

Ensure Students Are Learning: Faculty Descriptions of Innovative Teaching Practices

Flipped Classroom Using Group Work and Technology

Innovative Teaching Practice Description:

For this practice, the instructor uses student-centered pedagogy based on the flipped classroom. The initiation of this type of flipped classroom requires the students to complete a reading and a short quiz no later than the day prior to the lecture. Quizzes contain up to 20 questions, with a mix of multiple choice and true-false. Students are able to take the quiz up to three times, with the highest score kept for the quiz grade.

Based on the quiz results, the instructor tailors the in-class lecture to cover the subjects on which the majority of the class did not perform well. The brief lecture also covers related current material not covered in the text. Afterward, the class splits into two groups.

The first group comprises students who completed their reading and quiz on time; these students are randomly grouped into teams of four or five and are given a research question related to the reading. In class, the students research the question online and prepare a 200- to 300-word essay, a 5-minute presentation addressing the question, and prepare two Kahoot! questions the other students will answer later during the class. The students are given 25 minutes to research the topic and create the presentation; they also have to rate their team members on participation. After the presentations, the class answers the Kahoot! questions using a computer or mobile device, with all participants earning points, and the highest scoring student gets a prize.

The second group consists of students who did not complete the reading and quiz prior to class; these students can complete the reading and quiz in class receiving a maximum score of 80% on the quiz, a zero for the reading assignment, a zero for the group project, and no daily participation points. If students in this group stay until the end of class and participate in the Kahoot! game, they can earn up to 20% of the total participation points. This helps students who do not get their work done in time to avoid falling too far behind.