5 Active Learning Techniques in 45 Minutes
Duke CIT 2015 Showcase
Randy A. Riddle, Senior Academic Technology Consultant
For more information on active learning techniques, see the CIT’s website (https://cit.duke.edu/get-ideas/teaching-strategies/) or email cit@duke.edu to set up an appointment with one of our consultants.

Background Knowledge Probe
Goals:
● Help instructors determine where to begin
● Helps students focus on what is important
Method:
● Instructor asks questions with simple, quick responses through short answers, a show of hands, etc. at beginning of a class or activity.

Think-Pair-Share
Goals:
● Give students time to reflect and organize thoughts on something new
● Give students opportunity to debate a different point of view with other students
Method:
● Give students a problem
● Allow them time to think individually and write something down
● Have them share their ideas in pairs
● Call on groups to share what they discussed

Brainwriting
Goal:
● generate many ideas in a short amount of time
● encourage uniform participate in a group
● encourage students to synthesize new information
Method:
● Pass out cards or have students use a sheet of paper to jot down ideas and pass along to the next person; stop and have individuals read what is in the list they have

Gallery Walk
Goal:
● Students work cooperatively on ideas to solve a problem
● Students assess solutions to problems
Method:
● Divide students into groups
● The groups compile notes on a whiteboard or large sheet of paper
● Have the groups walk around room to different lists or options in the room, voting on and discussing them
● Have groups report out on the items they voted for

Group Review
Goal:
● Give students an opportunity to review before an exam
● Give opportunity for students to ask questions or debate an answer
Method:
● Use a PowerPoint template to run a “Jeopardy” or similar styled game.
● Students can answer in teams.
● Teams of students could make their own QA for the quiz.