



# التعلم التفاعلي وزيادة مشاركة الطلبة

## Interactive Learning and Students' Engagement

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**School of Nursing**



# Interactive

# Learning



# الهدف من الورشه

تهدف هذه الورشه إلى تعريف المشاركين بالتعلم التفاعلي واهمية استخدامه  
وتطبيقه في التعليم الجامعي

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# Objectives

By the end of this discussion **we** will be able to:

- Discuss the Student Centered Model
- Explain the Learning Pyramid
- Discuss the characteristics of learning style



# Objectives

**By the end of this discussion you will be able to:**

- Discuss the interactive learning
- Explain the benefits of interactive learning
- Develop strategic plan for running an interactive lecture



# Introduction

## The traditional way of designing an educational program

- Content of the course (decided by the teachers)
- Plan how to teach, assess, and evaluate the content by the (Teachers)

**“Teacher – centred Approach”**



# ***Teacher-Center Model***

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# **Student-Center Model**



# Introduction

## Teacher-Centered Approach

### Direct Instruction

- Formal Authority
- Expert
- Personal Model

## Student-Centered Approach

### Inquiry-Based Learning

- Facilitator
- Personal Model
- Delegator

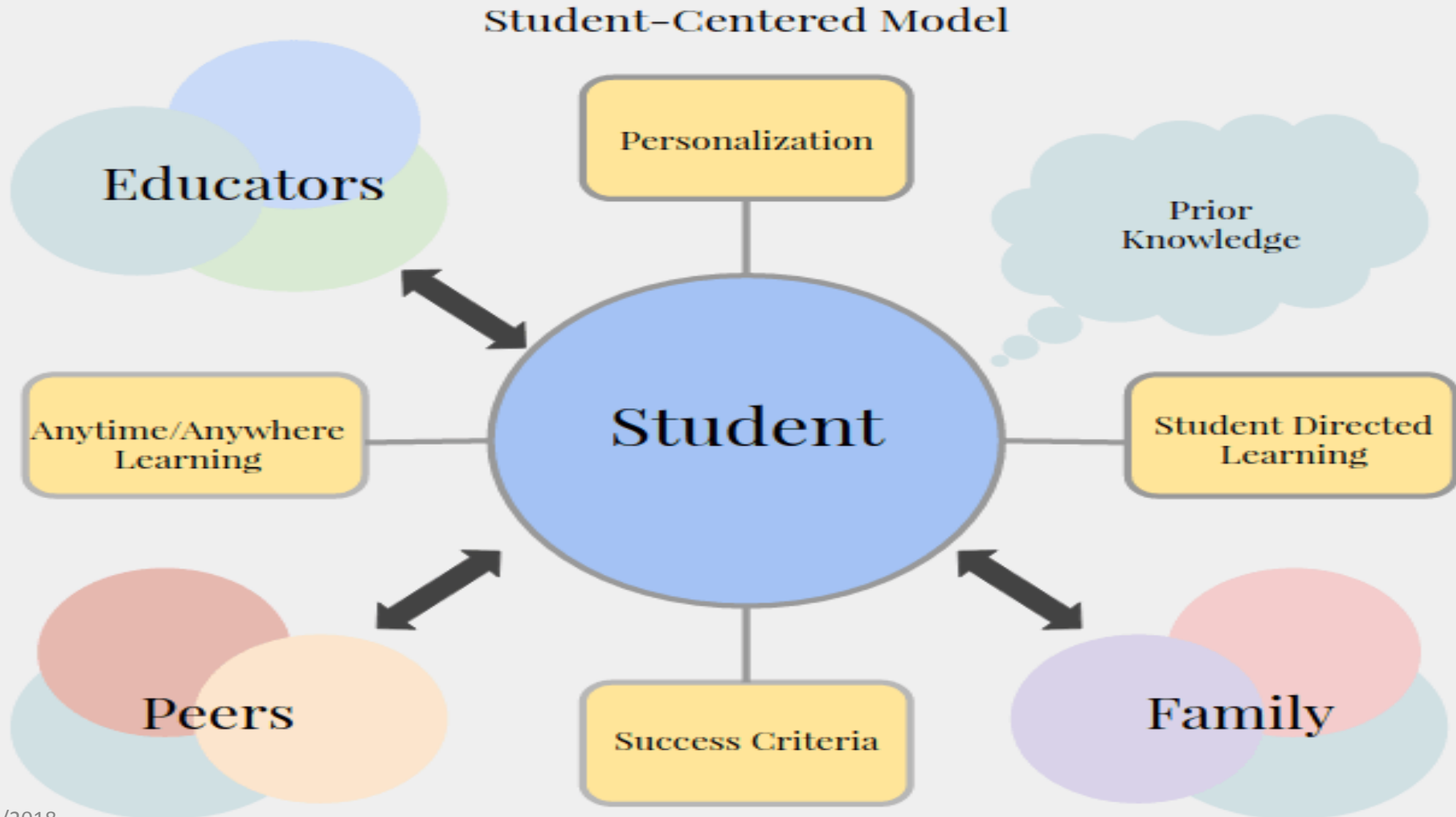
### Cooperative Learning

- Facilitator
- Delegator





# Our Aim





# Activity

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#1



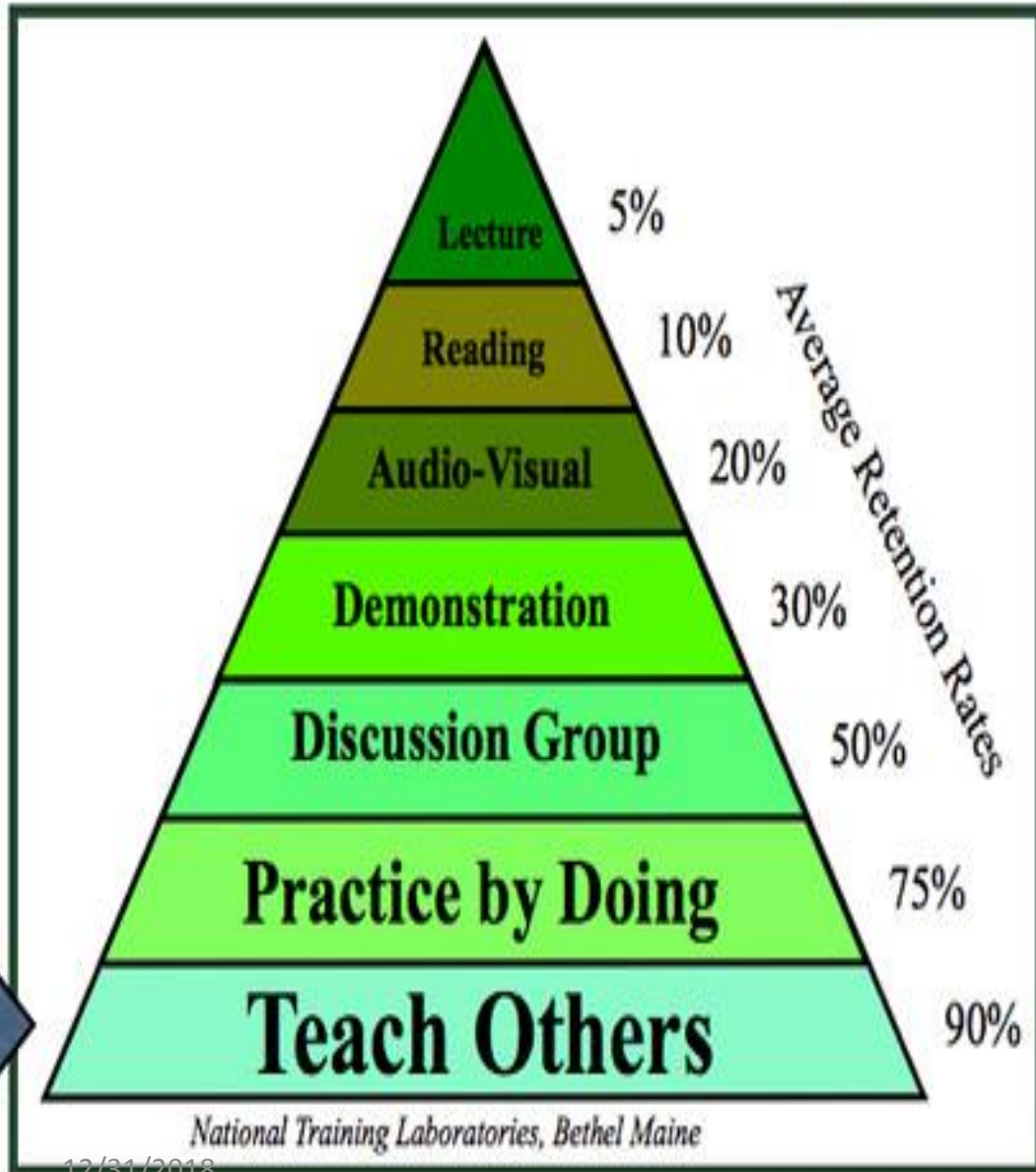
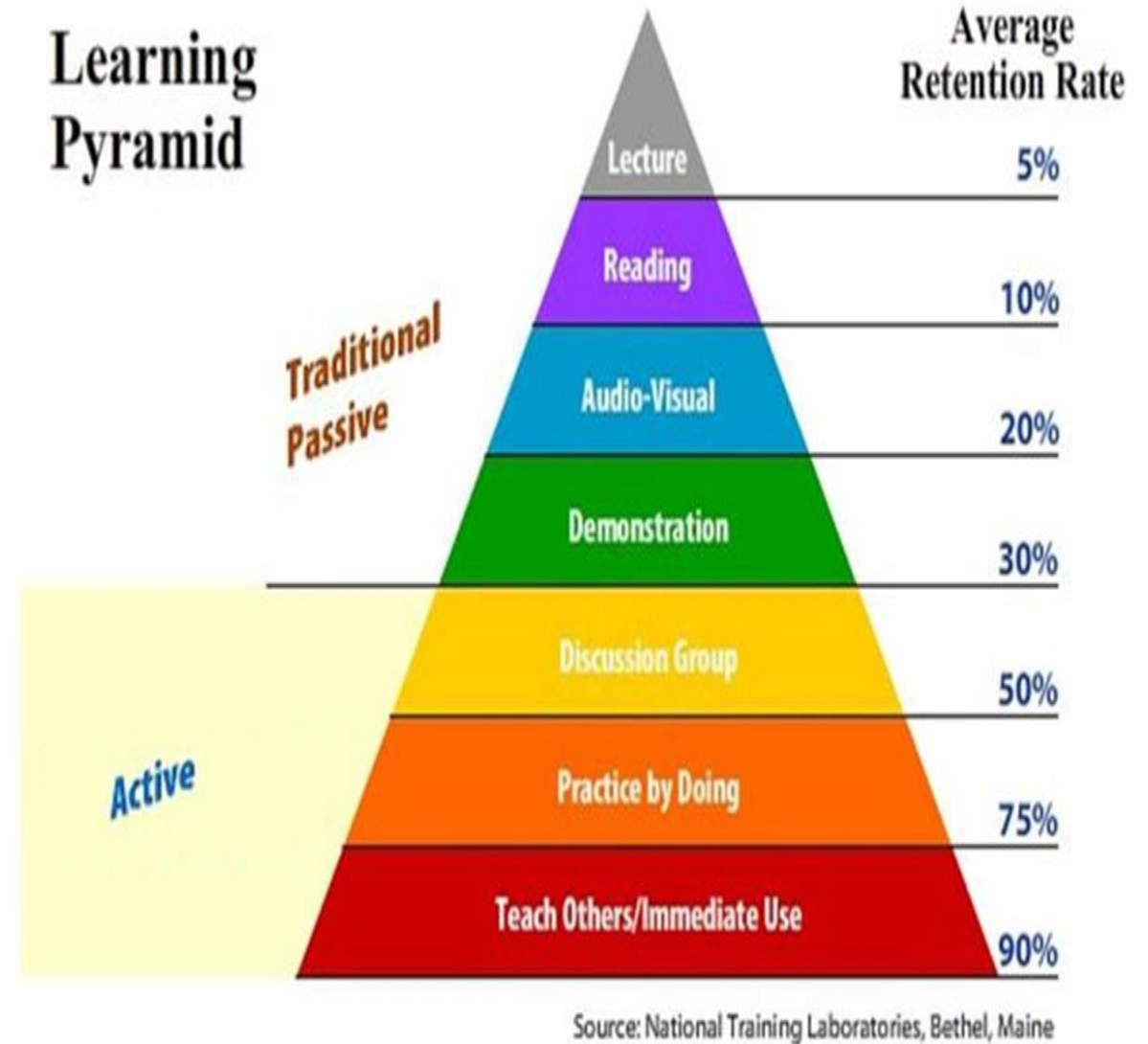


# Activity # 1

- **Title of Activity:** Learning Pyramid
- **Instructions:**
  - Work within a group of 4-5
  - Try to figure out the components of learning Pyramid
  - Present your work
- **Duration:** 5 minutes

# The Learning Pyramid

## Learning Pyramid

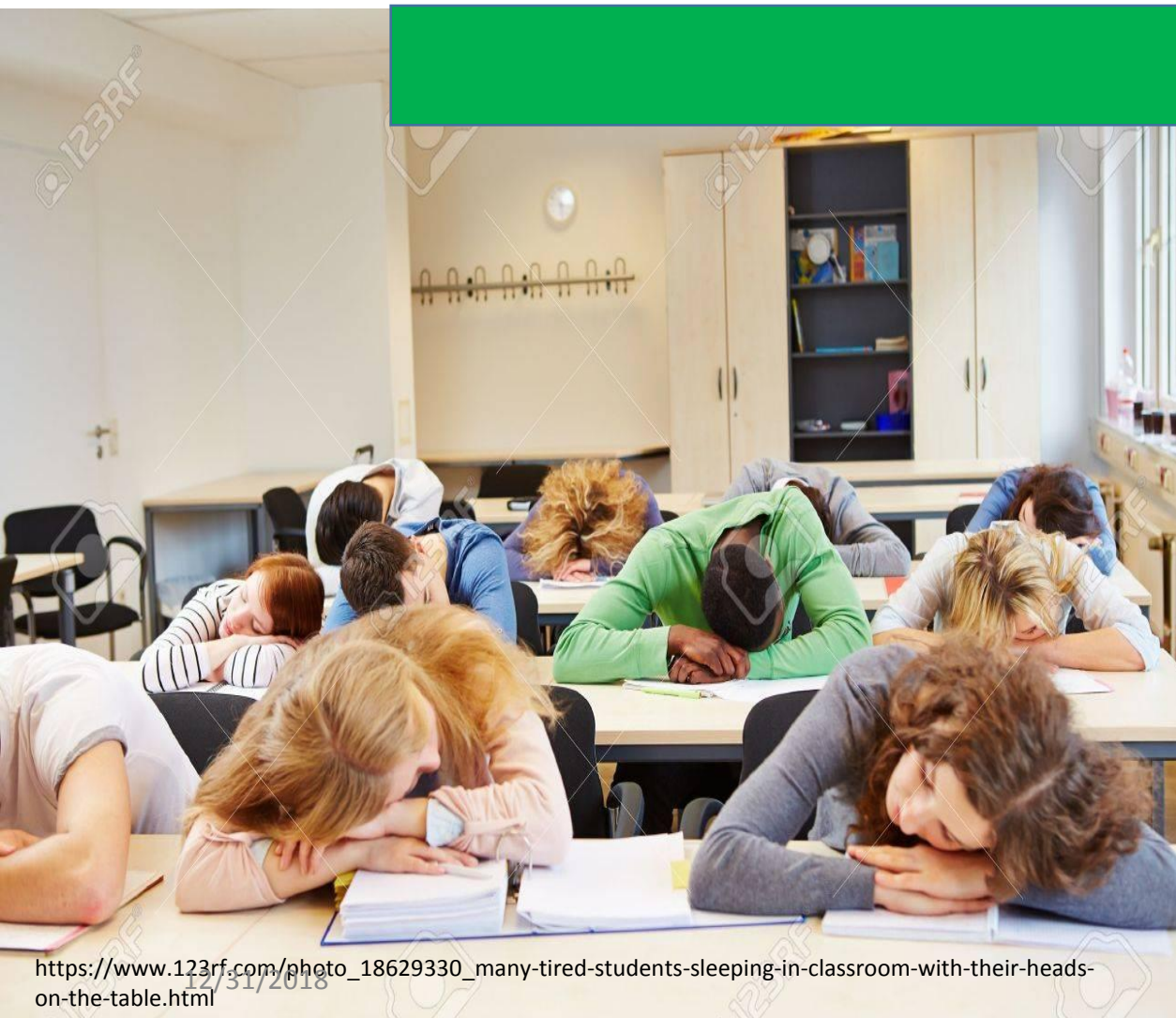




# Interactive Learning

اتباع **اسلوب عملي** لمساعدة الطلبة على الإنخراط أكثر في **عملية التعلم** عن طريق استخدام التكنولوجيا او اي من الوسائل التعليمية المختلفة بهدف زيادة نسبة إحتفاظ الطلبة بالمعلومه







# Interactive Learning

- Hands-on and real-world approach to education
- Helps students become actively engaged in the learning process (Al-Shara, 2007)
- Both students and teachers become partners in the journey of knowledge acquisition
- Can take place across the curriculum with or without technology



A GREAT TEACHER  
Takes a Hand, Opens a Mind  
and Touches a Heart







# Benefits of Interactive Learning

## Students



[http://www.123rf.com/photo\\_41721703\\_stock-vector-students-sitting-on-piles-of-books.html](http://www.123rf.com/photo_41721703_stock-vector-students-sitting-on-piles-of-books.html)

## Teachers



<http://gofreedownload.net/free-vector/vector-icon/back-to-school-background-teacher-chalkboard-icons-251388/#.XCk671wzaUk>



# Benefits of Interactive Learning for students

- Enhance academic achievements
- Encourage team work (Enhance leadership abilities)
- Enhance student motivation
- Strengthen students' critical thinking and problem-solving skills



# Benefits of Interactive Learning for students

- Using a much more holistic approach to learning
- Develop effective communication skills
- Respect others
- Enhance Self-efficacy and self confidence
- Become independent



# Benefits of Interactive Learning for students

- Increase retention rate
- Develop the ability to search for information
- Use all senses
- Develop the ability to search for information
- Use all senses



# Benefits of Interactive Learning for teachers





# Benefits of Interactive Learning for teachers

- Link the content of the material to the intended learning outcomes
- Obtain feedback to improve and develop the learning strategies
- Observe Individual differences among students
- Flexibility in teaching





Everyone wants,  
**happiness.**

No one wants,  
**pain.**

But you cant have a  
**rainbow,**  
without a little  
**rain.**



# Learning styles

- It describes the way that an individual

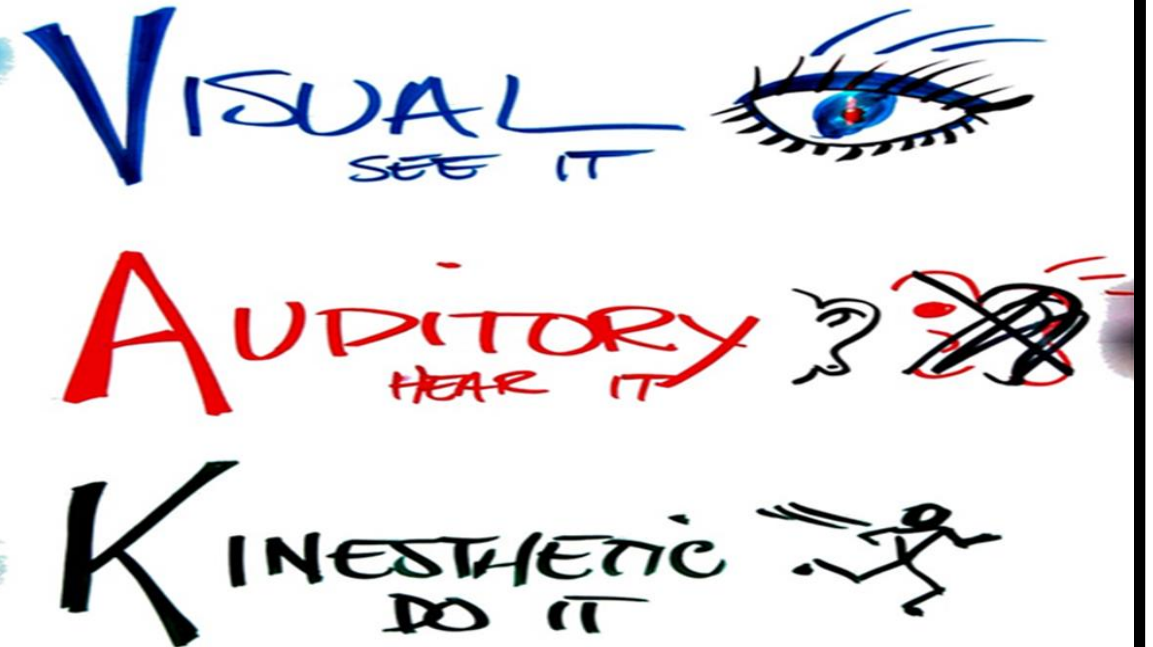
**understand,**

**express** and

**remember** information

**or/and**

**understand** new information







# Learning styles

There **were** three primary learning styles: **VAK**

• **V**isual      بصري

• **A**uditory      سمعي

• **T**actile      حس حركي



# Learning styles

NOW



# Learning styles

**VARK**



# Visual

## Aural

## Read/Write

## Kinesthetic



# Activity

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# 2





# Activity # 2

- **Title of Activity:** What is your Learning Style?
- **Instruction:** Copy one of the following link into your smart phone and start answering the questionnaire
- **Duration:** 5-10 minutes





## Activity # 2

- <http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml>
- <http://vark-learn.com/the-vark-questionnaire/>



# Knowing learning styles helps Students to ----

- Be More **productive**
- Be More **creative**
- **Improve** problem solving skills
- Make better **decisions**
- **Learn** more effectively
- Increase **academic achievement**





To conclude ----- **Learning style**



**How do  
you learn  
best?**

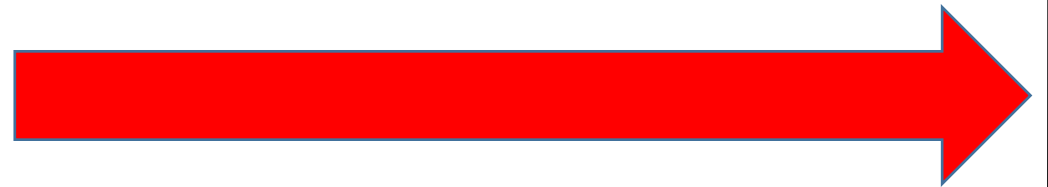
<https://freebies.com/polls/poll-what-is-your-learning-style.html>





# Activity

#3





# Activity # 3

- **Title of Activity:** Characteristics of each Learning Style
- **Instructions:**
  - Work within a group of 4-5
  - Try to figure out the characteristics for each learning style
  - Post your work on the wall
  - Present your work
- **Duration:** 10-15 minutes



The *very* best teachers  
teach from the



...not the



(*or even the*



)!



# The role of the Teacher

- Explicitly design objectives for each lecture that derived from Course intended learning outcomes
- Design activities in advanced
- Foster students learning process
- Accommodate different learning styles
- Utilize multiple active learning strategies



# The role of the Teacher

- Encourage and expect learners to participate
- Ask questions to stimulate discussion
- Give participants hands-on experience
- Use teaching aids to gain and retain attention
- Motive students to learn intrinsically



# Interactive Learning Strategies

## Classified as:

- Brainstorming
- Cooperative Learning
- E-Learning

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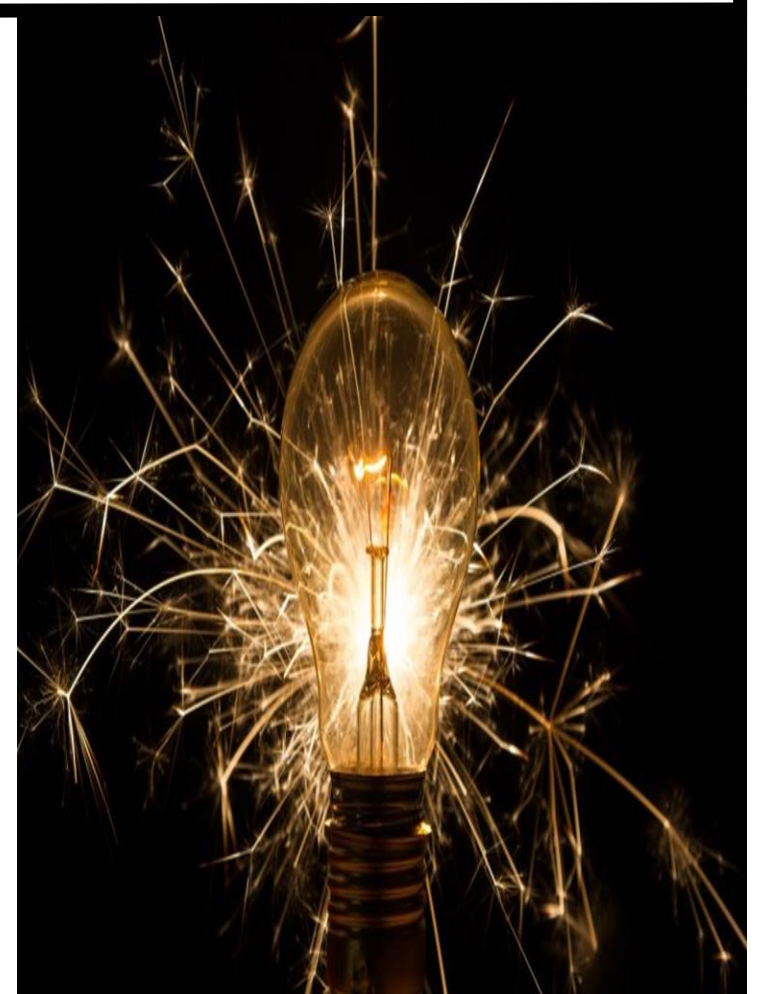




# Interactive Learning Strategies

## Brainstorming (individual or group)

- Give the students an idea or question for discussion within group
- Individual brainstorming
- It is useful for generating creative thoughts and ideas



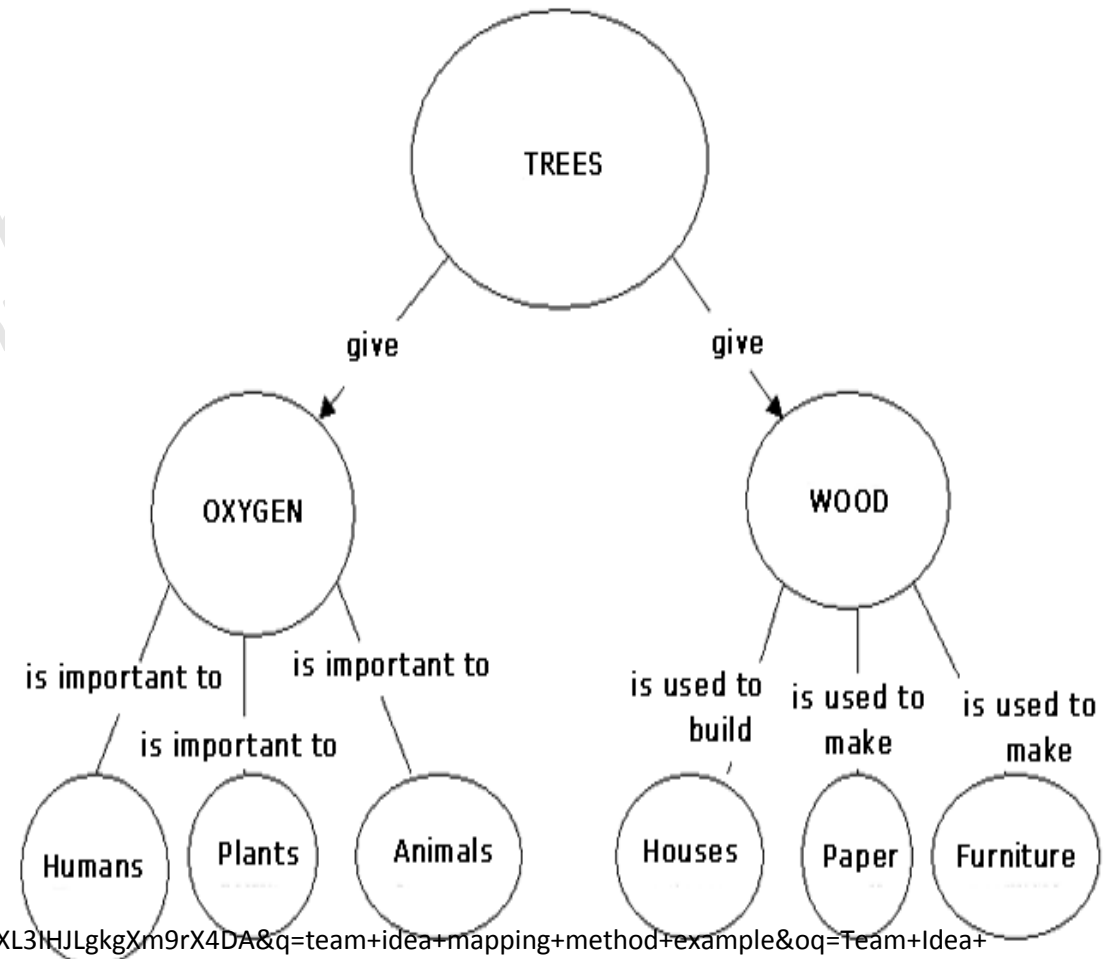




# Interactive Learning Strategies

## Team-idea mapping:

- Based on association
- It may improve collaboration
- It may increase the quantity of ideas
- It designed so that all attendees participate





# Interactive Learning Strategies

- **Group passing technique**

- It involves sitting in a circle or around a table and offering solutions in a fast paced manner





# Interactive Learning Strategies

## Case Study

- It involves a case study format
- Focuses on learning how to solve *real* problems that involve *real* people—preparing students for life beyond their classroom
- Provide small groups of students with details from actual incidents and then ask them to develop a workable solution



# Interactive Learning Strategies

## Q&A sessions

- Ask students to write questions relate to the topic under study on 3×5 index cards
- After you collect the cards, mix them up and read and answer the student-generated questions



# Interactive Learning Strategies

## Flipped chart

- Upload a video on E –Learning to be reviewed before coming to the class
- Ask the students to see the video and answer question
- Discuss the questions next class



# Interactive Learning Strategies

## E- Learning:

- Blended Learning
- Quizlet [www.quizlet.com](http://www.quizlet.com)
- [www.Kahoot.com](http://www.Kahoot.com)
- <https://canvas.instructure.com/login/canvas>



# Interactive Learning Strategies

## Clickers (Classroom Response System):

- Are an interactive technology in which instructors can ask questions to students and immediately collect and view the responses of the entire class



[https://www.educationworld.com/a\\_tech/are-clickers-effective-teaching-tools.shtml](https://www.educationworld.com/a_tech/are-clickers-effective-teaching-tools.shtml)



# Activity # 4

- **Title of Activity:** Interactive learning Strategies

- **Instructions:**

- Work within a group of 4-5
- Discuss the characteristics of different interactive learning strategies
- The group team leader will present the ideas in class

- **Duration:** 10-15 minutes



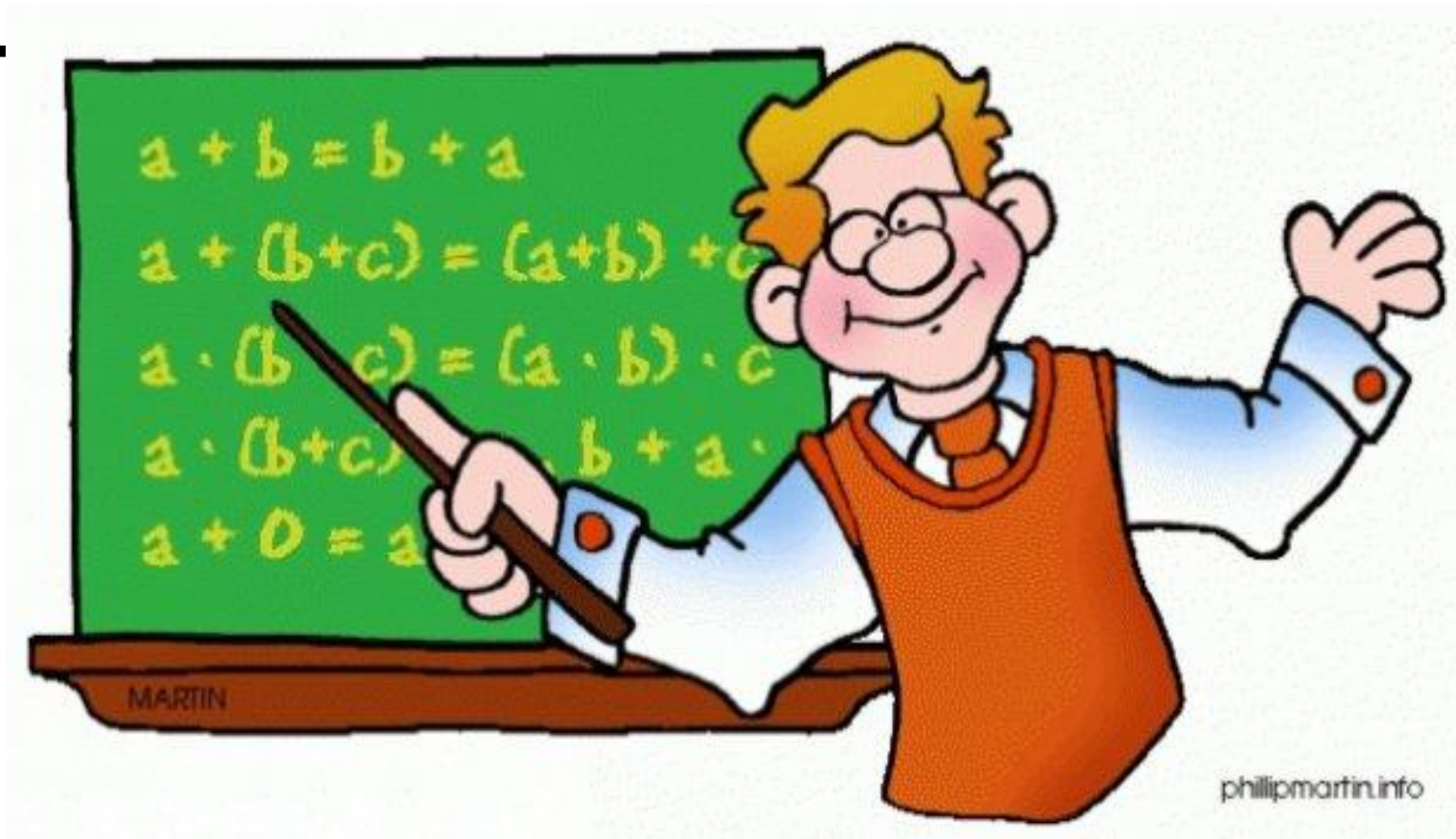


# Running an Interactive lecture

LEARNING  
IS  
FUN



# Running Interactive Learning lecture





# Interactive Lecture

- Student is an active participant in a lecture-based class of **any size**
- The teacher breaks the lecture at least once per class to have students participate in an activity that lets them work directly with the material
- The teacher incorporates an activity that allows students to apply what they have learned or give them a context for upcoming lecture material



# Interactive Lecture

- It involves creating and delivering an effective segmented lecture with engagement triggers and well-selected interactive lecture techniques
- Engagement triggers: are short introductions to a lesson designed to activate previous knowledge and capture students' attention
- **Engagement Triggers** generate curiosity which causes a release of pleasure (**endorphins**) hormones in the brain



# Running an Interactive lecture

## Phases for conducting an interactive lecture

**Preparation Phase**

**Implementation Phase**

**Evaluation Phase**





# Running an Interactive Learning Lecture

## Preparation phase:

- Classroom setting
- Topic/Establish learning objectives
- Interactive strategies/Activities
- Consider incentive structure
- Material/ Equipment
- Address logistical issues

12/31/2018





# Running an interactive learning lecture

## Implementation Phase:

- Stand in the center point of the class
- Avoid standing in front of data show
- Control the class
- Value students
- Start class on time
- Protect the student's right





# Running an interactive learning lecture

## Implementation Phase:

- Come early
- Psychological readiness
- Academic readiness
- **The first meeting with the student**





# Running an interactive learning lecture

## Welcome the students

# WELCOME





# Running an interactive learning lecture

- Rules and regulations of the class (Instructions)

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# Running an interactive learning lecture

## Evaluation Phase:

- Assess the achievement of the class objectives
- Ask for students' feedback





Tell me and I  
**FORGET.**

Teach me and I may  
**REMEMBER.**

Include me and I will  
**LEARN.**



# Activity # 5

- **Title of Activity:** Faculty Challenges in implementing interactive learning
- **Instructions:**
  - Work within a group of 4-5
  - Discuss the challenges, write it down
  - Circulate your paper to the next group
  - The Group will read what has been written and put their input
  - After collecting all feedback
  - The group team leader will present the ideas in class
- **Duration:** 10-15 minutes



## المراجع

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