Maximizing Engagement in Live Virtual Activities – Participant Reference Guide

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Modeling Method 1

- Demonstrate the activity with the tools and resources live on-screen
 - Where to go
 - What to do
 - Example portion of task

Modeling Method 2

- Role play the activity with self, learner, or assistant
 - Ask/answer questions
 - Show interaction
 - Demonstrate roles

Modeling Method 3

- Send a screencast of activity ahead of live class
 - Use Screencast-O-Matic or other to record a short 1-2min demonstration
 - Provide via email or LMS
 - Include not just where to go, but example of what to do

Checking for Understanding

- 1. Ask for a volunteer to simplify instructions for the group
 - "Can someone summarize what we're going to do?"
- 2. Ask "what are we doing first/second/third?" to break task into steps and hear from multiple learners (chat or open mic)
 - "So what's the first step in our breakout rooms?"
- 3. Have a pre-made poll ready to display asking "do you understand our next activity?"
 - Yes, Somewhat, No

Evaluating

- 1. Observe learner willingness to share in main room after breakouts
 - Consider confidence of group and strength of activity
- 2. Take note of completion rates
 - Review work of groups/individuals that didn't share
- 3. Conduct an anonymous poll afterward
 - Ask "did this activity make sense?" or "was this activity helpful for you?"
- 4. Ask!
 - If you know your learners, simply ask them, "what did you think of this activity?"

Resources Used in Examples

1. Jamboard

https://jamboard.google.com/

2. Google Docs

https://docs.google.com

Contact

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