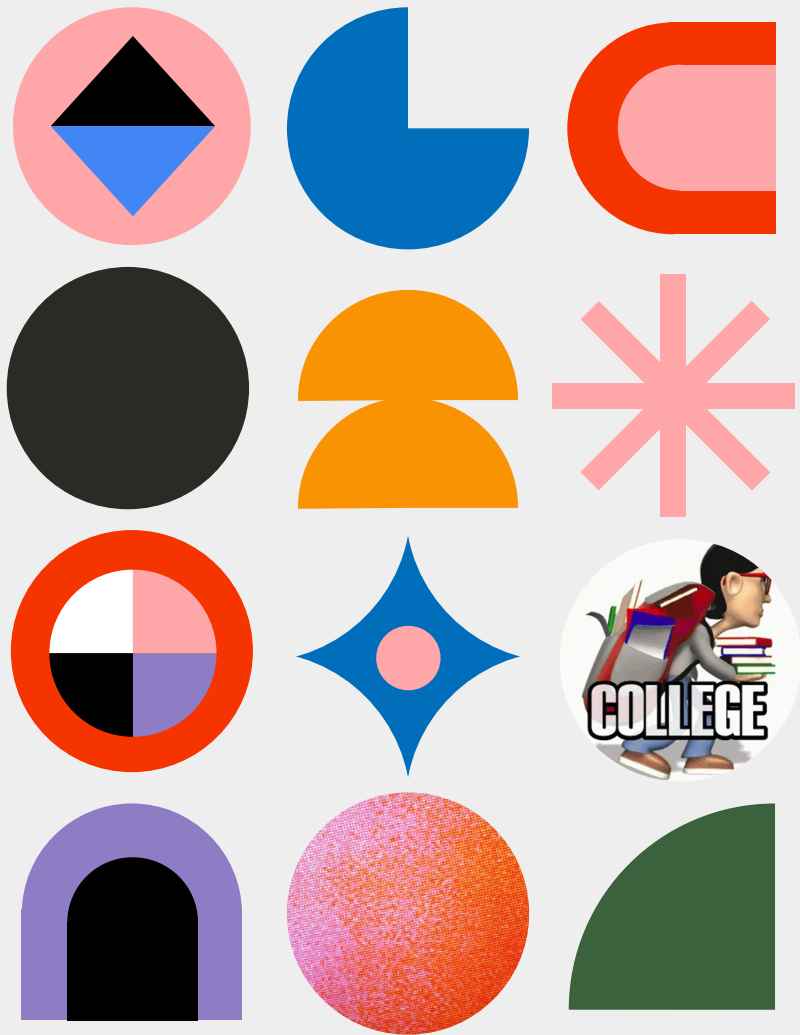
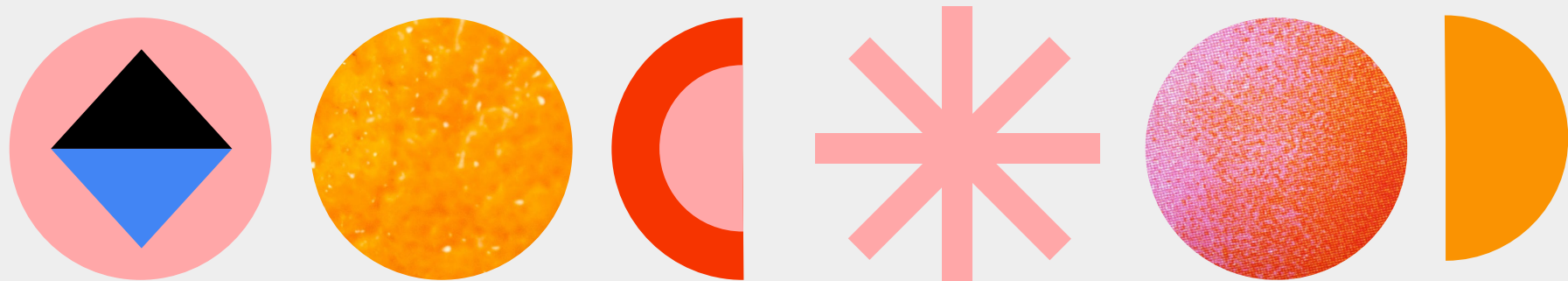


Igniting

Engagement

Barclay Osborne &
Arianna Zenn





CONGRATS...FALL 2025 AT A&M IS
GOING TO BE AMAZING!




Overview

Objective: Equip educators with practical active learning strategies to foster collaboration, creativity, and critical thinking in the college classroom.

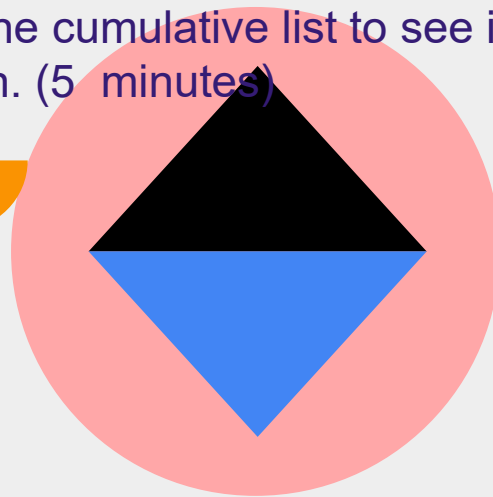
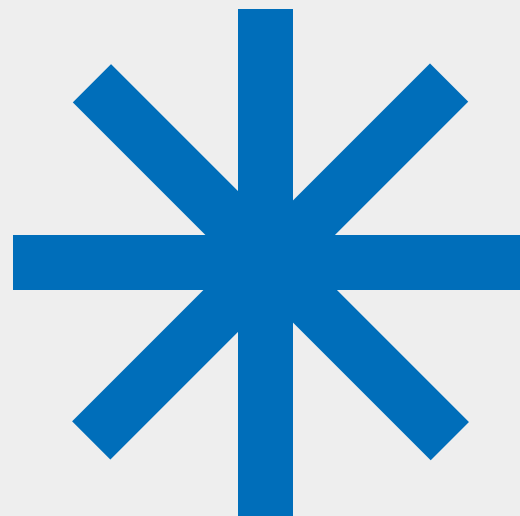
- What does it look like when students are engaged?
- What barriers might be present and how to overcome them?
- What are your favorite ways to be engaged when learning?

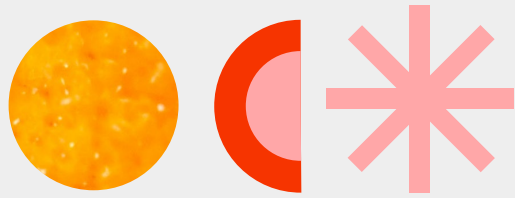


- 
1. **THINK** Jot down your first thoughts on the following prompt: "Think about your experiences with active learning. What do you like? What barriers have prevented you from learning?" (2 minutes)
 2. **PAIR** Turn to the person next to you: Please share your reflections and discuss what you liked and/or identified with each other's responses. (5 minutes)
 3. **SHARE** Let's bring those ideas & concerns back to the whole group. We will add them to the cumulative list to see if we can find some themes to focus on. (5 minutes)



Bell ringer





Why Focus on Engagement?

Improves
Understanding &
Retention
Examples:

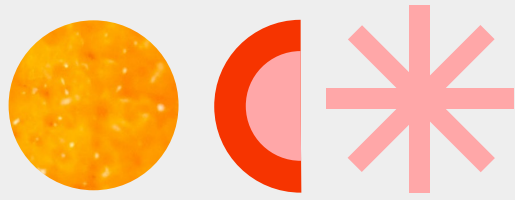
- ☐ Discussions (think-pair - share)
- ☐ Problem-solving
- ☐ Case Studies (real life relevance)
- ☐ Group Work (simulations/roles)

Boosts Learning &
Supports Diverse
Learning Styles

- ☐ Keeps minds active
- ☐ Breaks up monotony
- ☐ Cues student interest
- ☐ Personally invested

Promotes
Collaboration &
Communication

- ☐ Develops teamwork
- ☐ Hone communication skills
- ☐ Creates peer interaction
- ☐ Allows for real -time feedback



Benefits of Engaging Activities

Gallery Walks

- ❑ Movement for focus
- ❑ Collaboration
- ❑ Critical thinking
- ❑ Social-emotional learning

Concept Maps

(Mind Maps)

- ❑ Organizing thoughts
- ❑ Information retention
- ❑ Visualization of big picture

Role-playing

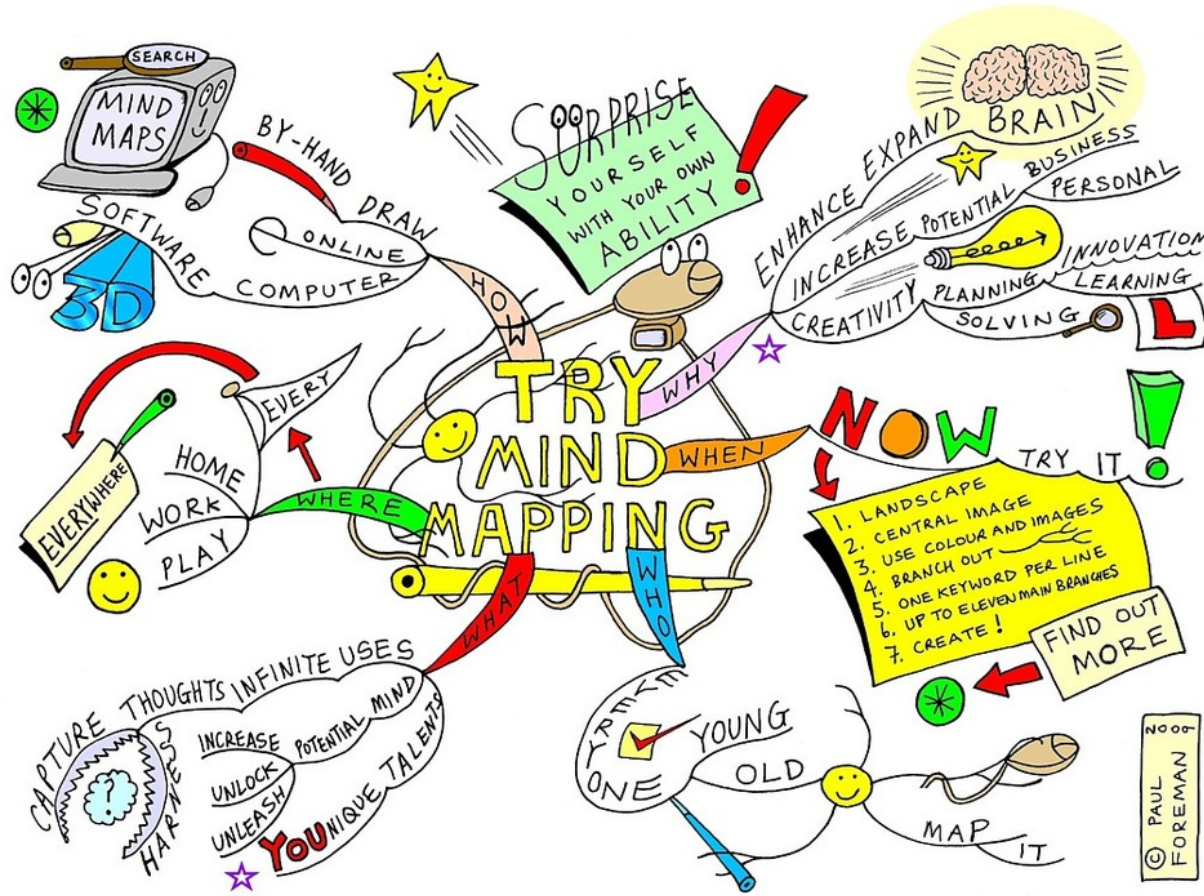
- ❑ Teamwork
- ❑ Empathy and perspective
- ❑ Communication
- ❑ Problem solving

Gallery Walk

Discussion technique that encourages encourage active learning and interaction. It can also help build community and get students more comfortable sharing their ideas in a supportive setting.

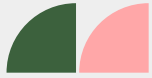


- 1. Post open ended questions**
- 2. Assign small groups**
- 3. Encourage short answers**
- 4. Set a timer and rotate with it**



Concept/ Mind Maps

Allow
everyone to
add their ideas
in words,
images, and
connections



- provides real-world context
- can apply their knowledge
- fosters teamwork
- develops critical thinking skills.



Role-Play Cards





So let's try it out!

Your notecard has a number on it that corresponds to your starting activity. Each of these is a different way to problem solve through engagement.

1. **Gallery Walk**
2. **Concept Mapping**
3. **Role-playing**

Please move to the activity that matches your number. We will spend about 5 minutes at each activity.

These are just to get you started thinking about different ways to share information. You do not need to “solve” the problem at each station.





Share out aha moments!!

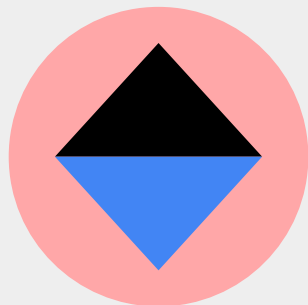
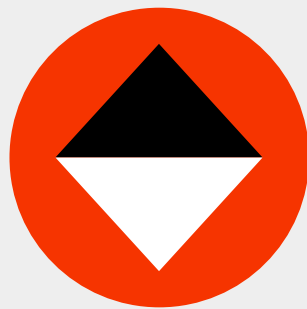
Questions you'd love to ask??

Engaged Classroom = Amazing Outcomes



- ☐ Increases critical thinking
- ☐ Improves academic performance
- ☐ **Greater overall well-being**





THANK YOU!

