides as an outline only |
| Rotate through Stations | - Stations are set up around the room with questions/cases for learners to rotate through  - As a whole group, summarize answers/results of cases |
| Gallery Walk | - Flip charts are posted around the room with questions for groups to respond to in writing.  - Groups rotate through each station and can add to what other groups have written and write their own ideas.  - At the end, groups or individuals walk through all of the stations to read what has been written. |
| Flipped Classroom | - Learners are asked to learn content that might traditionally be delivered through a lecture before class, by reading or watching a video and come to class prepared to apply their learning within a discussion or group activity. |
| Think, Pair, Share | - Pose a question for the learners  - Learners first think about the answer, then pair with another learner to discuss, then volunteers share the best ideas with the whole group. |
| Formative Assessment Using IF-AT Scratch-off Cards | - Immediate Feedback Assessment Technique: scratch cards that can be used for quizzes. - In Team Based Learning, they are used at the beginning of a session to assess whether all teammates are prepared (called Individual and Team “Readiness Assuredness Tests”)  - Teams will immediately know if they answered a question incorrectly and then can choose another response and discuss the knowledge gaps. |