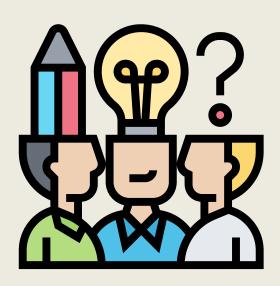


Active learning is based on constructivist learning theories, which posit that deep learning takes place in social contexts through hands-on experimentation, authentic exploration of content, and meaningful interactions between students.



# **GET STUDENTS TO PARTICIPATE**

- Engage with class content using multiple senses, emotions, and parts of the brain.
- Physical movement, excitement, stories, and taste can all help students remember content better.



#### **CLASSROOM LOGISTICS**

# **WELCOMING ATMOSPHERE**

- Help students feel welcome, respected, supported, and valued.
- Depends on instructor's positive attitude and willingness to get to know students.
- Learn students' names, interests, study habits, and learning needs.



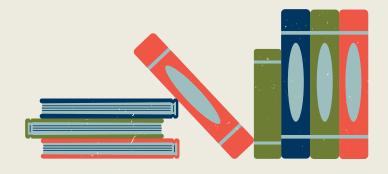
## SOLICIT AND USE STUDENT CONTRIBUTIONS TO CONTENT

- Take a class poll, do a group brainstorm, or ask students for different ways to start solving a problem.
- Try using student presentations of content or solutions, allowing students to contribute data to a research project, or letting them choose the topic for a group

- Consider everything and everyone in the physical and temporal space (even when online).
- Organize timing, movement through the physical space, any digital collaboration, placement of desks and chairs, needed materials, and instructions for activities.
- Write clear instructions for student group work to reduce the risk of confusion, wasted time, and questions about what to do.



project.



### METACOGNITION: GET STUDENTS TO THINK ABOUT HOW THEY ARE LEARNING

- Talk about how you work through (or learned) the content.
- Get students to think aloud as they work through their learning processes.
- Normalize challenges and mistakes as learning opportunities.

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