

▶ Intensive on the First-Year Seminar

## Teaching Tools and Strategies for Engaging Instruction

25 Strategies to Engage Students in Online Synchronous Classrooms

<https://hookedoninnovation.com/2020/05/13/25-strategies-to-engage-zoom/>

25 Modern Differentiated Instruction Strategies

<https://www.classpoint.io/blog/classroom-differentiated-instruction-strategies>

25 Technology Tools for the Classroom

<https://sphero.com/blogs/news/technology-tools-for-the-classroom>

## Financial Literacy and Capabilities Activity Websites

PlaySpent Poverty Simulator- Can you make it to the end of the month with few skills and bills piling up?

<https://www.playspent.org/>

The Uber Game- Can a person survive on a job in the “gig economy”? That’s what this game attempts to reveal to your students. They’ll be given an urgent financial need (such as – your mortgage of \$1,000 is due in a week), and then will need to accept gig jobs from Uber in order to try and save up enough to pay their bills.

<https://ig.ft.com/uber-game/>

PayBack- This financial simulation game can help teens make better life decisions. They’ll pick out careers and majors based on simulating what kinds of jobs they might find when they graduate, and how much their student loans might be.

<https://www.timeforpayback.com/>

## Cooperative Learning Activities

### Find Someone Who

- Students work individually on an assignment with the option of skipping questions they do not know.
- Allow students to roam around the room to find the answers to their questions.
- Students are only allowed to tell and explain the answer, no copying!

### Stop and Explain

- While lecturing, stop and allow the students to explain what they have learned to one or two other students.
- Continue lecturing.
- Repeat.

### Four Corner Opinion

- Place signs in corners of the room (a,b,c,d, or true/false)
- Using multiple choice or true/false questions, ask students to respond by standing next to the answer that corresponds to their choice.

### Quiz, Quiz, Trade (2)

- Stand Up, Card Up, Pair Up
- Partner A quizzes
- Partner B answers
- Partner A coaches or praises (tip, tip, tell, re-ask)
- Switch roles
- Trade cards
- Repeat

### Paper Pass (2s or 4s)

- Students are each given a paper to complete.
- Students complete the first answer and then pass their paper to their partner.
- They continue back and forth until finished.
- They look over their paper, discuss any answers they did not agree upon, and try to come to consensus.
- Wait for answers from the instructor

### Cut it Apart II

- Take an assignment and cut each question or section into strips.
- Give each team member a strip.
- The students will respond to the strips.
- Once they finish answering they pass the strip and until everyone has seen each strip.
- Students discuss results and wait for answers.

### Gallery Walk

- Questions, terms, information, etc. are placed around the room.
- Students take a note pad and visit each item.
- After everyone has visited the items, they can discuss their findings with a neighbor.