ENCOURAGES ACTIVE LEARNING

DESCRIPTION
Encourages active learning is the third of Chickering and Ehrmann’s Seven Principles of Good Practice. This journal article can be found in this card’s reference section on the back. It is a set of time and research tested instructional strategies first proposed in 1987.

This principle advises that good learning requires students to purposefully engage with your course content. Learning is not a passive activity that is accomplished merely by hearing or reading a lecture. Students must apply higher order thinking skills such as analysis, synthesis, and evaluation.

WHY
The National Training Lab in Bethel, Maine famously reported some startling retention rates after a mere 24 hours for different teaching methodologies. Only 5% of a lecture is retained if a student does not take notes, whereas 50% of materials covered by a discussion group are retained, and 90% of information is retained when students are involved in teaching other or immediately applying what they learned.

BEST PRACTICES TO CONSIDER
- Using structured exercises, challenging discussions, team projects, and peer critiques.
- Using polling during online meetings and live lectures to check understanding.
- Pointing to external Web sites with additional information, especially interactive ones.
- Encouraging productive, vibrant discussions.
- Considering teaching using a game or role-playing activity.
- Considering hands-on lab activities developed with everyday items.
- Inform students about extra-curricular activities related to course material.

MORE INFORMATION
Seven Principles Collection of TLT Ideas
- Think link below contains information regarding students actively learning using technology, extended research, and other tools/methods that will further their learning in an online course.
- URL: http://www.tltgroup.org/Seven/3_Active.htm

5 Tech-Friendly Lessons to Encourage Higher-Order Thinking
- The link below contains 5 steps that will contribute to a student’s approach to learning.
68 Tips for eLearning Engagement and Interactivity

- This link provides a variety of tips that contribute to a student’s interactivity and engagement in a learning environment. The source suggests that students must be engaged in course material; interactivity accompanies engagement.

Deep Learning vs. Surface Learning: Getting Students to Understand the Difference

- This link explains cognitive passive learning behaviors, cognitive active learning behaviors, and how they differ.
- URL: http://www.facultyfocus.com/articles/teaching-professor-blog/deep-learning-vs-surfacelearning-getting-students-to-understand-the-difference/

Promoting Active Learning in Hybrid/Online Courses

- The link below explains the effectiveness of active learning of online/hybrid courses through case studies. The case studies are accompanied by online discussions that welcome students to participate in discourse.
- URL: http://bamabydistance.ua.edu/docs/pdfs/fac-staff/activelearning.pdf

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