



ENGAGING STUDENTS IN INSTRUCTION THROUGH ACTIVE LEARNING: A RESEARCH-BASED, STUDENT- CENTERED APPROACH TO TEACHING

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EFFECTIVELY INTEGRATING RESEARCH/CREATIVE ACTIVITY IN TEACHING: SOME BASIC QUESTIONS

- I. Lecture vs. Instruction through “Active Learning”?
 - VS. a Combined Approach?
- II. Using web-Based Technology vs. Traditional Classroom methods?
 - VS. a Combined Approach?
- III. Original Scholarly Articles as Core Readings vs. Textbook(s)?
 - VS. a Combined Approach?



ACTIVE LEARNING TECHNIQUES AS EFFECTIVE INSTRUCTIONAL TOOLS

- “Experience is always necessary for intellectual development...the subject must be active...”
(Piaget cited in Labinowicz 1980)
- “Experiential **learning**.”
- “Hands-on **learning**.”
- “Learning by doing.”
- (Bonwell and Eison 1991; McKinney 2010).



ACTIVE LEARNING VS. LECTURE

- I. Bonwell and Eison (1991) equate active learning strategies to lectures.
 - In terms of promoting content mastery among students.
- II. Active learning techniques superior to lectures, According to Bonwell and Eison (1991)
 - In terms of developing thinking and writing skills (Bonwell and Eison 1991).
- III. Armstrong (1983) found that actively engaged students receiving formal education learn better than those not actively engaged in the learning process.
- IV. Research also suggests that, for the best results, active learning should be combined with guidance.
 - Guidance early, practice later being most effective.



EXAMPLES OF ACTIVE LEARNING EXERCISES

- 1. “Learning by teaching” (LDL) (Martin 1985; Martin and Oebel 2007).
 - E.G., with guidance from the instructor, students select a topic from the scheduled readings, prepare and deliver a lecture on it.
 - (Individually or in groups of 4 to 5).
- 2. Students work in pairs or in small groups of 3, 4 or 5 as:
 - Topical Discussion Groups.
 - Partners in constructing short-written exercises.
 - Debate groups.
 - Case study partners.
- 3. “**Think-pair-share** activities”
 - Students reflect on a previous lesson, share with partners, followed by a formal class discussion.
- 4. **Collaborative learning groups.**
 - Students assigned in small groups to complete a task together (McKinney 2010).
- 5. Student Debate Groups.
- 6. Students reflect on video clips.
 - Orally or in writing.



USING WEB-BASED TECHNOLOGY VS. TRADITIONAL CLASSROOM METHODS?

- 1. Blackboard.
- 2. Camtasia
- 3. Centra
- 4. Second Life
- 5. WordPress Blogs



BLACKBOARD: ECU'S COURSE MANAGEMENT SYSTEM.

- “[A] comprehensive technology platform for teaching and learning, community building, content management and sharing.”
- (AS: DE Module – College of Arts and Sciences).
 - Sample Educational Uses:
 - Organize and post course materials and resources, including multimedia
 - Post daily or weekly important announcements.
 - Create assignments with links for student uploads.
 - Utilize the email function within the course.
 - Create discussion forums for threaded discussions.
 - Engage in real-time chat sessions and/or virtual classroom.
 - (Source: AS: DE Module – College of Arts and Sciences).



CAMTASIA

- Screen-recording software

- Sample Educational Uses:

- Pre-record course lectures.
- Provide supplemental course material.
- Provide step-by-step tutorials.
- Provide a tour of your online course environment.
- Record webcam introductions to weekly course content.
- Provide a video to help with those frequently asked questions in your course.
- (Source: AS: DE Module – College of Arts and Sciences).



CENTRA

- Enables faculty and students to attend class “live” from anywhere they have access to an Internet connection.
- Accessed using a web browser.
- Enables the student to see and hear the instructor as well as respond to the instructor’s questions with audio chat.
- (Source: AS: DE Module – College of Arts and Sciences 2012).



SECOND LIFE

- A virtual world using graphical representations.
- “A survey of Distance Education students prior to 2007 revealed that students felt they did not know the peers in their Distance Education classes.”
- “One of the solutions to this problem was the usage of Second Life, which allows students and professors to attend class as “avatars.”
- (AS: DE Module – College of Arts and Sciences 2012).
 - Sample Educational Uses:
 - Class meetings.
 - Office hours.
 - Project creations/displays.
 - Education simulations.
 - Field trips.
 - Presentations.
 - Social interaction.
 - Application and web sharing.
 - Source: AS: DE Module – College of Arts and Sciences).



WORDPRESS BLOGS

- Sample Educational Uses:
 - Use the blog for a course or department site.
 - Allow for the creation of interactive websites.
 - use your blog for tutorials.
 - Generate dialogue among students and/or colleagues.
 - Create enthusiasm for writing and communication.
 - Engage students in conversation and learning.
 - Develop and promote individual and/or common interests.
 - Make the blog available to everyone or restrict it to a group of students or colleagues.
 - Use the blog for conferences.
 - (Source: AS: DE Module – College of Arts and Sciences).



EFFECTIVELY INTEGRATING RESEARCH/CREATIVE ACTIVITY AND MENTORSHIP

- I. Graduate Student Mentoring.
 - A. Formal Department Graduate Student Teaching Mentorship.
 - B. Encouraging and helping students to disseminate their works in scholarly venues.
 - Presentations at professional meetings.
 - Publication in scholarly outlets.
 - C. Serving on graduate student theses committees.
 - D. Supervising graduate students theses.
- II. Involving Undergraduate Students in the Research Process.
 - A. Honors by Contract.
 - B. Honors College Research Assistantship Program.



CO-MENTORSHIP THROUGH COLLABORATION WITH OTHER FACULTY VS. SOLO WORK?

A Comparison

<u>Outletp</u>	<u>Solo</u>	<u>Collaborative</u>
Journal Articles	5	11
Scholarly Presentations	19	30
Invited Papers	0	1
Article Publications in Proceedings	1	3
Articles Under Review	0	4
Other Presentations	1	3
Conference Organizer	0	1
Conference Session Presider/Discussant	1	0
Internally Funded Research	3	0
Externally Funded Research	0	1
External Proposals Not Funded	3	3
Totals	33	57



SOURCES

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