

# Recommendations on Active learning

**1. Collaborative and cooperative virtual classrooms equipped with appropriate Classroom response systems.** This will enable:

- ❖ online learning more engaging
- ❖ the facilitator to get a current feedback from the learners
- ❖ audio-video conferencing or conduct of a subject with the appropriate support of facilitators in making audios/videos with the help of a specialized staff
- ❖ synchronous and asynchronous annotation
- ❖ communication
- ❖ resource sharing for facilitators and participants
- ❖ *particularly, for literature teaching courses, recording and sharing parts of a literary work done by individuals or by groups of learners to motivate them to feel as co-authors*

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## 2. Mind mapping / Brainstorming

This will enable:

- ❖ learners to come up with ideas and post them on a board
- ❖ select the best ones and use those to come up with a solution
- ❖ learners to use their own device and collaborate with others in coming up with a mind-map or idea tree.

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## 3. Scavenger Hunts

This will enable to:

- ❖ apply the learners' group knowledge base
- ❖ start off scavenger hunts with a concern under consideration
- ❖ find the appropriate resource to address the issue
- ❖ familiarize the learners with the methodology
- ❖ prepare the learners to handle real-life scenarios

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## 4. Role Playing

This will enable to:

- ❖ simulate real-life situation that requires problem-solving skills
- ❖ introduce a medium for estimating actual performance
- ❖ include job simulations (facilitator plays the learner, learner the facilitator) through the phones, email, chat, or virtual reality.

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## 5. Online Discussion Boards

This will enable to:

- ❖ learn collaboratively
- ❖ to post questions and answer queries
- ❖ release facilitators or subject matter experts
- ❖ activate more knowledgeable participants to address the issues
- ❖ upload the recorded audio or video materials to a shared folder

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## 6. Learning by Teaching

This will enable:

- ❖ the learners to prepare and teach the lessons to their fellow students
- ❖ the facilitator to be both moderator and subject matter expert.

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## 7. The 'Flipped Classroom'

This will enable to:

- ❖ do most of the learning work outside of class
- ❖ change the traditional approach where most of the class time is used for lectures, and activities are assigned as homework
- ❖ leave more time for the facilitator to implement active learning methods during class time
- ❖ make efficient use of class time with less (or no) lectures, and more time for activities.

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## 8. Game-based Learning

This will enable:

- ❖ to turn a certain aspect of learning into a game
- ❖ to introduce own learning apps along with available ones
- ❖ to apply the three elements of gamification
  - ❖ achievement,
  - ❖ competition, and
  - ❖ fun