UNDERSTANDING AND IMPLEMENTING ACTIVE LEARNING IN CANVAS

There are two primary types of learning:

- **Passive Learning** - teacher-centered; instructor passes knowledge to students; information is received passively
- **Active Learning** - student-centered; instructor provides the environment for knowledge creation; hands-on participation

### Activities That Contribute to Active Learning

- **Note-taking**
- **Discussion**
- **Writing**
- **Role-Play**
- **Scenarios**
- **Debates**
- **Case Studies**
- **Peer Review**
- **Annotation**
- **Games**
- **Graphing**
- **Polling**
- **Quizzing**
- **Puzzles**
- **Drawing**
- **Peer Teaching**
- **Freewriting Group**
- **Work Problem**
- **Solving Talking**
- **Portfolios**

Active Learning has been shown to be better for thinking, collaboration, and engagement.

### Ideas for Unique Active Learning Experiences

- **Discussion boards** within Canvas allow students to interact with each other through written responses or video responses.
- **Group work** is possible through the "Groups" feature in Canvas. Breakout groups may also be created in Webex meetings. Contact the Center for Distance Education for more information about setting up online groups!
- **Learning by doing** involves having students "practice" what you are teaching or "experience" the topic. For example, a student studying poetry may go to a local coffee shop on a poetry night and then reflect on those real-life experiences.

For more information on active learning, and for additional assistance with your online course, contact the Center for Distance Education.

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