Classroom Design for Active Learning

Helen Y. Chu, Stanford University March 2, 2020





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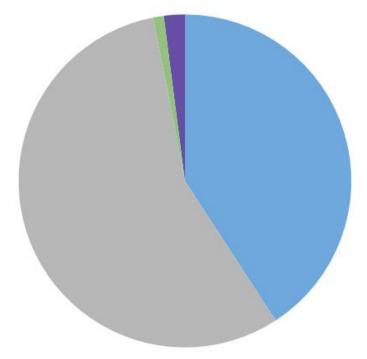
Mobile Summer Institute

University of Oregon, Eugene, Oregon, July 2015

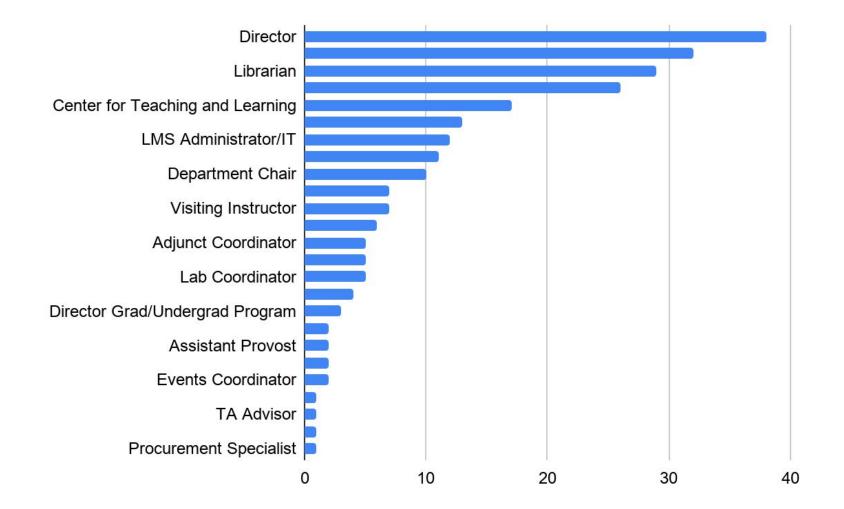


About You

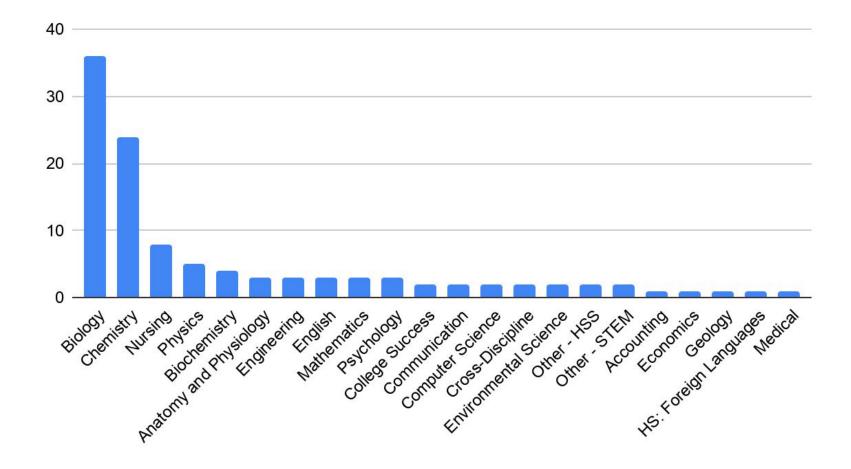
Instructors 40% Administrators 55% Students 1% Corporate Employees 2%



Administrators: Function/Title



Faculty & Instructors: Disciplines Taught



Please write into the Questions Box.

What are some of the best **features** of your **favorite classroom**?



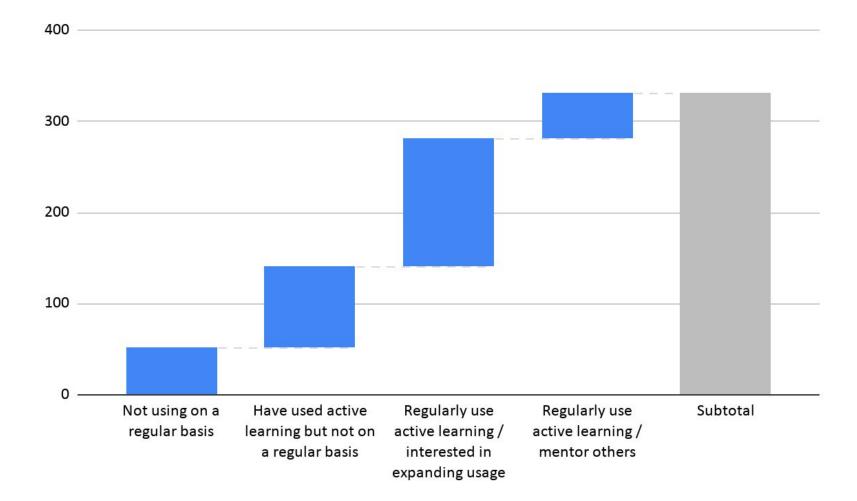


Learning objectives

Participants will be able to

- Identify barriers and supports to active learning
- Identify workarounds for teaching in spaces that are not designed for active learning
- Apply the design principles to existing or new learning spaces
- Advocate for active learning spaces on campus

To what extent to you employ active learning strategies in your classroom?



Design Strategies for Active Learning

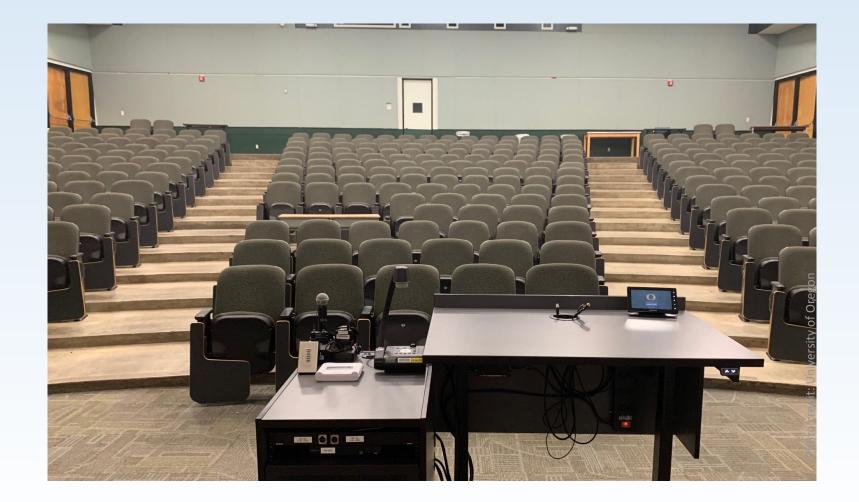
- 1. Use the space you have
- 2. Remove barriers to active learning
- 3. Design a more **inclusive** environment
- 4. Use the space to foster a sense of **belonging**
- 5. Promote **eye contact** (& community)

1. Use the space you have



Poll: What kind of behavior was this space built for?

- a. Lecture
- b. Movie viewing
- c. Group work
- d. Instructor performance
- e. Student performance





2. Remove barriers

In the Questions Box: What might constitute a barrier to active learning in a classroom?

- a. Immovable seats
- b. Writing surfaces too small and too high
- c. Instructor up on stage
- d. No space for student-to-student sharing
- e. Walls are not writeable
- f. No aisle access from sides of classroom







3. Design more inclusive environments

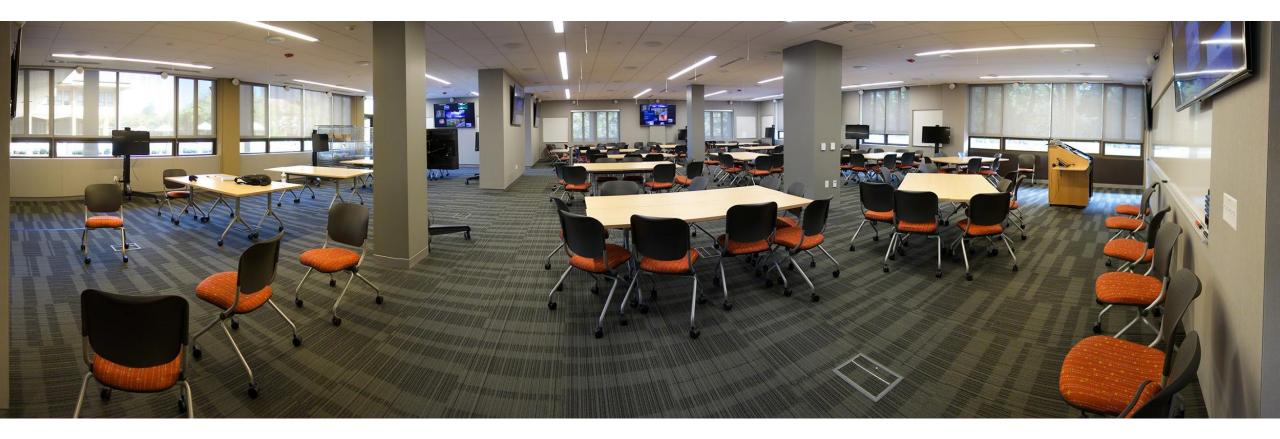


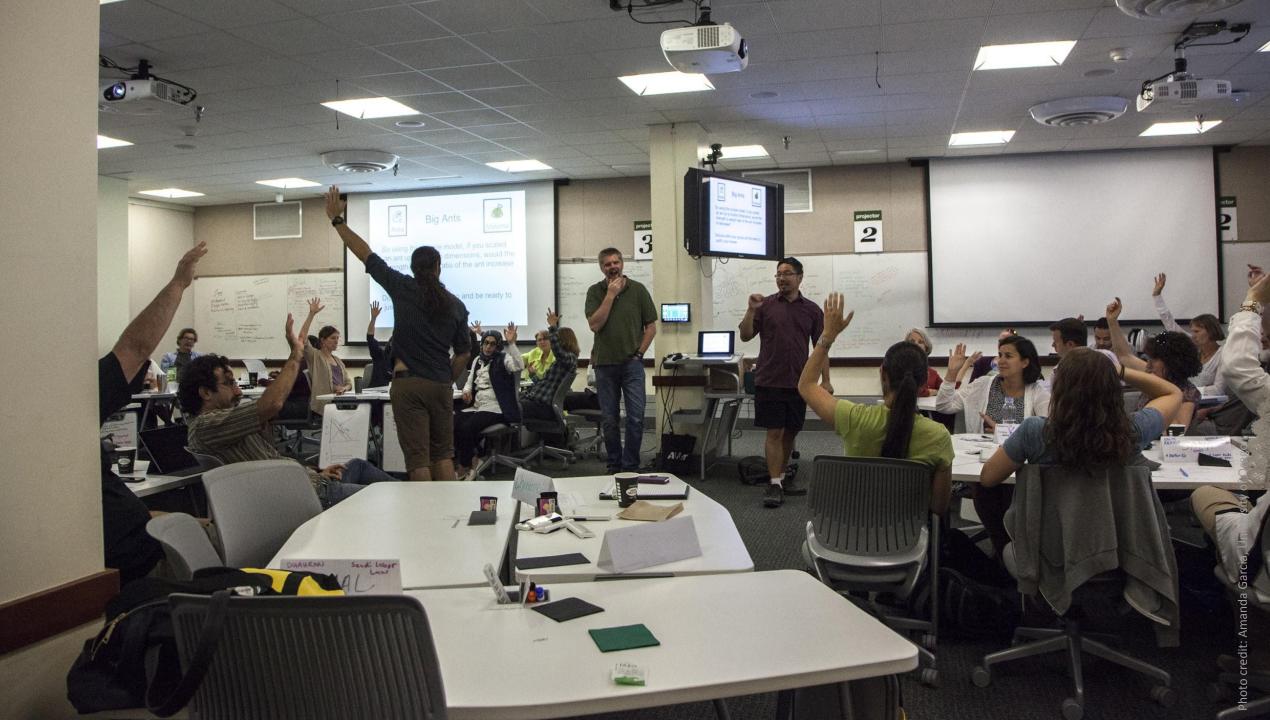


Larsen, J.B. & Blair, J.C. (2008). The effect of classroom amplification on the signal-to-noise ratio in classrooms while class is in session. Language, Speech, and Hearing Services in Schools, 39, 451-460. doi: 10.1044/0161-1461(2008/07-0032)

Lin, F. (2011). One in Five Americans Has Hearing Loss. Johns Hopkins Medicine. https://www.hopkinsmedicine.org/news/media/releases/one_in_five_americans_has_hearing_loss









Write-to-think



4. Foster a sense of belonging





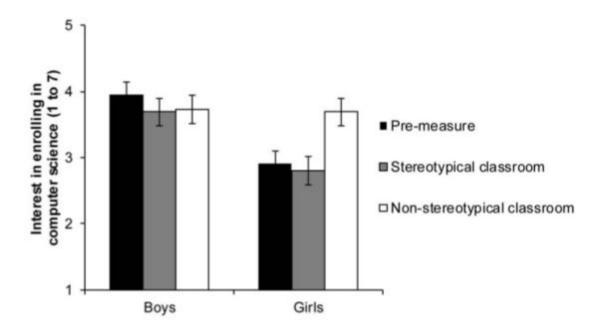


Figure 3. Interest in enrolling in the computer science course in Experiment 1. Girls were significantly less interested in the computer science course than boys in a premeasure and when the classroom contained stereotypical objects, but not when the classroom contained nonstereotypical objects. All error bars are $\pm SE$.

Master, A., Cheryan, S. Meltoff, A. (2015). Computing Whether She Belongs: Stereotypes Undermine Girls' Interest and Sense of Belonging in Computer Science. *Journal of Educational Psychology*, 108:3, 424-437. <u>http://dx.doi.org/10.1037/edu000061</u>

5. Promote eye contact





Promote eye contact & build community

"feeling like they are part of a community increases both performance and motivation, especially for historically underrepresented groups."

(Walton and Cohen, 2007; Walton et al., 2012)." (Eddy & Hogan, 2014)



Design Strategies for Active Learning

- 1. Use the space you have
- 2. Remove barriers to active learning
- 3. Design a more **inclusive** environment
- 4. Use the space to foster a sense of **belonging**
- 5. Promote **eye contact** (& community)

Activity: (write in the question box)

Keeping in mind the design principles we just talked about, what are some things you can do if you were assigned to this classroom?





Workarounds

Add microphones



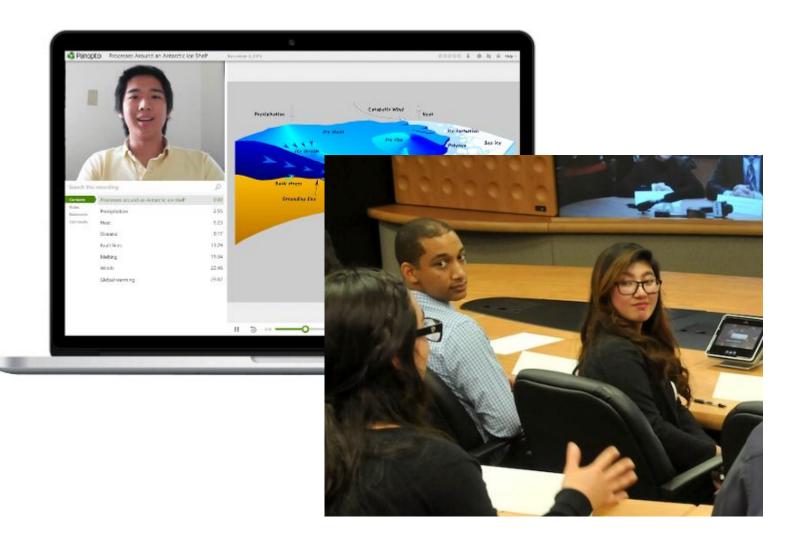


Add writing surfaces

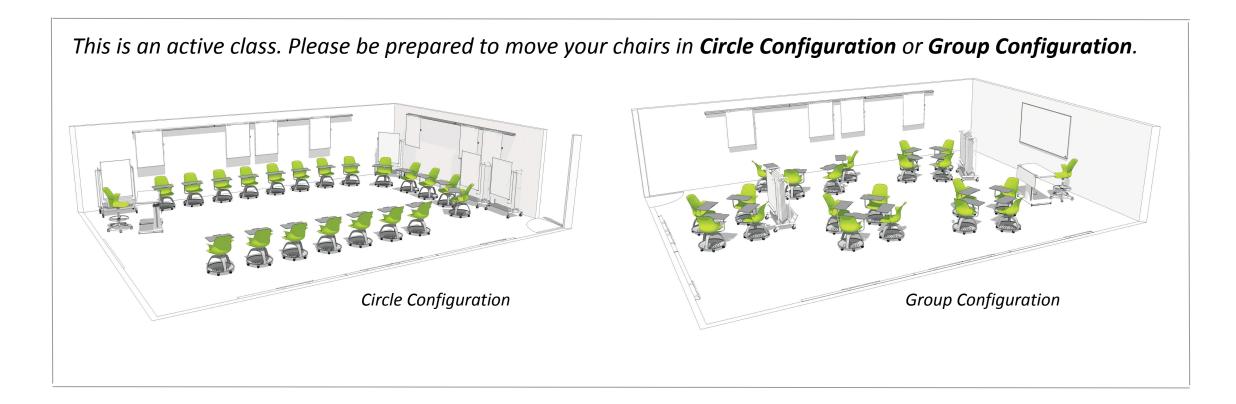




Make eye contact

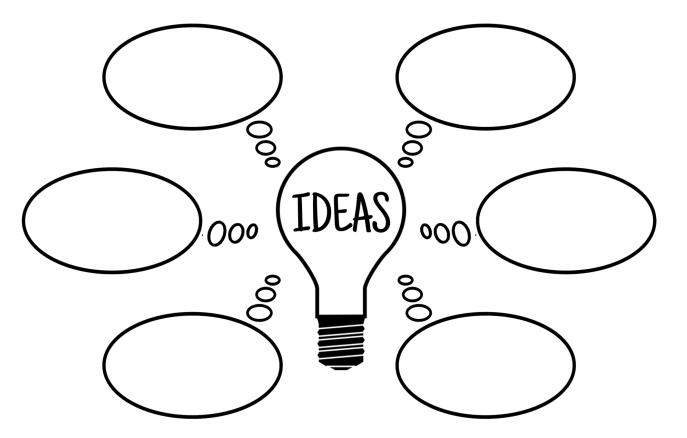


Add default seating configurations to the syllabus:



Work Arounds

Please write in the question box if you have some ideas to share.



Advocating for active learning environments







Stanford Classrooms Reimagined: Project Timeline



Credit: Linda A. Cicero / Stanford News Servi

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Review: Learning objectives

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Thank you!

Questions?

Contact me at helenchu@stanford.edu



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