

Participatory Learning

- Ask Good Questions **
 - Clear
 - Not “Yes”/”no” answers, use open-ended questions
 - Rephrase
 - Group discussions/brainstorm
 - Minimize pressure (“no wrong answer”)
 - Give question on board
 - Ask a series of questions to help students work towards answers
- Jokes **
 - Benefit – reduce stress, relaxed atmosphere
 - Ideally should be course-content related
- Games **
 - Bingo, Jeopardy
 - Generates enthusiasm
 - Specific for course content
- Group work/Quizzes ****
 - Reduces stress
 - Randomize groups (for diversity)
 - Provides time for self-reflection
- Demonstrations with student input
 - Helps students absorb/remember info
- Create respectful, open atmosphere
 - Community guidelines
 - Be encouraging in your phrasing, especially if students provided the positive atmosphere
- Have students answer questions
 - Posed by fellow classmates
- Have/use an incentive system
 - Stickers or some other reward system (treats spoons)