Using Social Media for active learning

This is an activity to help you think about what outcomes would be best served by the addition of social media (or other tech) in your class. Working on the principles of seeing and doing, active learning means that students are able to do something and think about why they are doing it.

Research has indicated that learners remember 10% of what they read, 26% of what they hear, 30% of what they see, 50% of what they see and hear, 70% of what they say, and 90% of what they say as they do something (Stice, 1987). Active learning incorporates these principles of saying and/or doing to help increase student learning.

You are going to create a case study based on your own experience and problem that you want to solve

1) ILO (Intended Learning Outcomes) what is it that you hope to achieve in this session/programme?
hello this is fun
what about me? Hello this is Bob
And this is mary

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2) State what you know about your lecture/session/current situation (eg: number of students; background; what do they bring with them to use to study/participate in the class; is there wireless in your lecture theatre? etc)

3) If appropriate, why are the lectures taught the way that they are? (historical reasons, feedback from students, time restrictions) (or what has led to this situation)

4) How can you get round these issues? (solutions) What kinds of activity would you like the students to take part in? or What would you really like the students to do in order to actively learn? Thinking back to Session 1 - Intro to Social Media, what kinds of applications might suit these goals?

5) Identify the pros and cons of each of the solutions you have mentioned - describe the expected outcomes of each solution and then select the best 'fit'