

INTERACTIVE TOOLS

KEYWORDS

Interactive teaching
Face-to-face
teaching
Active teaching
Motivation
Interaction
Formative
assessment

DESCRIPTION

Interactive pedagogical tools encourage active learning allowing situations that foster students' commitment and become actively involved in their learning.

Often used in face-to-face situations, interactive tools promote social learning enabling a better understanding of the class by boosting engagement, participation, and motivation.

WHY IS IT INTERESTING ?

- Captures the attention of learners
- Promotes interactions and sets the pace of the session
- Allows learners to position themselves in the class and to their peers
- Allows the teacher and learners to get immediate feedback on learning outcomes



Suitable for learners of level



Investment time before session



Investment time post session



Suitable for managing large groups



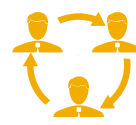
Duration of the act



HOW TO DO IT ?



1. Create your quiz



2. Display it in real time



3. Project and discuss the results

FIRST STEPS

- Become familiar with the software, try it out on different devices
- Start with a few simple questions
- Allow time for discussions after getting the answers, use this time to deepen the concepts
- Ensure the consistency and timing of interactions

INTERACTIVE TOOLS

EXAMPLES OF USEAGE

- At the beginning of the session, to test previous learners' knowledge or misconceptions, or to make link to a previous session
- At the end of the session, to evaluate assimilation of concepts
- To launch a debate during a session

EXAMPLES AT ENSIC

Level : **Semesters S5 & S6**
 Number of students involved : **100**
 Used resources : **Kahoot or Socrative**



Students upload the applications on their smartphone before the session
 Questions, quiz or MCQ are displayed by the teacher. Set the time for solving and then project and discuss the results. It is also possible to send them their answers after the session.

OUR ADVICES

- Check the clarity and complexity of questions. If the use is just entertaining, it might loose its interest
- Vary the purpose of the question (to get feedback, to encourage discussion or reformulation)
- Anticipate the appropriation of the software

REFERENCES

 socrative

 beekast

 Kahoot!

 wooclap

MISTAKES TO AVOID ?

- Potential difficulties in accessing the network if large group
- Be careful to not underestimate the responses and exchange time