

# Wacky Wednesday Active Learning Resources

The strategies below were used in the Ticket to Ride game played during Wacky Wednesday. The strategies are explained and defined below along with some ideas of when they are most useful.

These are just a few of the many active learning strategies available to you. Additional resources appear at the end do list and explain many more active learning strategies that you can use to engage your students. If you have questions about these or any other teaching strategies please reach out to CATL- [catl@uwgb.edu](mailto:catl@uwgb.edu)

## Prediction

In education, predicting is the act of using prior knowledge, observations, and experiences to make an educated guess about what might happen next. It's an important strategy in literacy, math, science, and social development.

- Uses- this strategy is especially helpful at the beginning of a lesson or reading to see what students think will happen and then have them check the prediction later on.

## Turn and teach

This strategy asks students to partner together with another student and attempt to teach the material that has just been taught to the class. The partner will then clarify anything the first student might have gotten incorrect.

- Uses- this is especially useful when there might be confusing concepts and you want to ensure that your students understand.

## Think, Pair, Share

A teaching strategy that helps students develop ideas, discuss them with a partner, and share them with the class. It's an active learning technique that can be used in any subject and classroom size.

- Uses- this is good when students need time to think about ideas or brainstorm before they discuss those ideas with another person. This can be used anytime throughout a lesson when you want some interaction with students and want to ensure that they are actively participating.

## Quick Write

A quick write is a “brief written response to a question or probe” that requires students to rapidly explain or comment on an assigned topic (Green, Smith & Brown, 2007; Nunan, 2003).

- Uses- a quick write can be used for any kind of question you want to ask before, during or after a lesson. It can be used as a reflection on a lesson, a reaction to a concept or just a general tool for gauging understanding. Quick means quick- normally 1 to 2 minutes.

## Additional Resources

Additional Active Learning Strategies can be found at the sites below with detailed explanations of how to use them.

The Derek Bok Center for Teaching and Learning at Harvard University- [Active Learning](#)

KP Cross Academy- [Downloadable Active Learning Strategies](#)

Center for Teaching Innovation at Cornell University- [Active Learning in Online Learning](#)

Center for Educational Innovation from the University of Minnesota- [Teaching in an Active Learning Classroom](#)