

ACTIVE & ENGAGED LEARNING STRATEGIES

GLOSSARY

COLLABORATION

- **Group Project:** An assignment that students work together in groups to complete.
- **Peer Review:** A method of assessment in which students evaluate the work of other students and provide feedback, typically through the use of an established rubric or other formal instrument.
- **Think-pair-share:** An activity in which students 1) think about a concept or idea on their own 2) pair with a peer to explore and discuss the concept or idea, and 3) share newfound knowledge with a larger group.

COMMUNICATION

- **Gamification:** A lesson or lessons during which gaming elements, such as competing and winning, are incorporated to engage students and facilitate learning.
- **Discussions:** Conversations on a specified topic occurring between instructor and students or between students.
- **Interviews:** An activity in which students ask pre-formulated or impromptu questions of a peer, instructor, or other individual in order to gain knowledge regarding a particular topic.

REFLECTION

- **Journaling to reflect:** A writing activity in which students reflect on their thoughts, feelings, or experiences by writing about them, with or without the use of a prompt.
- **Recounting to detect:** An activity in which students recall or revisit knowledge or content in order to discover details that may have been overlooked or misinterpreted during a previous intellectual encounter.
- **Analyzing to improve:** A close re-examination of information in order to expand knowledge of a topic or idea, often (but not always) based on a cycle of feedback.

TRANSLATION

- **Visual Diagramming:** The creation of a visual representation of concepts in order to gain or illustrate understanding
- **Structured Listening:** An activity in which students complete or respond to a pre-prepared document or other structured guide while listening to a presentation, taking part in a discussion, or viewing or listening to a media source
- **Symbol Decoding:** The transformation of visual symbols into meaning in order to create or enhance understanding of concepts or topics.

EXPLORATION

- **Problem-based Learning (PBL):** A student-centered study of a problematic idea, concept, institution, or theory in which students work in groups to create a solution. Genuine interest in the problem and the option to explore it in a realistic setting fuels the inquiry.
- **Hands-on Activities:** Lessons or assignments structured so that optimal learning occurs when the learner practices the concept or skill being taught.
- **Field Experiences:** Opportunities for learners to gain knowledge, illustrate understanding, or practice skills outside of the traditional classroom setting.



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