



### **Enhancing Student Engagement:**

# **Designing and Refining Active Learning Activities with Al**

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### **OUTLINE**

**Overview of time-tested AL activities** 

Making use of Moodle -for AL in large classes

**Challenges/Solutions with implementing active learning** 

How Al might be used

Untested, experimental cutting-edge activity

### **OVERVIEW OF ALACTIVITIES**

**Quick show of hands if you use:** 

- Think-Pair-Share
- Peer Instruction
- Quick Quizzes
- One/Three-Minute Thesis

**Discuss in pairs:** 

Which activities have worked with our students?

Say more about an activity you tried?

### CHALLENGES IN INTRODUCING ACTIVE LEARNING

Problem: Introducing active learning activities can be challenging

#### **Key Challenges:**

- Selecting suitable activities (e.g., think-pair-share)
- Conducting activities effectively
- Aligning content with learning objectives
- Providing clear instructions to students

# Adapting Strategies to Your Subject

- Consider your learning objectives
- Align with course content
- Account for class size and format
- Incorporate relevant tools and technologies

### **Moodle Tools for Active Learning**

- 1. A Choice Activity a simple multiple-choice poll. For voting, assess understanding, select groups, gather initial comments.
- 2. The **Feedback module** a survey-like type of activity that allows the creation of questions. Ideal for course or teacher evaluations.
- 3. The **Moodle Questionnaire module** like Feedback module with wider range of questions to gather data.
- 4. The **Survey module** a verified survey instrument (COLLES/ATTLS) to gather data about classes and teaching.
- 5. The **Quiz activity module** consists of a large variety of question types that can be stored in Question banks to be re-used anytime. It can be used for assessment purposes.



#### **Benefits:**

- Increasedstudentengagement
- ○Real-time feedback
- Easy datacollection andanalysis andassessment

# **Examples of the Moodle Tools**



Choice



Feedback



Questions



Survey



Quiz



# AI-ASSISTED ACTIVE LEARNING DESIGN

Solution: Leverage Al chatbots (e.g., Copilot, ChatGPT) for active learning suggestions

#### **Benefits:**

- Brainstorm variety of approaches
- Generate creative implementation ideas
- Adapt strategies to specific subjects

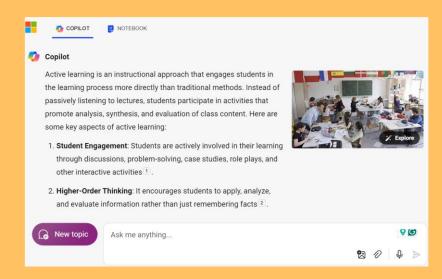
## LEVERAGING AI FOR ACTIVITY DEVELOPMENT

Al can generate quick, relevant activity variations worth considering

- 1. Generating creative ideas
- 2. Adapting activities to specific subjects
- 3. Scaling difficulty levels
- 4. Best practices for using AI in education
- 5. Specific facts and relevant information

Al tools supported at UM, by ICTO: Copilot





# AI-GENERATED APPROACHES TO ACTIVE LEARNING

Prompt example: "Help a university teacher think about different ways to do a peer instruction activity. Outline several general approaches and offer practical tips."

**Variations on Pairing** 

**Question Types** 

**Timing** 

Technology, e.g., polls

**Key reminder: Experiment with different approaches** 

### ROUGH EXAMPLES AND OUTPUT

Concise prompt and output  $\rightarrow$ 

"...help a university teacher think about different ways to do a peer instruction activity. Outline several general approaches and offer practical tips."

Consider a more elaborate prompt...

"You are an instructional designer at a university. Write a detailed plan on how to conduct a classroom activity.... aims, content, details, details, ...

Then, write prompts for more details or revisions of some aspect →



Here are some approaches and practical tips to consider on conducting a think-pair-share activity:

#### **Variations on Pairing**

- Random Pairing: Pair students randomly to encourage diverse perspectives.
- Strategic Pairing: Pair students based on their skills, knowledge, or learning styles to foster peer learning.
- Rotating Pairs: Change pairs regularly to keep interactions fresh and expose students to a variety of viewpoints.

#### **Question Types**

- Open-Ended Questions: Use questions that encourage critical thinking and don't have a single correct answer.
- Scenario-Based Questions: Present real-world scenarios that require problem-solving skills.
- Reflective Questions: Ask students to reflect on the learning material and how it relates to their experiences.

#### Timing

 Ensure you allocate sufficient time for each phase of the activity. Rushing through the stages may hinder the effectiveness of the exercise.

#### **Technology Integration**

 Leverage technology tools like online discussion boards or breakout rooms for remote learning situations.

### SUMMARY

#### **Enhance the Design of Active Learning Activities with Al**

- 1.First, become more familiar with Moodle tools to enhance student engagement in-class
- 2.Try writing prompts for an "AI Learning Coach" that helps us with active learning strategies
- 3.Aim to improve an active learning activity with your content to better meet your students' needs.

