

Technology Integration Practical Solutions

Engaging Interactions

Introduction

In this guide, we will look at tools and ideas for discussions, presentations, and other online exchanges more interactive for participants and the instructor.

In a face-to-face classroom, we use different cues to gauge student engagement. In a remote classroom, this can be more challenging as you may only be able to see the face of the student, if at all.

Consider This: PollEverywhere in PowerPoint

PollEverywhere is an interactive polling service that allows participants to engage via a website, mobile app, or by text message. Results can be displayed by the instructor in real-time or saved for display later. Polls can be close-ended (multiple-choice, true/false, multiple-select) or open-ended (short answer, fill in the blank).



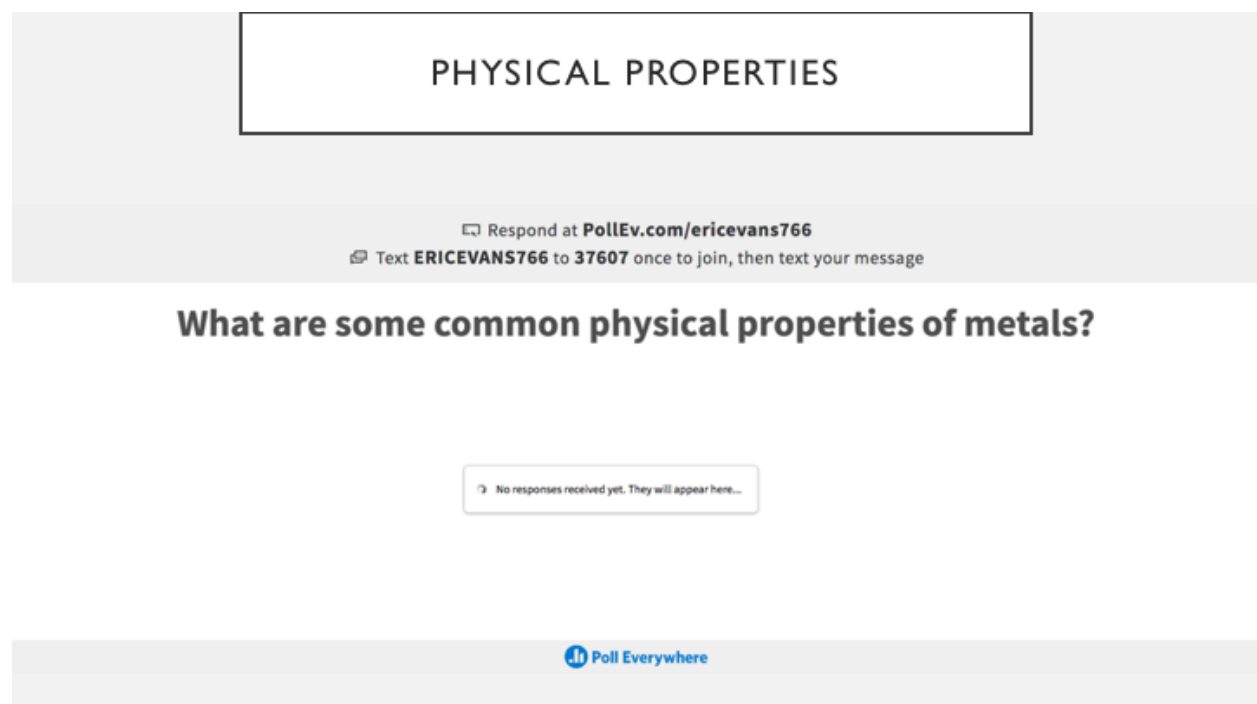
PollEverywhere polls can be deployed at any time, but there is a free plugin that allows them to be embedded inside of a PowerPoint presentation. During an online PowerPoint presentation, you could embed various polls to add another layer of interaction for student engagement.

Examples of Use:

Following are 2 examples of use for Poll Everywhere for engaging interactions in PowerPoint:

Student Participation

A Science instructor is discussing foundations of physical properties in a PowerPoint presentation. The following slide is presented to the students:

The image is a screenshot of a PowerPoint slide. At the top, there is a white rectangular box with a black border containing the text "PHYSICAL PROPERTIES". Below this box, there is a grey horizontal bar with white text that reads "Respond at PollEv.com/ericevans766" and "Text ERICEVANS766 to 37607 once to join, then text your message". Below the grey bar, the main content of the slide is the question "What are some common physical properties of metals?". At the bottom of the slide, there is a white rectangular box with a black border containing the text "No responses received yet. They will appear here...". At the very bottom of the slide, there is a blue horizontal bar with the Poll Everywhere logo and text.

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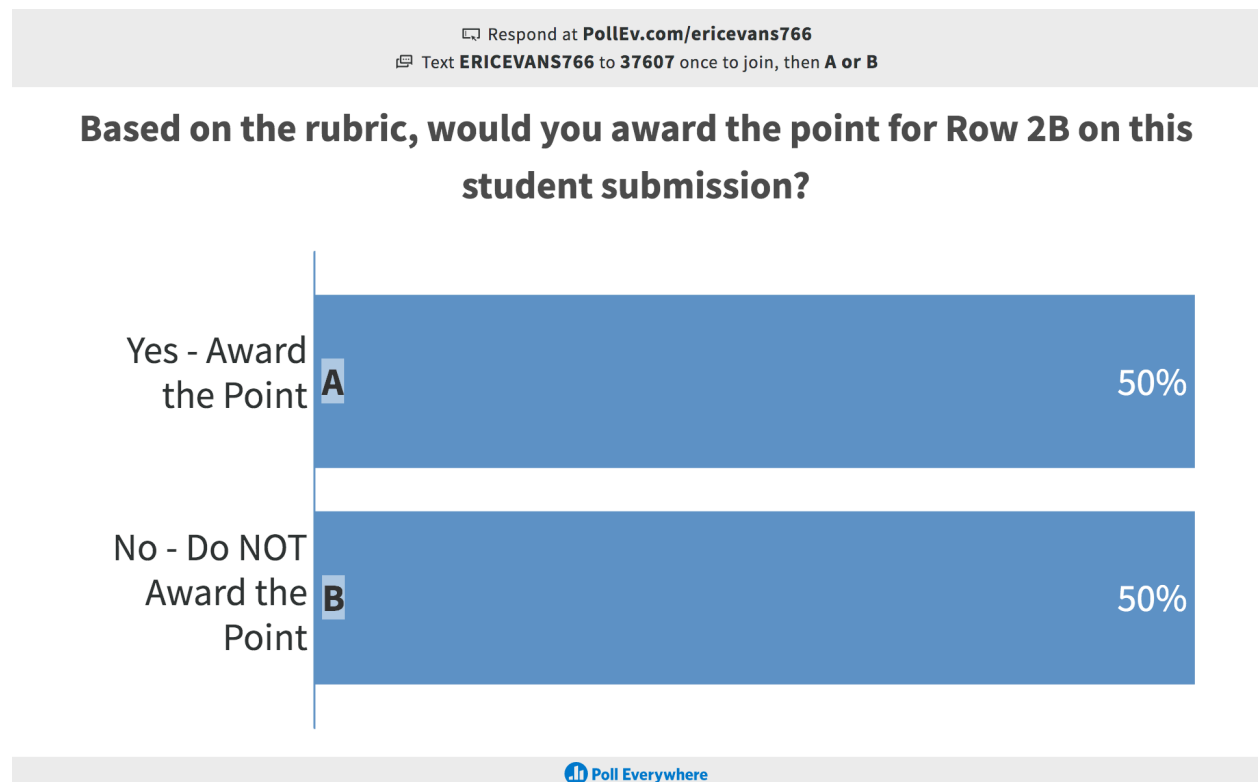
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As answers are submitted, they will appear on the screen in nearly real-time. If the session is being webcast and recorded on a platform such as Panopto or Zoom, the responses will be captured in the recording for asynchronous learners to review.

Student Anonymity

An Education instructor is discussing group-think and peer-pressure in a PowerPoint presentation. On the previous slide, the instructor asked a close-ended question of the students that had 2 possible answers. Students were asked to answer by thumbs-up or thumbs-down on the video screen. The results should have been split somewhat evenly. Initially, the results were split as expected, but as students saw how certain peers had answered, they changed their answers. In the end, the answers were artificially skewed to one side.

On the next slide, the instructors asked a similar close-ended question of the students and got completely different results:



Information – PollEverywhere:

URL: <https://www.polleverywhere.com>

Used by: K-12, Undergrad, Graduate, Business/Enterprise

Price: Free - Basic

Ease of Use: Easy

Training Resources – Polleverywhere:

- [Support: PollEverywhere](#) (Created by PollEverywhere)

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Consider This: Student-Led Lessons

Student-led lessons allow for the instructor to gauge how students are learning and applying the material of the course. Using Canvas to create groups of students to collaborate and give them a space to work in together gives them a foundation to build a lesson upon.

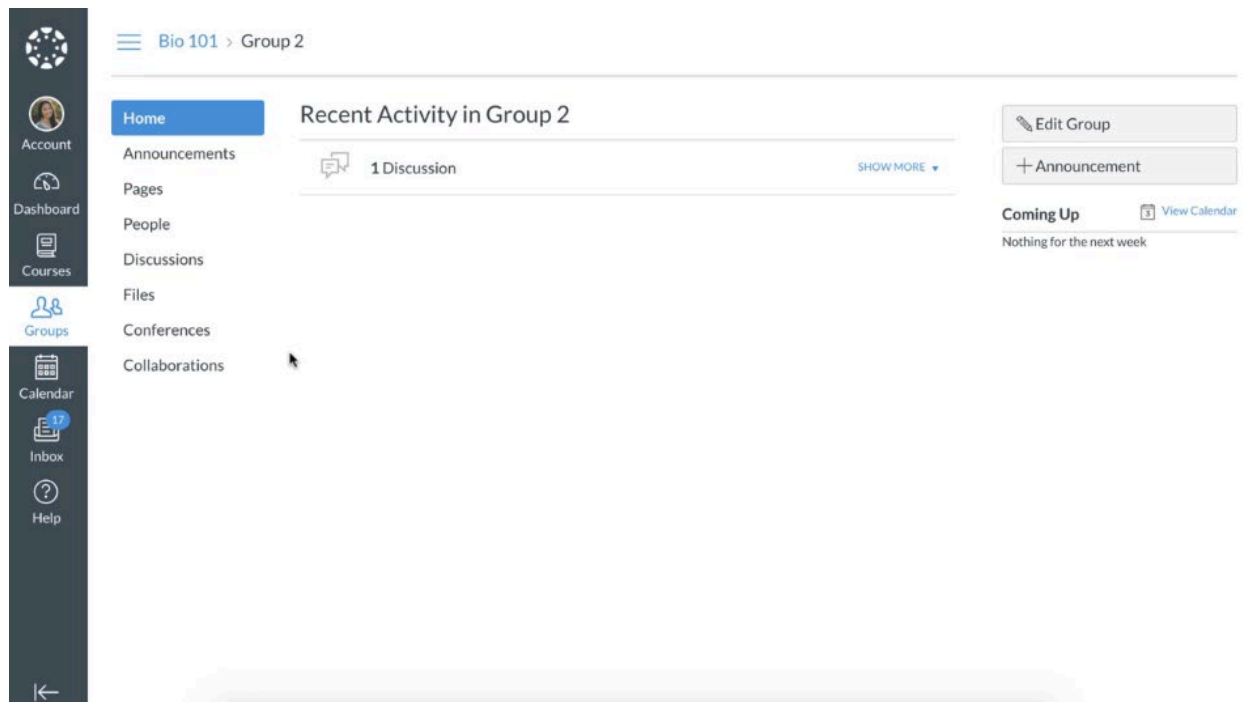


Example of Use:

Following is an example of use for a Student-Led Lessons using Groups in Canvas:

Lesson Content Delivery

A Biology instructor has a class of 28 students and breaks them into 7 equal-sized groups. They assign students into Groups in Canvas (4 students per group). Each group is then assigned a specific topic to research and present over. These presentations will become part of the overall lesson for the specific topic.



Each group is provided a small “version of Canvas” to work in that is inside of the course. Each group has the ability to post announcements, create pages, create and manage discussions, manage files, run conferences, and use collaborations.

The students have all of the tools they would need to create an online lesson over an assigned topic.

Information – Canvas Groups:

URL: <https://untdallas.instructure.com>

Used by: K-12, Undergrad, Graduate

Price: N/A (UNT Dallas)

Ease of Use: Moderate

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Training Resources – Canvas Groups:

- [Instructor Resource: Canvas Groups](#) (Canvas LMS Instructor Guide)
- [Student Resources: Canvas Groups](#) (Canvas LMS Student Guide)

Consider This: Kahoot!

Many of the traditional-age students will immediately recognize the music of Kahoot! and get excited! Yes, even college-age students use and love an occasional Kahoot! experience.



Kahoot! is a gamified/competitive online “clicker” platform that is used by all levels of education. A question is presented to the participants. Following a pre-set reading time for the question, up to 4 answer choices are presented. Participants have a pre-selected amount of time to submit their answer. Once the answer is in, it cannot be changed. Points are awarded only for correct answers and fewer points are awarded as more time elapses before an answer is submitted. So, quick and correct is the name of the game!

Participants can join a Kahoot! from any web-connected device (laptop, tablet, cell phone).

Examples of Use:

Following are 3 examples of use for a Kahoot! in various classes:

Chemistry Review

A Chemistry instructor is reviewing various atomic models with their students:

Which of the following is the atomic model attributed to Niels Bohr?

16

Kahoot!

Skip

0 Answers

Game PIN: 4722109

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Accounting Review

An Accounting instructor is reviewing various laws governing accounting standards and principles with their students:

Which principle of GAAP states: "GAAP-compliant accountants are committed to accuracy and impartiality"

51

Kahoot!

Skip

0 Answers

▲ Principle of regularity	◆ Principle of sincerity
● Principle of utmost good faith	■ Principle of non-compensation

kahoot.it Game PIN: 4722109

Community Health Review

A Community Health instructor is reviewing concepts that were presented in class with their students:

Who is best to initially work with when addressing a food desert?

42

Kahoot!

Skip

1 Answer

▲ National Leaders (President, Senators, Representatives)	◆ State Leaders (Governor, State Senators and Representatives)
● Global Leaders (W.H.O.)	■ Local Community Leaders (Mayor, Council Members, Activists)

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Closing Comments on Kahoot!

- Kahoot! can be used both synchronously and asynchronously.
- Kahoot! is limited to closed-ended question types.
- Kahoot! provides an answer distribution for the student when time expires or all participants have submitted an answer, whichever happens first:



Information – Kahoot!:

URL: <https://www.kahoot.com>

Used by: K-12, Undergrad, Graduate

Price: Free - Basic

Ease of Use: Easy

Training Resources – Kahoot!:

- [Support: Kahoot!](#) (Created by Kahoot!)