# Active Learning Methods

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# What is the most dominating teaching method?

Presentation

Lecture

# What is good about lectures?

Easy to design and organize

# What is the negative aspect of lectures?

Passive
Small impact
Tedious

#### Lecture

- Lecture is a transformation of the information from the teacher's conspectus to the students' notes without touching their brains
- 6 months after the lecture students remember 5% of the content
- Content needs to be repeated during the 24 h in different context and preferably in an active way

# **Learning Pyramid**

lecture 5%

Audio Visual 20%

**Demonstration 30%** 

**Discussion Group 50%** 

Practice By Doing 75%

**Teaching Others 90%** 

# Active Learning

Misleading concept

Passive learning is not possible

Teaching methods that allow students to be passive are possible

Passive teaching is possible

**Active Teaching** 

### **Active Learning Characteristics**

- Motivation
- Courage
- Freedom
- Originality
- Creativity
- Discovery
- Independent thinking

- Critical thinking
- Communication
- Collaboration
- Acting according to the situation
- Meaningful tasks (related with real life)
- Self and peer evaluation

# **Active Learning Activities**

### **Active Presentations**

- Demonstration
- Drama
- Elevator Pitch
- Guest Speaker
- Seminar
- Student Presentation
- Visiting Lecturer

#### **Active Exercises**

- Bingo
- Book Report
- Charting
- Concept Mapping
- Cross Word making
- Drawing

- Journaling
- Modeling
- Note taking
- One-Minute Paper
- Portfolio
- Puzzle
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#### **Creative Methods**

- 635
- Benchmarking
- Brainstorming
- Collective Notebook
- Delphi
- Pro and Con Grid
- Six Hats
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# **Discovery**

- Case Study
- Data Collection
- Experiment
- Inquiry
- Interview
- Questioning

# **Critical Thinking**

- Asking Questions
- Socratic Instruction

### **Communication**

- Debate
- Discussion
- Peer exchange
- Peer sharing

# Collaboration

- Group Work
- Jigsaw
- Pair
- Practice community
- Snow ball
- Think-Pair-Share

# **Meaningful Tasks**

- Field trip
- Field work
- Game
- Problem solving
- Project
- Role Play

- Simulation
- Site visit
- Treasure hunt
- Tutorial
- Workshop
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#### **Active Evaluation**

- Entrance & Exit Ticket
- Exhibition
- Experts
- Peer Review
- Portfolio
- Quiz
- Self-assessment
- Self-reflection

# **Active Teaching**

- Coaching
- Facilitating
- Feedback
- Mentoring
- Scaffolding

# **More Active Teaching Scenarios**

itec.aalto.fi/scenarios

