



Active Learning in Online Contexts

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Faculty on Special Assignment: Work-Based Learning Liaison for Online Education

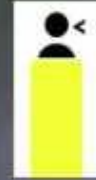


“Three Minute Paper” Exercise

Prompt: Write down your personal definition of “active learning,” and then explain your experiences with it as an educator. Were they positive for you? Were they positive for your students? Why or why not?

What is active learning?

Active Learning \neq Abandon Lecture



Active Learning Takes a Constructivist Approach

- It supports social justice by rejecting what Paulo Freire termed the “banking model” of education.
- It helps students grow in their belief - as Septima Clark put it - that they are capable of engaging in meaningful action on their own behalf.





Requirements & Expectations

- **Government guidelines** dictate that online classes provide the opportunity for students to interact regularly with both their classmates and their instructor.
- **MiraCosta College's Online Class Quality Guidelines** also affirms the importance of interaction between members of the class learning community, and encourages active learning.
 - What two broad categories of active learning does this document identify in Item #3 of Part 2?

Three Easy Active Learning Tools for Online Environments

1. Discussion boards which connect content to students' lived experiences.
 - a. Example from recent religious studies class concerning Confucianism, and a "study group."
 2. Use of Canvas quizzes in ways which mimic worksheets or interactive lecture environments.
 - a. Demo of [Canvas Studio quiz integration](#).
 3. Incorporation of Work-Based Learning (WBL) Activities.
 - a. Demonstration of content mastery through the creation of professional writing assignments.
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Three Complex Active Learning Tools for Online Environments

1. Integration of wireframing assignments.
 - a. Demo of [Balsamiq](#).
 2. Construction of e-portfolios.
 - a. Demo of [Portfolium](#).
 3. Creation of educational media products.
 - a. This includes, but is not limited to, the generation of interactive images (ex., [Thinglink](#)), the development of an online game (ex., [GDevelop](#)), or the creation of a Google Doodle entry (see [annual contest rules here](#)).
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Activity

Design at least one online active learning experience for one of your Fall 2020 courses.

**Remember to sign up for the
WBL Online Pedagogy
Certificate this fall!**

**Sign up by e-mailing Chase at
cway@miracosta.edu**