



Pearson

## Strategies to Engage Students

\*Based on the resources your program uses, some of these suggestions may not apply.

1. **Alternative Ending:** Create alternate endings to literature using digital storytelling software or website tools. Share endings by sending participants to the website.
2. **Announcements:** Mimic bricks-and-mortar morning announcements by having students send you email messages in advance about what's happening in their lives. They can share exciting news if they play sports, participate in clubs, enjoy hobbies, etc. Make these announcements at the beginning of a synchronous session.
3. **Be Prepared:** Have your learning environment arranged before students arrive; thinking through the flow of the session. This provides a smoother transition between activities.
4. **Brainstorm, Collaborate, or Debate:** Using several chat pods, have participants select a topic, a group, or share a response as everyone contributes ideas.
5. **Come in Character:** Turn on your Webcam and talk to your students as a character. Make it humorous with a funny pair of glasses, hat, or an accent. Make it related to your content area by dressing as a particular character or historical figure.
6. **Exit Ticket:** Use a chat pod or private chat to assess participant understanding, next steps, or questions to discuss in an upcoming session.
7. **Five Words:** Have students define or describe a concept using only five words. This will require them to consider the most important, relevant terms.
8. **Gather Feedback:** Place a chat pod on top of a presentation screen and encourage participants to weigh in with responses.
9. **Give Desktop Control:** Share control of the host screen to manipulate items on the computer, demonstrate understanding, or share new ideas.
10. **Graffiti Walk:** Use multiple chat pods in the main room or different breakout rooms to simulate participants working in different stations to discuss a problem, debate an issue, or share examples.

11. **Group Plan of Action:** Use a chat pod to create a group plan for solving a problem/situation.
12. **How's My Pace?:** Use a poll pod to gauge the pace of the lesson. Poll responses may include the following: Can you slow down?; I understand and you can move on; I have a question.
13. **Infomercial or Movie Trailer:** Create a movie trailer or infomercial using digital storytelling tools to demonstrate understanding of a topic. Trailers can be saved to introduce a group of participants the following year or semester to a new topic to pique interest, and the movie can be shared for all participants to view.
14. **Introduce a New Topic:** Turn on the webcam to show a prop. For example, when getting ready to read Charlotte's Web, show a spider or pig puppet to give a teaser to introduce the story.
15. **KWLH Chart:** Assess student understanding through a KWLH chart (What We Know; What We Want to Learn; What We Learned; How We Can Learn More). Use a PowerPoint slide or the virtual whiteboard as a background for chart and place chat pods in each of the areas of the chart so participants can share their ideas.
16. **Laughter and Applause:** When participants are in support of ideas shared by peers or want to share their grins and LOLs, have them change their status to the laughter or applause option.
17. **Leader of the Pack:** When students are working in groups, encourage the group roles such as the leader or facilitator for the discussion. This participant should use his/her microphone to keep the group on task.
18. **Magic Word:** Send an email message in advance telling them to listen for a specific word in an upcoming synchronous session. Recognize students and let them celebrate when they hear it during the session.
19. **Make Real-World Connections:** Use a chat pod to share personal connections to today's learning as it applies to the real world.
20. **Need Assistance:** At the start of a lesson, instruct participants to use their status options if they have a question (raise hand) or want the host to change the pace of the lesson.
21. **Organized Responses:** Create numbered questions on a whiteboard or notes area and have participants enter numbered answers in a chat pod that can then be sent by email to the host for review.
22. **Picture of the Day:** Prior to the session, students can submit a favorite photo or

drawing. Choose one to share at the beginning of the session.

23. **Pointer and Highlighter:** Use the whiteboard pointer and highlighter to draw attention to an object or word on the screen.
24. **Poll Questions – Choose One:** Create poll questions to assess understanding.
25. **Poll Questions – Choose Many:** Use a poll pod to gain feedback on prior knowledge.
26. **Poll Questions – Open Ended:** Use this poll pod to allow participants to respond to questions anonymously. Hosts can view the answers participant-by-participant.
27. **Private Thoughts:** Allow private chat pod conversation for participants to discuss a specific question or problem. The private chat could be used to message the host without other participants seeing the message or could be used if participants serve as mentors to each other. All private chats are visible to the host.
28. **Puzzles, Puzzles, and More Puzzles:** Use virtual puzzle making generators to create puzzles that challenge participants, review for an assessment, or as a fun activity while waiting for everyone to join.
29. **Share Ideas:** Encourage participants to use their microphones to share their thoughts in the main room or in breakout rooms.
30. **Showcase Talents and Interests:** Provide time at the end of the session for participants to showcase their musical and artistic talents through the use of the webcam and microphone.
31. **Small Group Assignments:** In small groups use a share pod to show roles or assignments for group activities (e.g., Time Keeper, Note Taker, Facilitator, Recorder).
32. **Social Media Post:** Have students create a mock social media post to demonstrate what they've learned.
33. **Stamper:** Have participants select the shape and color of the stamper from the whiteboard tools and stamp their location on a state map.
34. **Step Away:** When participants are assigned an independent task, or if they need to leave the session momentarily, encourage them to select their step away status and step in status when they return to the session.
35. **Sticky Notes:** Collect ideas from participants or make a set of reminder notes throughout the session.
36. **Stoplight:** Share an image of a stoplight, and place a short answer poll pod next to each color. Students can share something they learned next to the green color, what they still wonder next to the yellow color, and what stopped their learning next to the red color.
37. **Student Publications:** Share authentic student publications.

38. **Study Guide:** Share and review an organizer from a previous session and have participants download the file to use as a study guide in preparation for an assessment.
39. **Task List:** Use the Task List applet to list the session objectives, step-by-step procedures, or a list of topics that will be covered in the session. Check off items in the list as they are completed.
40. **Timer:** Use a virtual timer to countdown when the meeting will begin, when participants should finish their independent task, when the breakout time will conclude, or when a speaker needs to give up his/her turn.
41. **Top Ten List:** Create a list of the most important takeaways, written with humor. Encourage collaboration by allowing each student to contribute one or more takeaways.
42. **Twenty Questions:** Choose a secret vocabulary word, and invite students to guess the word by asking up to twenty questions that can be answered with “yes” or “no.”
43. **Unpack Thinking:** As participants work through difficult math problems, invite them to use the microphone to share their step-by-step thinking.
44. **Visual Organizers:** Share visual organizers to help participants take notes during the session.
45. **Welcome Participants:** Use the webcam as participants enter the session.

Welcoming participants helps make personal connections.