



Interactive Methods*

*<http://www.fctl.ucf.edu>



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Optimist/Pessimist

In pairs, students take opposite emotional sides of a conversation. This technique can be applied to case studies and problem solving as well.

Impromptu Speeches

Students generate keywords, drop them into a hat, and selfchoose presenters to speak for 30 seconds on each topic.

Board Rotation

Assign groups of students to each of the boards you have set up in the room (four or more works best), and assign one topic/question per board. After each group writes an answer, they rotate to the next board and write their answer below the first, and so on around the room.

Pick the Winner

Divide the class into groups and have all groups work on the same problem and record an answer/strategy on paper. Then, ask groups to switch with a nearby group, and evaluate their answer. After a few minutes, allow each set of groups to merge and ask them to select the better answer from the two choices, which will be presented to the class as a whole.

Blender

Students silently write a definition or brainstorm an idea for several minutes on paper. Then they form into groups, and two of them read their ideas and integrate elements from each. A third student reads his, and again integration occurs with the previous two, until finally everyone in the group has been integrated (or has attempted integration).

Human Tableau or Class Modeling

Groups create living scenes (also of inanimate objects) which relate to the classroom concepts or discussions.



Four Corners

Put up a different topic in each corner of the room and ask students to pick one, write their ideas about it down, then head to “their” corner and discuss opinions with others who also chose this topic.



Name Game

Students form circles in groups of 8-10 and one at a time state their name with an alliterative action: “I’m Jumping James!” Optimally, they should perform the action as well. They proceed around the circle, stating names and performing the actions, adding names one at a time, until the last person in the circle will have to say everyone’s name and perform all the actions.



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