



Study Guide

20 Strategies for Increasing Student Engagement

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This study guide is arranged by chapter, enabling readers to work their way through the entire book or to focus on the specific topics addressed in a particular chapter. This guide is designed to help you reflect on and apply the ideas presented in *20 Strategies for Increasing Student Engagement*, and is a useful companion piece for individuals, small groups, or an entire faculty. Learning Sciences International thanks you for your interest in this book, and we hope that this guide proves a valuable addition and support to your professional development practices.

Chapter 1

Student Engagement and Learning

1. This book defines student engagement as

2. How do you define student engagement? What behaviors do you associate with engagement vs. disengagement?

Engagement	Disengagement

3. Look at Box 1: Teaching Tips to Enhance Student Engagement. Which of these tips do you already use in your classroom? Which ones are you interested in trying and which ones do you think wouldn't work for your students? Discuss why you think some tips are effective and others are not.

4. Reflect on how open you are to new teaching and learning styles. How willing are you to engage with increasing student engagement?

Chapter 2

Differentiated Instruction

1. What is Differentiation? How do you currently Employ it in your classroom?
2. Breaking students into separate groups can be tricky. What are some factors to consider before assigning students to the Omega and Beta groups (or any group)?
3. The most effective differentiation comes from knowing your students' learning styles. What are some ways you can identify individual learning characteristics?
4. Does your school support professional development focused on differentiated instruction? What support do you need from your school to implement differentiated instruction in your classroom for every lesson?

Chapter 3

The Flipped Class Strategy

1. What happens in a flipped classroom?
2. Does your classroom employ any of the 4 pillars of a flipped classroom? Which ones and how?
3. If you haven't already, watch the video at www.eschoolnews.com/2012/02/09/a-first-hand-look-inside-a-flipped-classroom. Is a flipped classroom something you could implement?
4. What are the benefits to a flipped classroom? Can you think of any drawbacks?

Chapter 4

Project-Based Learning

1. What is the most successful project you use in your instruction? What is a project you tried that didn't work out? What engaging factors do you look for in a project?
2. Which of the websites from Box 3.1: Examples of PBL Projects/Websites did you find most useful? Name 3 projects that you think would be relevant to your classroom.
3. Why is it critical for the final artifact to involve public display beyond the classroom?
4. Which PBL Project Phase appears to be the most challenging? Where do you think your students will need extra support and how can you provide it?

Markerspace and Genius Hour

1. Does your classroom have any makerspaces? What resources do you provide, or what could you provide if you don't have any?
2. 3D Printers can be invaluable tools, but are also costly. Does your school have access to, or could you arrange a fundraiser to purchase, a 3D printer? How would you, or how do you, encourage student creativity using it?
3. LEGOs are a more affordable makerspace tool, and can be collected as donations from parents over time. How would you, or how do you, use LEGOs in your classroom? What lessons can they be incorporated in and what lessons can they teach?
4. Are there any teachers in your school who will help you form a maker movement group? How does the involvement of multiple teachers and classrooms contribute to the fostering of student creativity?

Chapter 6

Augmented Reality

1. Which website from Box 5.1: AR Options for Teachers did you find most useful?

2. Think of your curriculum. What are 3 lessons where Augmented Reality can be integrated? What methods would you use?

Lesson			
Methods			

3. How would you balance AR use with your school’s policies for smartphone use?

4. Which teachers would be interested in working together with you to implement AR in your lessons? How can you incorporate interdisciplinary content?

Games, Gamification, and Simulations

1. What games do you use in your teaching? Which games are class favorites, and which games are the most instructionally relevant? Are they the same? Are any of the games technology-based?
2. Which website from Box 6.1: Educational Gaming Sites do you use most often in your classroom? If you don't use any, which website do you want to introduce to your students?
3. How can you implement gamification in your classroom? What tools do you need and what lessons could be gamified?
4. Minecraft is one of the most adaptable and accessible virtual worlds available today. How would you use Minecraft in your classroom? A virtual field trip, a programming lesson, or some other way?

Chapter 8

Virtual Field Trips

1. Do you or any teachers in your school employ virtual fieldtrips? Visit two of the sites mentioned in this chapter and discuss what trips are relevant to your coursework.

2. The book recommends you begin by “considering local festivals, historic or scientific sites, natural areas, or various ecosystems in your area.” What are 3 possible subjects for developing a virtual field trip in your area?

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3. An important aspect of virtual field trips is the before-and-after activities. What methods can you use for introduction and follow-up?

Chapter 9

Coding and Robotics

1. What are some benefits of teaching coding as part of your curriculum?
2. The cost of robotics and programming are a real factor in how schools can implement these important skills. Brainstorm fundraising options for your school.
3. “Robots can help teach almost anything!” What lessons or segments can utilize robots in your classroom? See Box 8.3 for inspiration.
4. In the section “Explore the Curriculum” there are 3 websites provided. Visit each one and identify 3 lesson plans you want to explore further.

Individualized Computer-Driven Instruction: Khan Academy

1. What are some benefits to computer-based instructional programs for students and teachers?

Students	Teachers

2. See Box 9.1: Individualized computer Instructional Curricula. Which websites are relevant to your classroom?

3. How would you use Khan academy? As homework, as a part of classwork, as the primary instructional material, or some other way? What method of integration do you think works best for your students?

Chapter 11

Storyboarding for Comprehension: Comic Life

1. What is Storyboarding?

2. Do you use graphic novels or comics in your curriculum? Are they available in your class or school library?

3. What applications does Comic Life have for your classroom? Brainstorm a lesson utilizing Comic Life or other comic creation.

4. How can students use comics to engage with the lesson and increase their interpersonal skills?

Lesson Engagement	Interpersonal Skills

Chapter 12

Animation

1. What aspects of learning does animation enhance?

2. How can the use of animation be useful for shy students or students with anxiety?

3. Explore the websites in Box 11.1: Animation Tools for Teachers. Which websites look most useful and relevant to your classroom?

4. Watch the video on Voki at www.youtube.com/embed/304rQXcBrp4. How would you use Voki? Is this the right tool for your students?

5. Brainstorm 3 ways to integrate animation into one of your units.

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Chapter 13

Blogging

1. Have you ever used journaling in your instruction? How did students respond? How do you think traditional journaling would compare to blogging?

2. “To use a blog in the classroom, teachers simply create a blog for the class, write a post about a particular topic, and have students respond to that posted entry on the blog itself.” Brainstorm 3 posts you could make for your students to respond to.

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3. How might you use blogging to provide differentiated instruction?

4. How can blogging be used to include internet safety and etiquette in lessons?

Social Networking for Learning: Twitter

1. Read through Box 13.1: Social Networking Sites Used in Education. Which sites do you already use? Which sites would your students be familiar with? Is it better to use a social networking site students already have accounts with, or to use one where they would create school-only accounts?

2. Discuss the pros and cons of using Twitter during a lecture.

Pros	Cons

3. Which examples of Twitter use in class could be implemented in your classroom?

Wikis to Enhance Student Engagement

1. Why do you think student engagement increases with published work? Do you publish any of your student's work now?
2. Would you allow parents to have access to your class wiki? Why or why not?
3. Which Wiki Option do you think would integrate the best into your classroom?
4. What are the benefits to students being able to edit each other's work? Do you foresee any drawbacks to prepare for?

Peer Tutoring to Enhance Student Engagement

1. What experiences do you have with peer tutoring? Is it already in place in your classroom? How might you expand peer tutoring?
2. How would you decide the pairs for your class wide peer tutoring session? Would you use the same pairs every time or mix it up?
3. Which form (or forms) of peer tutoring would work best for your class? Is there a form you think would not work? What makes one more effective than the other for your class needs?
4. Where would you get the information for your study guides?
5. How important do you think supportive language is to the peer tutoring process?

The Role-Play Instructional Strategy

1. How do you currently use roleplay in your classroom? How can you systematically implement it to increase engagement? If you teach a subject that you think does not traditionally lend itself to roleplay (such as math or science) how might you incorporate it?

2. What are the pros and cons of different role assignment techniques?

Teacher assigning role	Group votes for role	Role for every student

Mindfulness to Increase Engagement

1. What 4 habits are identified as keys to academic success? Can you think of any others?
2. Do you practice mindfulness in your classroom? At what point during class would you do these exercises? Watch the video link www.youtube.com/watch?v=tAo_ZSmjLJ4 and discuss.
3. Which of the 6 activities are most relevant to your classroom? Consider the classes or individual students you teach. Are there any you think would particularly benefit from these exercises?
4. How might you benefit from mindfulness?

Reward and Response Cost: Class Dojo

1. How can teachers enhance student engagement with behavioral therapy? How do you use behavioral therapy in your classroom?
2. Visit www.classdojo.com and explore the ClassDojo system. Are you interested in using this in your class? How would you implement it?
3. How can systems like ClassDojo benefit students with special learning needs?
4. How do you currently encourage the 6 behaviors improved by ClassDojo (raising a hand, working quietly, focusing on work, using resources, interacting with directions, and double-checking work)? How can your current techniques be improved?

A Growth Mindset Strategy

1. What is an individual's success mindset? Why is a fixed mindset problematic?
2. How do you encourage a growth mindset in your classroom?
3. What is attribution theory? What examples of attribution have you seen in your students?
4. In only "eight lessons based on thirty minutes per lesson over a period of eight days" a teacher can foster the habits that lead to a lifetime of success for their students. How would you make time for growth mindset lessons in your curriculum?

Chapter 21

Goal Setting and Self-Monitoring for Increasing Attention Skills

1. Students do better academically and pay attention better when:
2. What is the difference between a statement of intention or desire and a goal?
3. What does *attention* mean?
4. True or False: many students with poor attention skills do not understand what paying attention means, and must be taught.
5. How can you help students internalize the good habits of paying attention and staying on-task?

Meta-Analysis and Effect Size

1. What is meta-analysis? How is it used in current research?

2. What are the benefits and disadvantage of meta-analysis?

Benefits	Disadvantages

3. What is the most relevant, useful, or interesting strategy for increasing student engagement you have read about in this book?

4. Set a goal for using at least one of these strategies; follow the directions for goal-setting laid out in strategy 20.