# Interactive Classrooms – i-Clickers for active learning

**RESEARCH**

i-Clickers have become commonplace in many university classrooms over the past five years and are also being employed widely in secondary school settings. Some of the pedagogical benefits of i-Clickers include increased participation in class and the development of a more positive learning environment (Caldwell,2007; Kay, 2009). The use of i-Clickers can allow users to express their views and provide input without fear of shame or humiliation and avoids peer disapproval. Caldwell and Kay (2009) found that students perceived instructors who employed i-Clickers as more caring and aware of student needs.

Students that commit to an answer pay more attention in class and this leads to less sleeping, more discussions and improved alertness. i-Clickers can result in increased student response and interaction. They also can result in increases in the quality and quantity of discussion. Depending on the quality of questions posed, i-Clickers can support an inquiry approach and allow students to construct and co-construct meaning.

i-Clickers incorporate game-based learning and students are more inclined to participate because they think clickers are fun (Martyn,2007; Caldwell, 2007). By promoting active learning, i-Clickers can help students develop understanding of concepts and help break up lectures. If linked to grades i-Clickers can result in improved attendance (Caldwell,2007; Kay, 2009). Student misunderstandings and gaps at the point of need can also be recognized through use of i-Clickers and if remediated immediately can help improve student learning and achievement.

References:

Caldwell, J.E. (2007). Clickers in the large classroom: Current research and best-practice tips. *Life Sciences Education*, 6(1), 9-20.

Kay, R. H., & LeSage, A. (2009). Examining the benefits and challenges of using audience response systems: A review of the literature. *Computers & Education*, 53, 819-827.

Kyei-Blankson, L. Enhancing student learning in a graduate research and statistics course with clickers. *EDUCAUSE Quarterly,* 32(4).

Martyn, M. (2007). Clickers in the classroom: An active learning approach. Retrieved from http://www.educause.edu/ero/article/clickers-classroom-active-learning-approach.

# SCARFE Digital Sandbox – Come Play!

Evaluate as you play. What kinds of questions could you ask to employ i-Clickers in your classroom. Try asking yourself critical questions as you explore:

Does the use of i-Clicker polling :

1. Support and/or meet the learning targets, current curriculum or needs of the students and/or the teacher?

2. Provide a transformative experience rather than simply replacing a paper and pencil test, questionnaire? i.e. is there some affordance you have with this technology that you would not otherwise have?

3. Reflect the pedagogy of the classroom teacher and/or current educational philosophy?

   • Does it encourage student-centered learning or personalization? Does it enhance engagement?

   • Does it allow for active learning? Student knowledge creation? Small group work? Hands-on interactivity?

**Resources:**
Clickers UBC E-Learning http://elearning.ubc.ca/toolkit/clickers/

Sauder School of Business. "Iclicker teaching strategies and activities". http://lts.sauder.ubc.ca/files/2009/11/i_Clicker-Teaching-Strategies-and-Activities.pdf

**Clickers, Mobile and Web App Polls**
Celly: http://cel.ly/ (Mobile, Text and Web)
ClassPager: https://www.classpager.com/ (Mobile and Text)
eClicker: http://www.eclicker.com/ (Mobile: iPhone and iPad)
Google Moderator: http://www.google.com/moderator/ (Mobile and Web)
iReponse App: http://iresponseapp.com/ (Mobile: iPad, iPhone, iPod and Web)Lecture Tools: http://www.lecturetools.com/ (Mobile)
Pingo: http://wiwi.uni-paderborn.de/en/dep3/winfo2/research/projects/paderborner-peer-instruction/ (Mobile and Web)
Poll Everywhere: http://www.polleverywhere.com/ (Mobile, Text and Web)
Qwizdom: http://www.qwizdom.com/education/qvr.php (Clickers and Web)
Socrative: http://www.socrative.com/ (Mobile and Web)
Top Hat Monocle: http://www.tophatmonocle.com/ (Mobile and Web)
Ubiquitous Presenter: http://up.ucsd.edu/ (Mobile)

Sandbox Session – November 2013   @yvonnedtechtalk

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**PRACTICE**