Plus One – Using technology for active learning

Title

Using technology for active learning

Brief description

Technology can facilitate active learning and student engagement in large and small group teaching.

Using technology, you can share questions or statements that you would like your class to engage with. This could be anything from:

- asking students for words to describe a new concept
- asking for comments on an issue or problem
- sharing multiple choice questions on a topic that you have covered in class
- checking in real-time how well the class has followed and understood the content.

You can create a unique QR code or a short url which students can scan or insert into a device browser to link to audience engagement technologies (such as Vevox or Padlet). Using technology in the classroom presents the opportunity for students to use their mobile devices for learning and engagement.

Technology is particularly useful in large lectures where students may feel uncomfortable sharing their thoughts and ideas orally in front of hundreds of others. Using technology, students can contribute and share their ideas, which are displayed visually, with the rest of the class.

Different institutions may support different engagement technologies. Many technologies have a limited free version which you could use if a particular application is not supported. In Maynooth University you can find out about the technologies that the University supports by checking the **Technology Enhanced Learning (TEL)** pages of the Centre for Teaching and Learning.
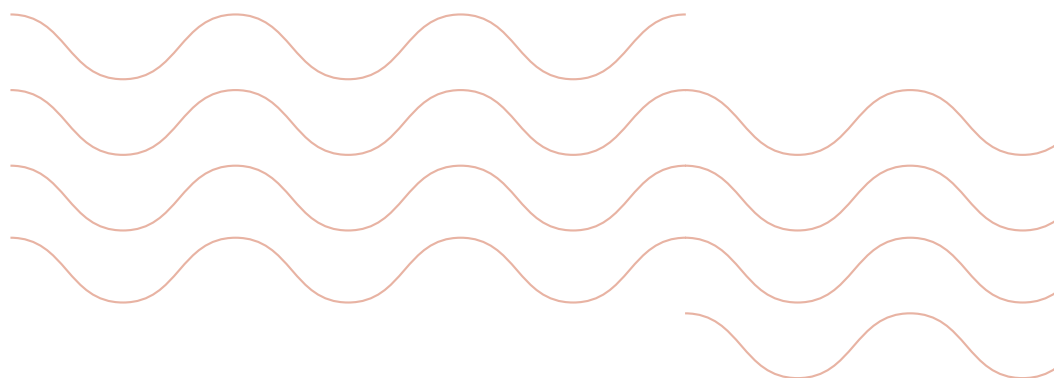
Mapping to UDL Principles

Using technology to facilitate active learning addresses the UDL principles of Engagement, Representation, and Action and Expression.

Engagement

- Provides students with an alternative mode of engaging with key information on the module.
- Helps students to identify and understand important elements of the module.
- Students become goal-directed in their learning (striving to get Multiple Choice Questions on foundational content/theory that was covered correct, for instance, increasing productive time).

Representation

- Students have real-time in-class appropriate access to content, collaboration and information.
- By providing multiple options to engage in lecture content (lecture presentation, slides, technology integration), students can begin to generalise their learning.

Action and Expression

- Students can use multiple media for communicating their knowledge.
- It supports the student and teacher to monitor their progress.

Three ways this Plus One helps students

Students can

1. engage directly with class content in real-time, reinforcing and embedding key information covered in lectures/module content

2. gauge their knowledge of content (theory, concepts) by comparing their response to the correct responses for multiple choice questions asked and discussed by the lecturer

3. be facilitated in setting their individual learning goals based on where they see weaknesses in what they know.

Key considerations for enactment

Risk

Low-medium

Time

Learning how to use different applications can take time; how long will depend on the person, existing knowledge and prior experience. Once one is familiar with certain technologies (for instance Vevox, Padlet, Slido, Mentimeter), setting them up in advance of a class can take less than 10 mins.

Technology

Device, access to technology platforms or application.

Other

Certain applications can be integrated into PowerPoint slide decks directly and colleagues may wish to try that.

Further information

See **CAST UDL Guidelines** and **Maynooth University Plus One resources**.

How to cite this document:

How to cite this document: Maynooth University UDL Teaching and Learning Fellows (2024). 'Plus One - Using technology for active learning', Maynooth: Centre for Teaching and Learning, Maynooth University.