Active Learning Technique Steps

**TopHat**
1. Prepare questions (multiple choice, FiB, T/F) before the class and upload to the website.
2. Embed the questions among the slides relevant to the subject. 3-5 questions per subject. 10-12 questions per class time.
3. Instruct students to login to TopHat using their BB account; thus their grades can be automatically transferred.
4. Students will answer the questions within the given time frame (45-60 sec).
5. Evaluate the results and provide feedback depending on the percentage of correct answers.
6. Grades will be automatically transferred to BB.

**GimKit (a great way of gamifying the units)**
1. Prepare 40-50 questions from the teacher’s Q-bank, Quizlet, or premade sets. Mostly works as a study guide.
2. Students can login to GimKit from their BB account with an invitation link; thus, all students will use their real names.
3. Play the game with different modes (Fishtopia, Teams, Tag, Classic, etc).
4. Students will earn money with correct answers and use that money to play for fishing, insurance, multiplying their earnings, etc.
5. Students not only enjoy answering questions, but also competitive games.
6. Results are not seen until the end of the game, about 15-20 min/game.
7. The GimKits can be assigned as homework and students can use it as a study guide before the exam as they enjoy playing the games.

**Benefit to Student**
A more engaged classroom, better assessment of student progress, as well as streamlining and automation of a couple of classroom activities.

**Active Learning Technique Components**
- Online Tools
- Gamification
- Feedback
- Engagement
- Automation
- Student Assessment

**Integration of Online Tools**
- Teaching Modality: Face-to-Face
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