## **Integrating Active Learning into Librarian Instruction**

## **Helpful Links**

- University of Minnesota Center for Educational Innovation <a href="https://cei.umn.edu/active-learning">https://cei.umn.edu/active-learning</a>
  - Classroom Assessment Techniques for Use in Sparking & Assessing Students' Learning <a href="http://go.osu.edu/CEI-CATs">http://go.osu.edu/CEI-CATs</a>
- How Can You Incorporate Active Learning Into Your Classroom? Center for Research
  on Learning and Teaching, University of Michigan
  <a href="http://www.crlt.umich.edu/sites/default/files/instructor resources/how can you incorporate">http://www.crlt.umich.edu/sites/default/files/instructor resources/how can you incorporate</a> active learning.pdf

## Considering Active Learning for a One-Shot Library Session: Choose Accordingly!

Simple Preparation and Quick (5 minutes or less)	Intermediate Preparation and Somewhat Time- Consuming (5-15 minutes)	Complex and More Time Consuming (15-30 minutes)
"Minute Paper"	Large Group Discussion	Case Study with group work and report out
Think/Write-Pair-Share	Interactive Lecture	Active Review Sessions with Case Studies
Quiz (print or electronic)	Brainstorming	Role Playing or Student Teaching

## **Tips**

- Don't hesitate to frontload students with a video or some other short introduction prior to class
- Active learning does not need to be complicated.
- It's ok if the conversation goes astray! Learning is not always linear.
- Get comfortable with uncertainty and with not covering everything.
- Be choosy with your learning objectives. Don't try to fit an entire course into an hour.
- Use backward design principles to prepare yourself, what you'll teach, and what activity(ies) your students will do in class.

