

Ensure Students Are Learning: Faculty Descriptions of Innovative Teaching Practices

Interactive Class Participation With Plickers

Innovative Teaching Practice Description:

The instructor uses Plickers in the classroom in order to engage students to answer questions and prompts. Plickers is a free software that does not require students to buy a device or own a smartphone in order to participate. The instructor loads the class roster into the software and assigns QR codes to each student. The instructor then prints out and laminates QR codes for each student. Each card has four QR Codes, two on one side and two on the other, with the codes representing either response A, B, C, or D. Each card has a number that is assigned to a specific student, and the student uses that card throughout the semester.

As the instructor has the Plickers software on their phone, they use it to read the QR codes as students hold them up. Questions or prompts with four response options (A, B, C, and D) are posed to students, who will hold up the QR code associated with the answer they choose.

Plickers can be used for various activities including warm-ups, getting feedback on options and experiences, class demonstrations and experiments, democratic voting in class, and comprehension on concepts discussed. The instructor can use this system to award points for participation. An additional benefit of Plickers is that it can be used to take attendance.

One limitation of Plickers is that it relies on internet access or a WiFi network to operate.