

Active Learning Applications



FLIPPED LEARNING

What?

The basic premise is to have learners explore learning materials to gain foundational knowledge and skills, and then apply their learning through authentic problems or collaborative learning tasks. The learning is consecutive and connects asynchronous learning to synchronous learning.

Why?

- Individual active learning strategies to gain skills
- Students take responsibility of learning
- Problem-solving synchronously
- Student-centered
- Collaborative



INQUIRY

What?

Inquiry refers to project-based learning that allows students to explore areas of interest with the support of teachers. Applicable to any subject, inquiry provides students the opportunity to engage with course material and use their knowledge for practical applications.



Why?

- Creates authentic learning experiences for students
- Develops curiosity
- Provides a meaningful context for learning
- Opportunity to improve, clarify and apply knowledge
- Addresses diverse student needs.

PROBLEM-BASED

What?

Problem-based learning is based around intended curriculum concepts, unlike inquiry which is completely student directed. However, learners still work together through small group collaboration to solve complex, authentic, open-ended questions.



Why?

- Provides a meaningful context for learning
- Develops curiosity through problem-solving
- Student-centered
- Self-directed learning
- Opportunity to improve, clarify, and apply knowledge

For more check out the "Engaging Online Learners" resource at <https://sway.office.com/37uTtu5XxczZHKEn>

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