



## 11. INTERACTIVITY

How to use clickers and polls to increase interactivity

### CONTEXT

The general context is distance or hybrid learning and teaching in adult education.

Physical distance carries a greater risk of passive participation, which can cause a lesson to be less effective.

### THEORETICAL BASIS

Clickers and polls have proven to be simple and very useful tools in stimulating more active participation. Their use is recommended in efforts to increase interactivity: a) to anticipate the content to be addressed; b) to check understanding during an explanation; c) at the end of the lesson to conclude the activity.

### ACTIVITY IN A NUTSHELL

During a lesson involving discussion (e.g. an art or foreign language class), clickers and polls are experimented with as a quick and activating method of interaction.

## Activity/Solutions

### CONTACT TYPE

Online/hybrid

### TIME NEEDED

1h - 1h 30 minutes

### NUMBER OF PARTICIPANTS

10-20

### ACTIVITY TYPE

Individual Work

### TARGET GROUP

- Adult learners
- Senior learners

### VARIATION OF THE ACTIVITY

The activity is easily adaptable to any kind of lesson and target group.

### Goal

- To encourage active participation by offering everyone, even the shyest, a way to express themselves and contribute to the discussion.

### How to prepare

- Prepare a lesson plan that includes moments of interaction/discussion/sharing.
- Prepare a folder of emblematic and good-quality images (especially for an art lesson) relating to the topic.
  - Short questionnaires – maximum five questions – are recommended. (In an art or similar lesson, the questions should be inspired by images.)
- Choose an application (e.g. Google Forms) to prepare and administer the questionnaires.
- Choose the type of answer (e.g. true/false, completion, multiple choice), and prepare two to three questionnaires.
- Inform the participants (via chat or email) that surveys and questionnaires will be administered during the lesson and that devices will be needed to respond in real time.

### Activity step by step

1. At the beginning of the lesson, remind the participants that surveys and questionnaires will be administered during the lesson, and give instructions on how to respond in real time (e.g. how to use links or chat).
2. Start the lesson with a poll used as a “warm-up” activity (e.g. in an art lesson, provide the participants with one or more emblematic images or keywords, and ask for opinions).
3. During the lesson, you can submit a second poll (e.g. after a video/presentation), asking for opinions via link/chat; for larger groups, the opinion can be discussed in breakout rooms.
4. At the end of the lesson, propose a conclusive poll.
5. At the end of each survey, share the results, and discuss the answers.