

Active Learning

with special focus on Technology Enhanced Collaborative Learning

Introduction

Do you want students to be more active during lectures?

Do you want to see more quickly whether your students are involved in the learning content?

Are you tired of performing a monologue and do you want to enter into more dialogue with the students and let them discuss the learning content?

Are you looking for ways to let students think along and stimulate deeper learning during the contact moments?

Do you want to stimulate collaborative learning in the classroom?

Do you want to learn more about how technology could help in enhancing the learning experience of your students?

Then, this course is something for you!

What is active learning?

In the literature you can find many definitions and terms about active learning. Prince (2004) defines it as follows:

“Active learning is generally defined as any instructional method that engages students in the learning process. In short, active learning requires students to do meaningful learning activities and think about what they are doing. [...] The core elements of active learning are student activity and engagement in the learning process. Active learning is often contrasted to the traditional lecture where students passively receive information from the instructor.”
(Prince, 2004, p. 223)

He distinguishes two important core elements that make you consider an intervention during your lecture or contact moment as 'activating':

- You 'activate' students during the contact moment: this means that you try to provoke certain activities with your students.
- You involve students in a meaningful way, by stimulating deep learning.

What is technology enhanced collaborative learning?

Active learning could be enhanced by using particular, dedicated technology or even your own devices, in a pedagogically sound way.

At KU Leuven a project, called TECOL (Technology-Enhanced COllaborative Learning – see: <https://www.kuleuven-kulak.be/tecol/?lang=en>), aims at the design, implementation and evaluation of learning technology that devotes a more central role to interactive and collaborative learning, in both lectures and practicals in all sorts of face-to-face education. That includes interactive lectures, collaborative learning spaces, multilocation learning, asynchronous online platforms, and open learning centers. This project is a partnership between our university and two industrial partners, i.e. Televic Education and Barco.

Above all, the learner and the quality of his/her learning experience is in the focus.

In this course

You will learn more about:

- what active learning (and activation of students) actually means and why it should be stimulated
- what collaborative learning comprises and why this improves the quality of the learning experience
- how you can actually implement active and collaborative learning
- how technology could help you in achieving an enhanced learning experience

You will have a chance to meet with (tbc):

- teachers implementing active and/or collaborative learning
- students involved in active and/or collaborative learning
- support staff training on active and/or collaborative learning
- researchers studying about active learning

The course will include (tbc):

- theoretical sessions
- hands-on experiences and exercises
- demonstrations and on-site visits
- reflection moments