In-Class Prediction Game

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Teaching Modality
Face-to-Face

Active Learning Technique

Active Learning Technique Steps

1. Find the concept that needs to be visualized rather than just reading through the text and graph.

2. Revisit the concept in text format and explain it in detail.

3. Find common daily objects that can relate to elements in the concept (size, shape, color, etc.).

4. Design a game/activity that utilizes the objects you choose that can reimagine the concept in a different scale (for example: from micro to Macro).

5. Let students participate in the game, either you demonstrate with the objects or invite students to handle the objects.

6. Motivate students to think and predict the outcomes from the objects and how it relates to the concept you want to deliver.

In-class game to make a prediction: Before giving the result, ask students to predict the outcome based on the model presented (common daily objects).

Daily objects to help us "see" chemistry:

1. Make very conceptual theories more interesting and allow students to engage with learning.

2. Develop students problem-solving and critical-thinking skills.

3. By relating the common objects to the concept in a certain way, helps students to better understand the concept instead of simple memorization.

Benefit to Student

Gamification
Visualization
Relating Content to Real-Life
Active Learning Technique Components

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