

Active Learning in an Online Course


A Guide for Instructors

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

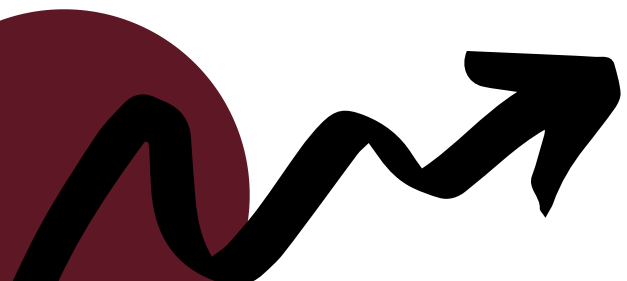
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| • Note-taking | • Peer Review | • Drawing |
| • Discussion | • Annotation | • Peer Teaching |
| • Writing | • Games | • Freewriting |
| • Role-Play | • Graphing | • Group Work |
| • Scenarios | • Polling | • Problem Solving |
| • Debates | • Quizzing | • Talking |
| • Case Studies | • Puzzles | • 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:
662-325-3473, help@online.msstate.edu