What No One's Telling You About Active Learning

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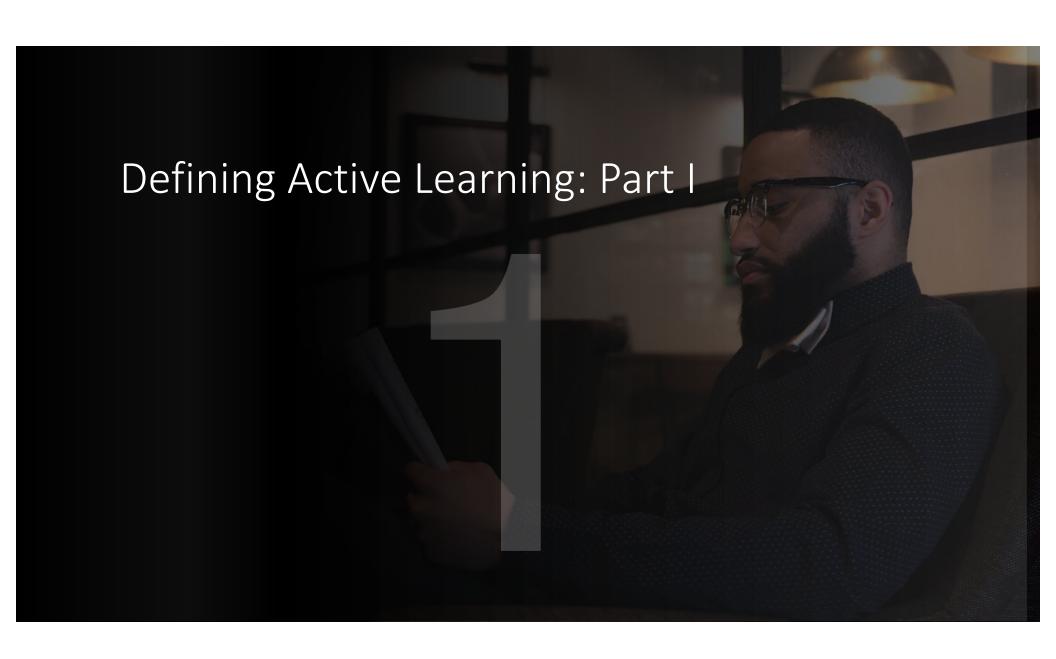
Peter Doolittle, Professor Virginia Tech pdoo@vt.edu

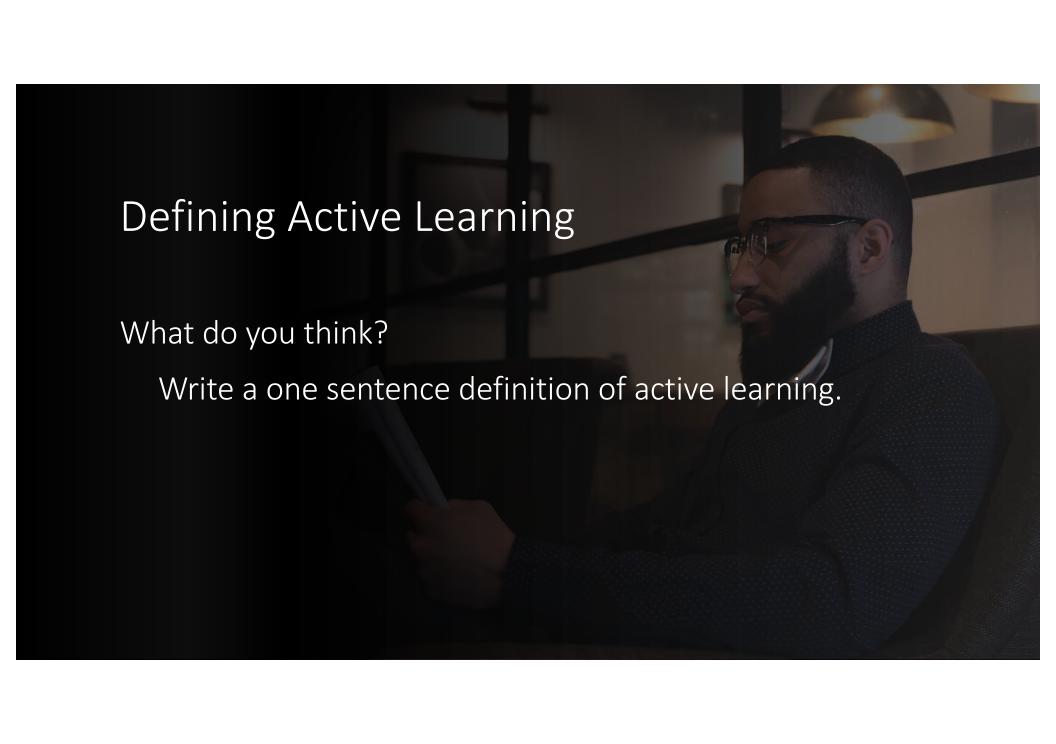
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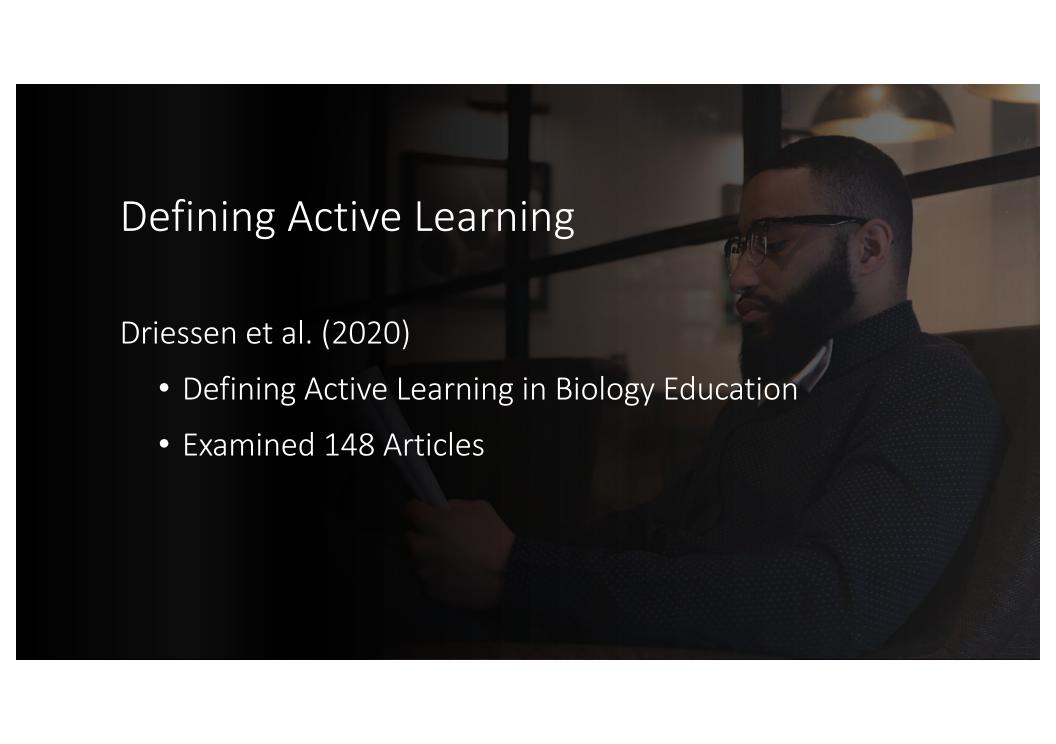
Agenda

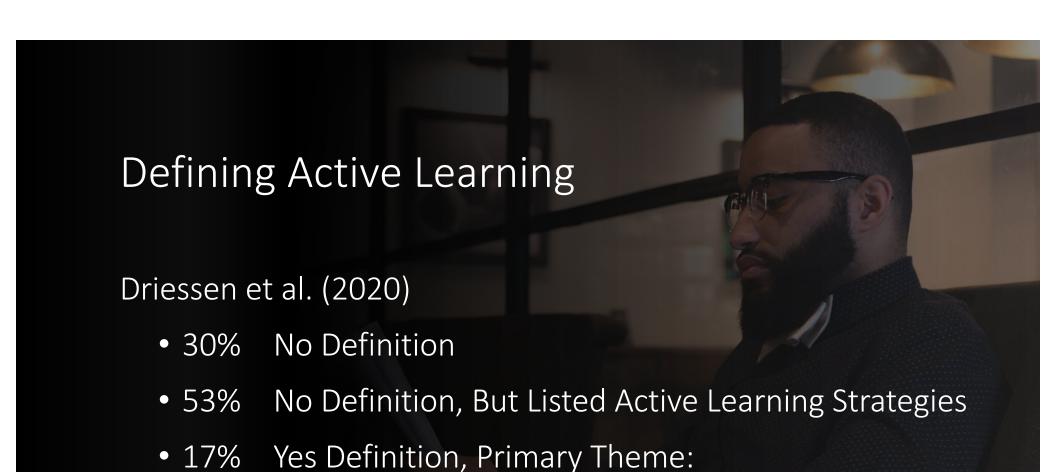
- 1. Defining Active Learning
- 2. Problematizing Active Learning
- 3. Active Learning and Cognition
- 4. Active Learning and Emotions
- 5. Active Learning and Instructional Strategies









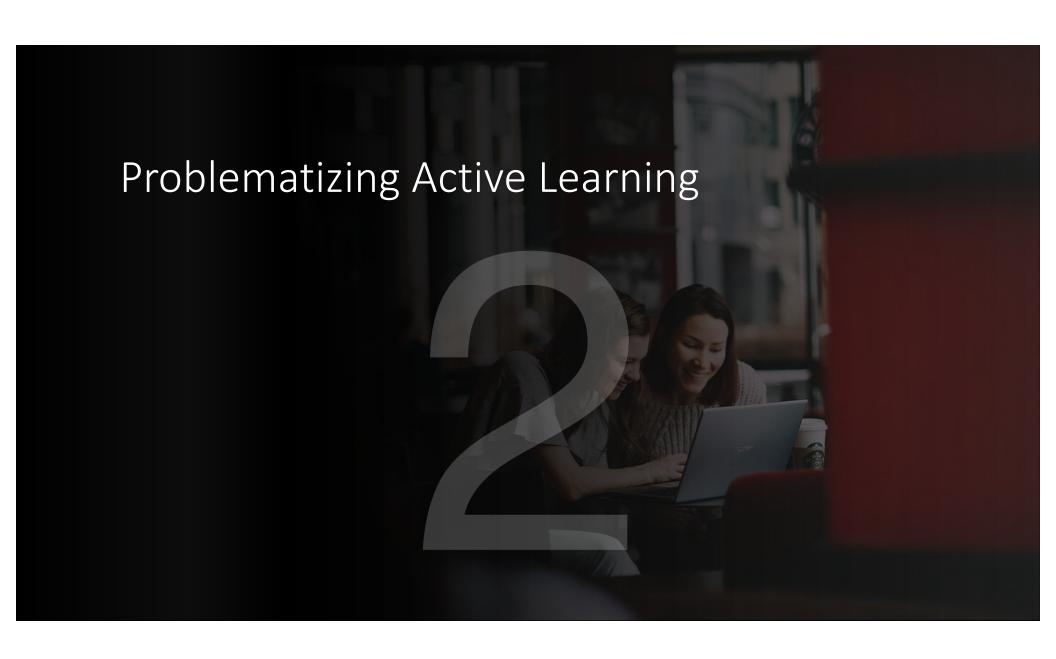


Students Interacting or Engaging with Course Materials



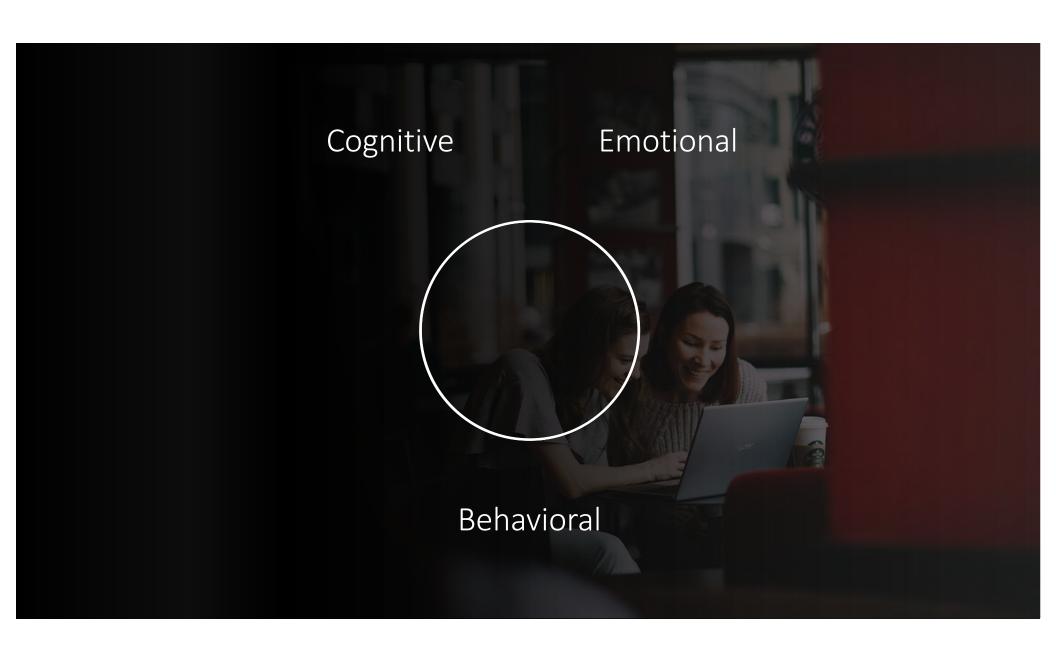
The many definitions of active learning all boil down to getting students to learn by doing something other than passively listening to lectures, watching videos, or reading.

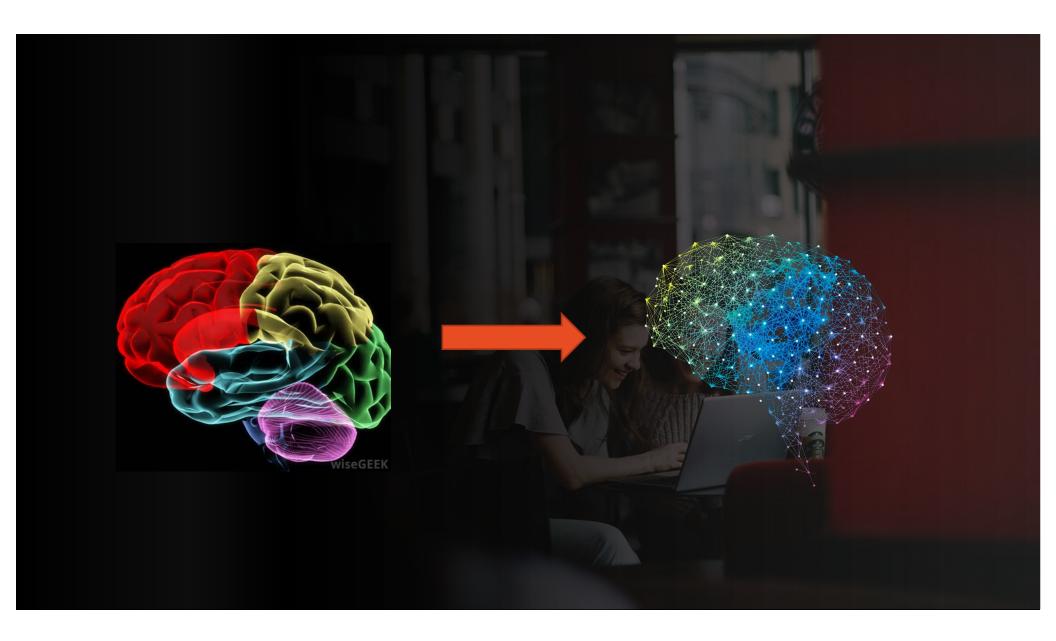
(Berstein, 2018, p. 291)

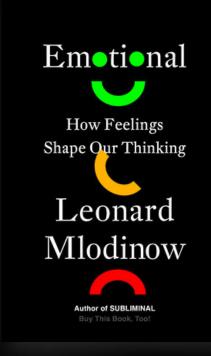


Problematizing Active Learning

- 1. Broad recommendations do not tell teachers how to create activities that overcome 'passive learning'.
- 2. Teachers have few criteria to use to decide which are best activities.
- 3. No guidelines on how to modify activities to enhance active learning.



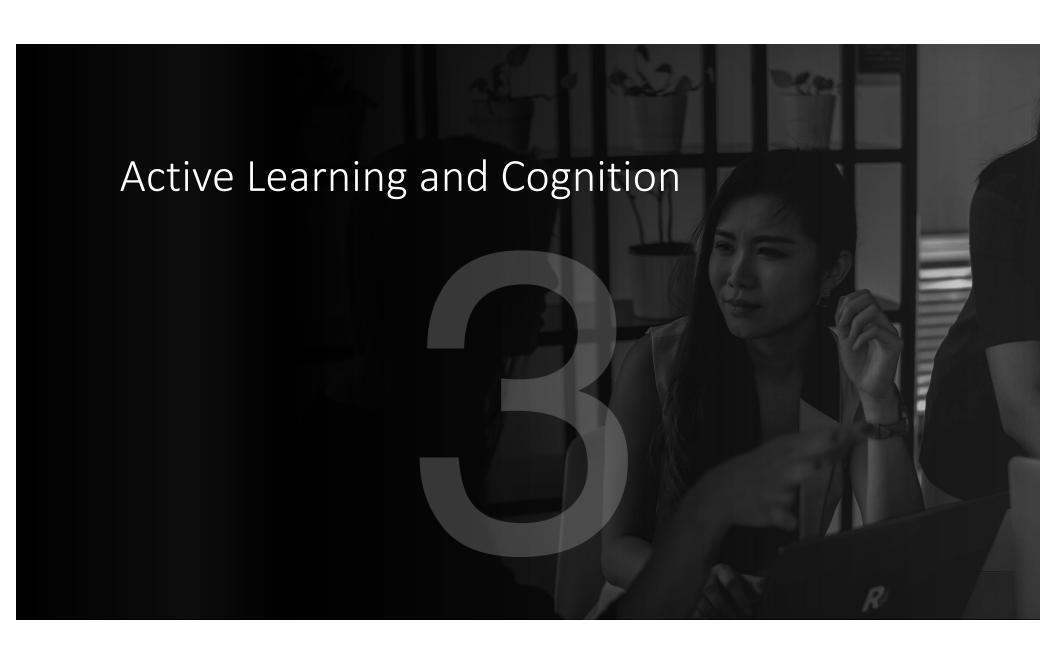




"Affective neuroscience tells us that biological information processing cannot be divorced from emotion, nor should it be. In humans, that means that emotion is not at war with rational thought, but rather a tool of it".



Goal: Provide principles for thinking about how best to overcome passivity by addressing the integrated cognitive and affective processing strategies.

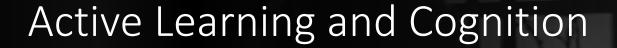


Active Learning and Cognition

Cognitively, active learning involves three components:

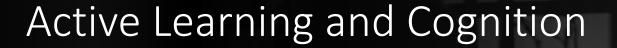
- 1. Building Strong Memories
- 2. Building Flexible Memories
- 3. Building Control of Memories

knowledge, skills, experiences



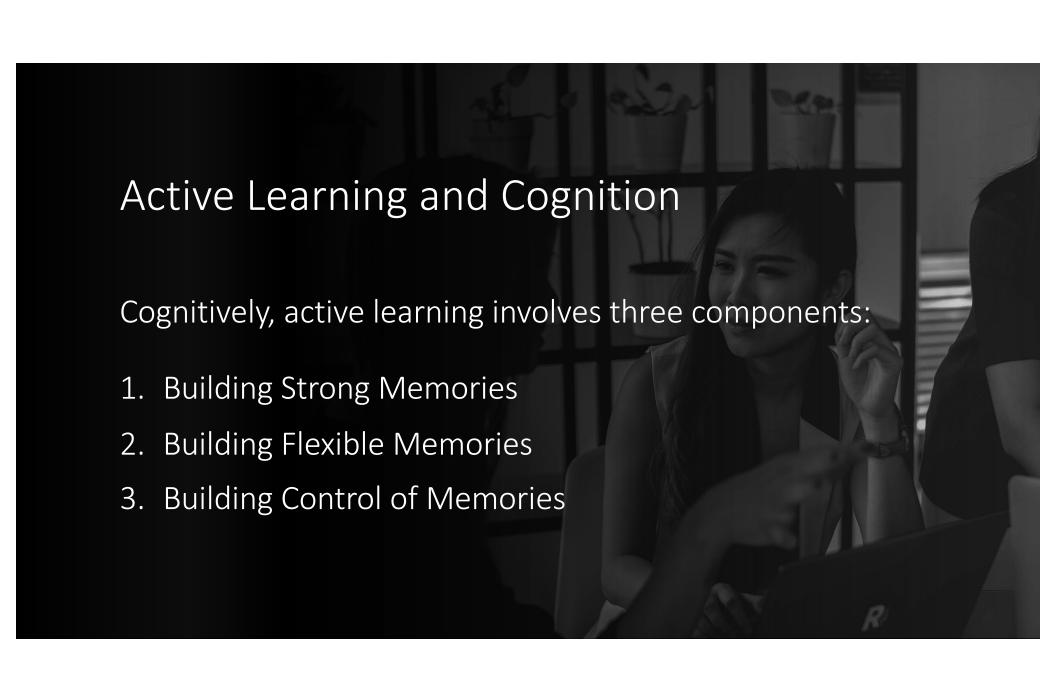
- 1. Building Strong Memories:
 - Meaningful Practice/Experience
 - Retrieval Practice/Experience
 - Spacing Practice/Experience
 - Verbal Practice/Experience

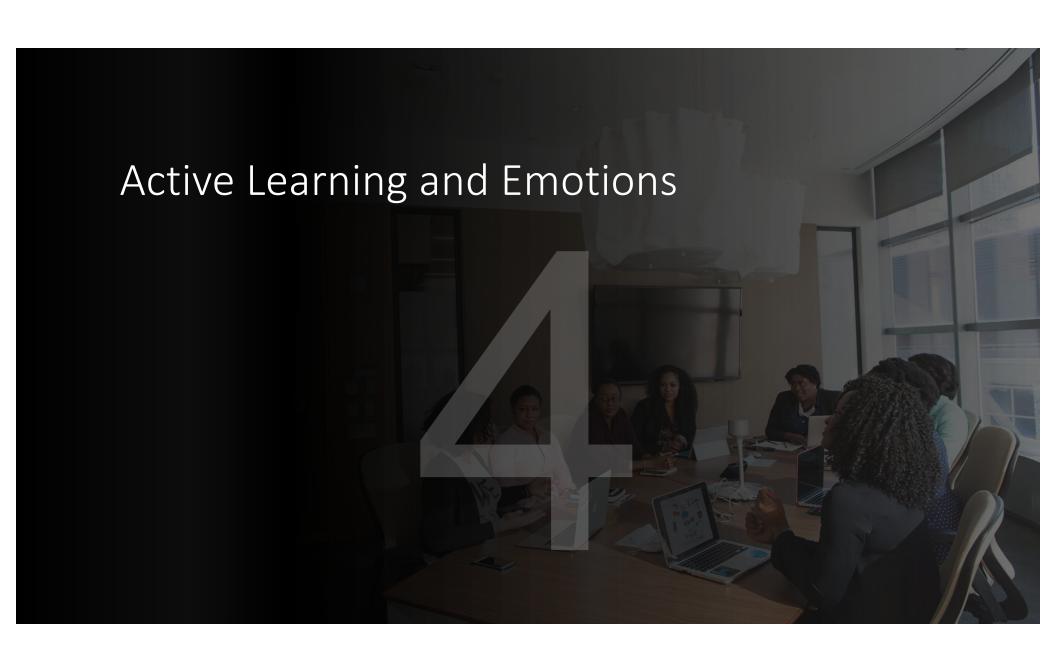
(Relate NK to PK)(Testing Effect)(Spacing Effect)(Production Effect)



- 2. Building Flexible Memories:
 - Elaborative Practice/Experience (PK to NK)
 - Purposeful Practice/Experience (Vary Use)
 - Prioritize Practice/Experience (Attention)
 - (Re)Organize Practice/Experience (Vary Organization)



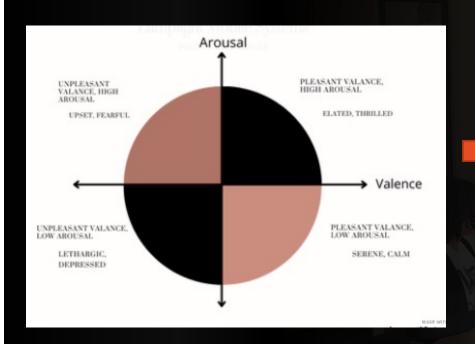




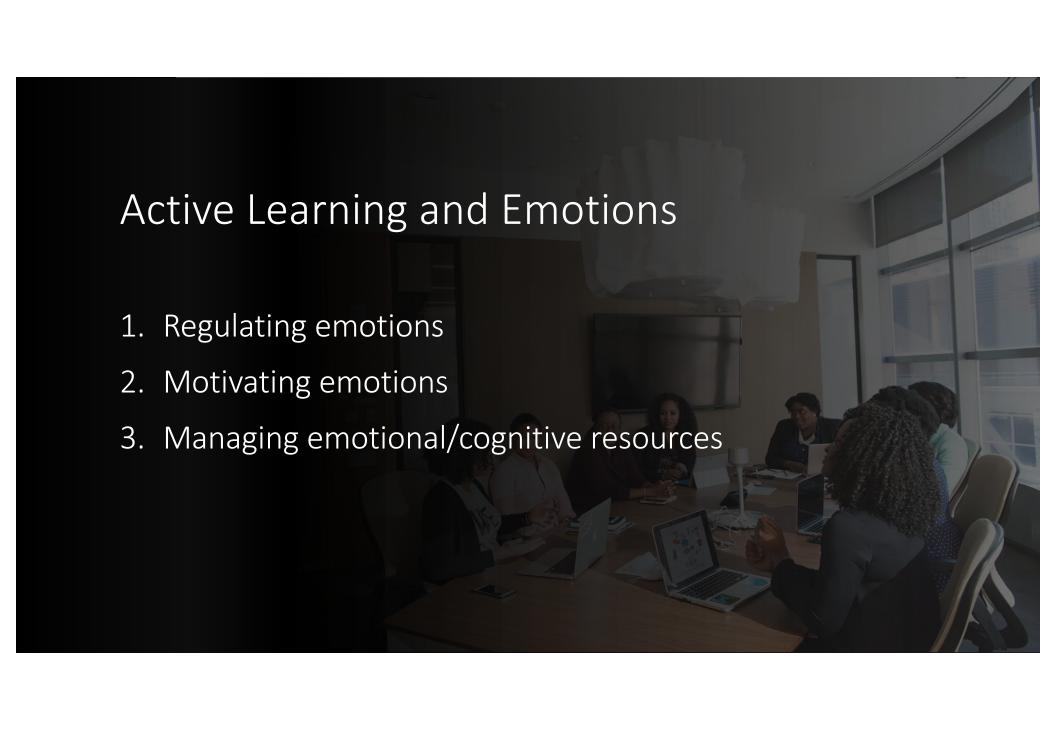


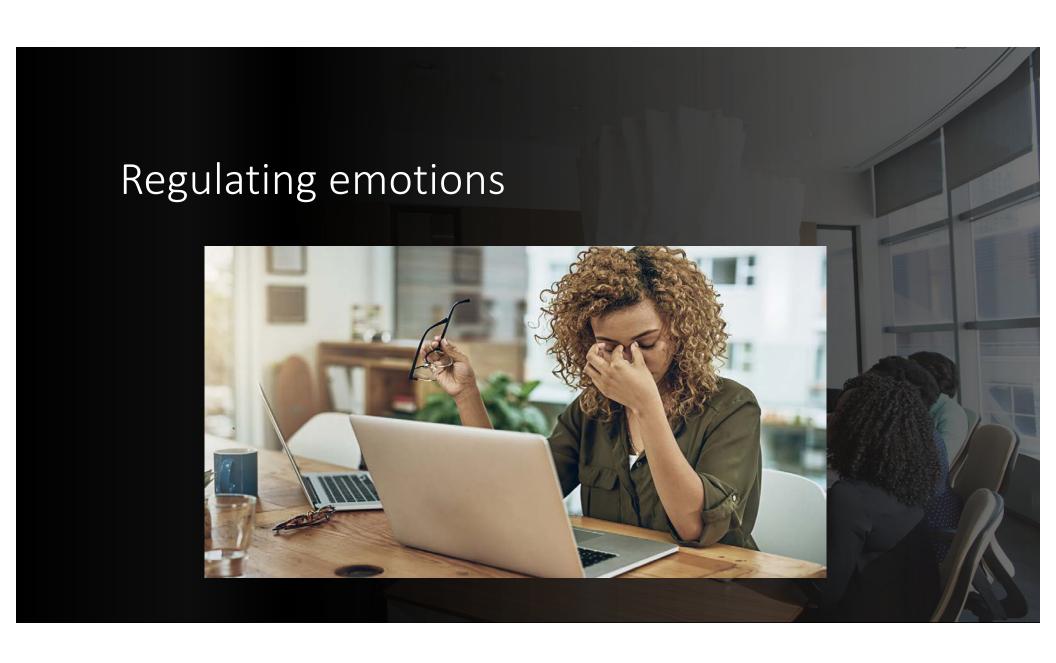
Consider a learning experience that you recall being 'emotional'. What did you feel (body state)? What did you name that feeling? How did that feeling either detract or enhance your process?

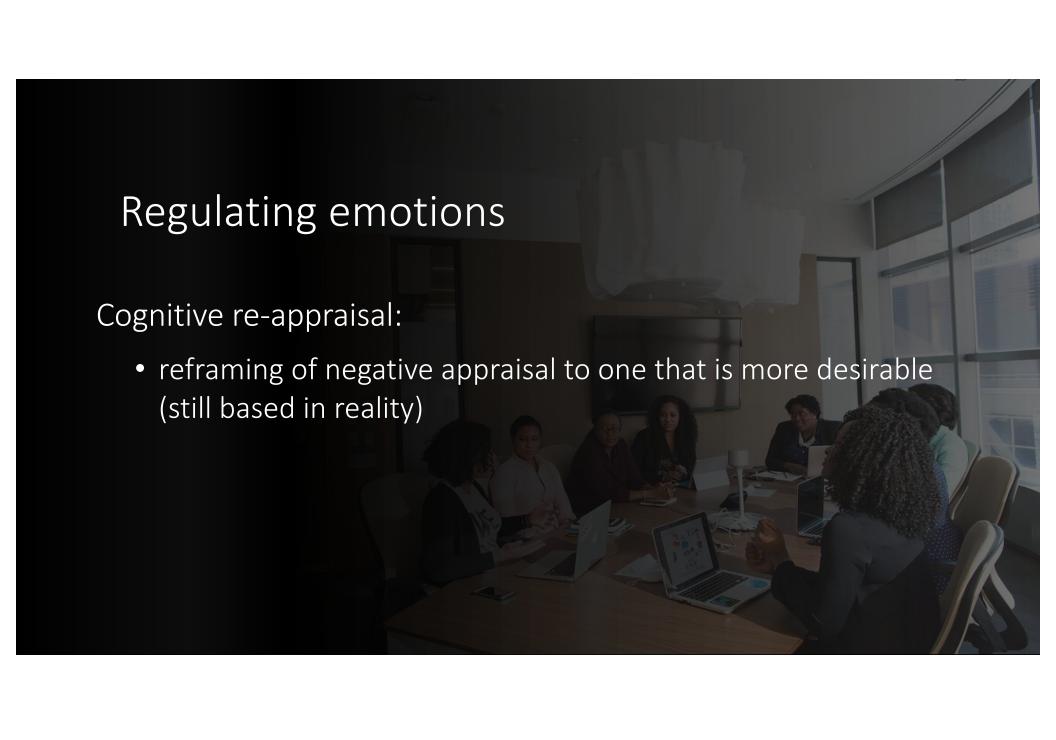
Affect/Emotion



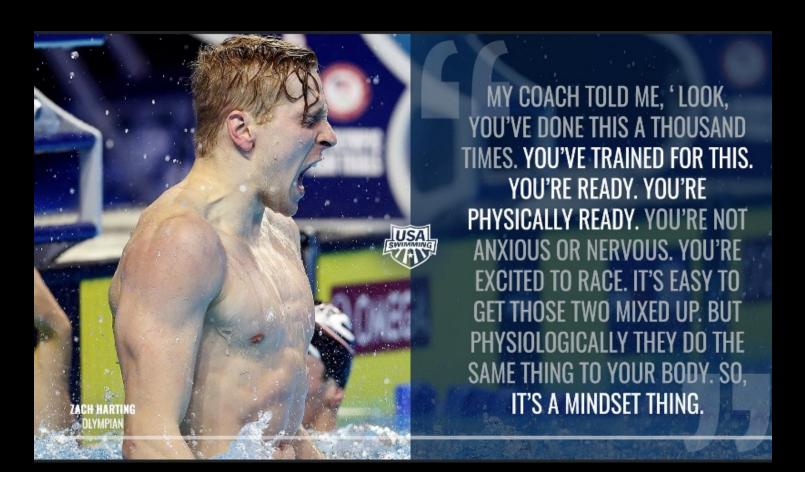
heartbreak dread
anger contentment
avoidance anxiety
fear overwhelmnostalgia
wonder excitement vulnerability
stresscalm
awe worry joy
happiness frustration
love disappointment
lovelessness resentment







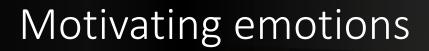
Regulating emotions



Regulating Emotions

- 1. Cognitive reappraisal/mindfulness intervention:
 - Student performed better on final exam items from intervention days
 - Brief focusing activities at beginning of class increased long-term learning
- 2. Instructed reappraisal (online)
 - Instructed reappraisal
 - Reappraisal = higher engagement; higher learning outcomes
- 1. Cavanagh, S.R., Lang, J.M., Birk, J.L., Fulwiler, C.E., & Urry, H.L. (2019). A Multicourse, Multisemester investigation of the impact of cognitive reappraisal and mindfulness instruction on short-and long-term learning in the college classroom.
- 2. Strain, A. C., D'Mello, S.K. (2015). Affect regulation during learning: The enhancing effect of cognitive reappraisal

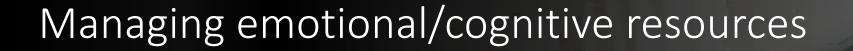


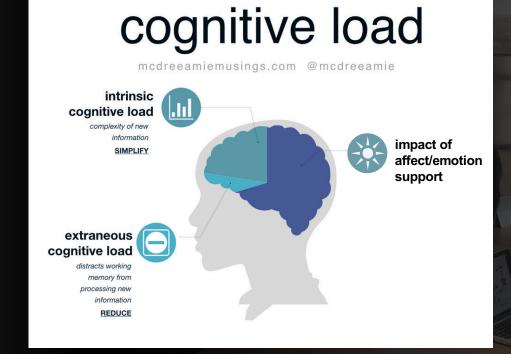


	Activating	Deactivating
Positive	Enjoyment Hope Joy Pride	Relaxation Relief Contentment
Negative	Anger Anxiety Shame	Boredom Frustration Hopelessness Sadness Disappointment

(Pekrun, 2014)



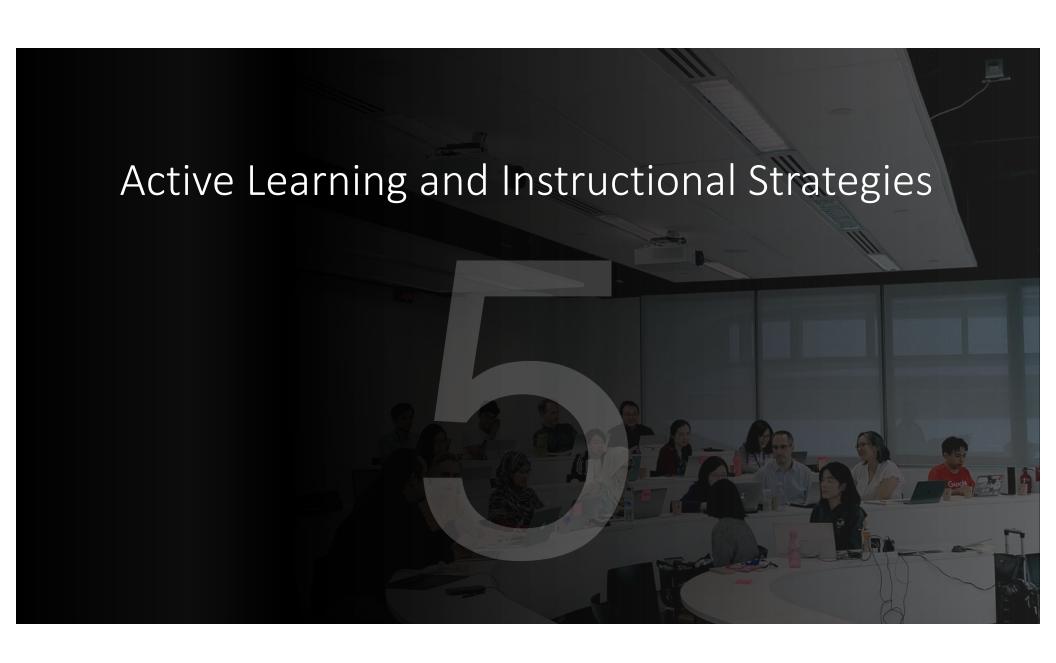




Img: mcdreeamiemusings.com

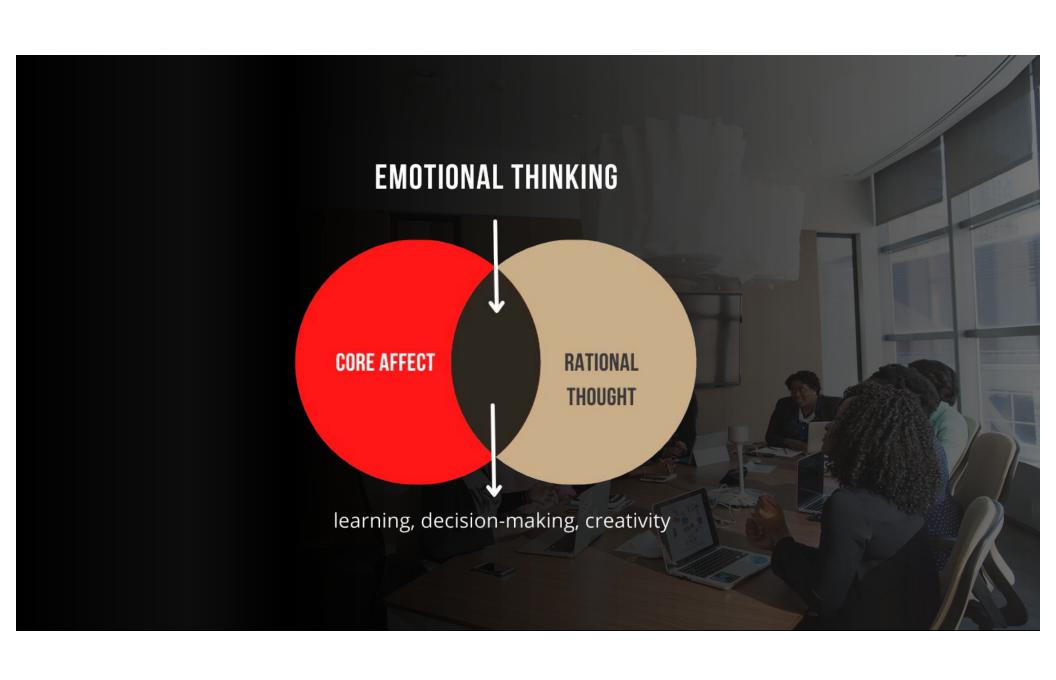


- 1. Cognitive-affective theory of learning with media (CATLM), (Moreno, 2005):
- 2. Augmented Cognitive Load theory (Huk & Ludwigs, 2009)
- 3. Integrated Model of Cognitive-Affective Learning with Media (ICALM), (Plass & Kaplan, 2016)





Goal: Provide principles for thinking about how best to overcome passivity by addressing the integrated cognitive and affective processing strategies.





Retrieval & Reappraisal

Can I provide opportunities for students to retrieve and apply knowledge & skills across time? Can I help my students reframe negative/deactivating emotions before beginning the activity?



Agency & Motivation

Can I provide opportunities for students to choose their own paths of learning and expression. What opportunities can I provide for them to have choice/control with the assignment? How can I help them see the value?



Flexibility & Focus

Can I provide opportunities for students to practice in various ways and for various purposes? How can I design activities to decrease extraneous load and provide them opportunities to focus?

What No One's Telling You About Active Learning

- 1. Active learning has no agreed upon definition.
- 2. Active learning is more complicated than a strategy.
- 3. Active learning fosters strong, deep, and controlled cognition.
- 4. Active Learning leverages emotions.
- 5. Active Learning is the synthesis of cognition, emotion, & behavior.

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