

Welcome & Compared to the Welcome & Compared

Establish a joyful, safe learning community for educators.

 Activity: "Stand Up If..." (fun, movement-based survey)

**Takeaway:** Icebreakers activate social-emotional readiness in children and adults.

#### Stand Up If...": Interactive Learning

**Purpose: To** promote movement, reflection, and awareness around the use and value of interactive learning strategies in classrooms and out-of-school time programs.

#### **Instructions:**

- **1. Explain:** I'll say a statement. If it applies to your experience, stand up and take a look around. Then sit back down for the next one."
- 2. Emphasize: The goal is to learn from one another and reflect on our teaching practices."



#### Sample Prompts: Interactive Learning Focus

- Stand up if you've used group work to promote peer learning.
- Stand up if your students respond better to hands-on activities than worksheets.
- Stand up if you've tried a game-based learning activity this year.
- Stand up if you use student choice in your lessons or centers.
- Stand up if your students have taught you something during an interactive lesson.
- Stand up if you've seen students more engaged during movement-based learning.
- Stand up if you're excited to try a new interactive strategy this month.

### Debrief Prompts (Think-Pair-Share or Whole Group):

• What did you learn from this activity about how we all approach interactive learning?

• Which interactive learning strategy has had the biggest impact in your space?

#### **Objective:**

• By the end of this session, 100% of participants will identify and apply at least three (3) developmentally appropriate, interactive teaching strategies that will enhance after school students' engagement and learning outcomes.

## Why Interactivity Matters

### When understanding the science behind active engagement in early learning.

- Children learn best by doing, moving, and interacting.
- Multisensory and movement.
- Based on their learning it boosts children's retention and joy.

"Brain research supports play-based and student-led exploration." -"Research shows that kids learn better when they play and explore on their own."

**Takeaway:** Interactive instruction is not extra it's essential.

What Does
"Interactive"
Mean in
Education?

#### **Simple Definition:**

• Interactive learning is when students actively participate in the learning process instead of just listening or watching, they're doing, discussing, moving, exploring, or creating.

#### 5 Key Features of Interactive Learning:

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Feature:	What it Looks Like:

Students talk, ask questions, and Two-way engagement

to learn by doing.

their thinking.

**Hands-on activities** 

**Collaboration** 

Choice and voice

Movement

make decisions not just the teacher.

Students use tools, materials, or tech

Students work with peers to solve

problems or explore ideas.

Learning involves physical

movement not just sitting still.

Students make choices or explain

### GROUP WORK: Chart out "What do IT look like in the Classroom/After school program"

#### **Examples of Interactive Learning:**

- 1. **Group projects** where students solve a real-world problem together.
- 2. **Games** that teach math or language through action and competition.
- 3. **Scavenger hunts** or **task stations** where students move around the room.
- 4. **Role-plays** or **drama activities** that help them step into a character or event.
- 5. **Technology tools** like quizzes, drawing apps, or virtual tours where students click, drag, record, or respond.

# Why Is Interactivity Important?

#### **Interactive learning helps:**

- Improve attention and focus.
- Make learning more memorable.
- Encourage critical thinking and creativity.
- Support different learning styles (visual, auditory, kinesthetic).
- Build confidence through practice and peer support.

Why Use Interactive Strategies Instead of Passive Ones?

#### 1. Interactive Learning Boosts Retention

**Why:** When students *do* something with information discuss it, move with it, or teach it their brains make stronger connections.

Research shows students retain up to 90% of what they teach or actively engage with, compared to just 5–10% from passive listening.

#### 2. Promotes Collaboration & Communication

Why: Interactive activities require students to talk, explain, and listen to peers.

- This builds:
  - Social-emotional skills
  - Teamwork and leadership
  - Real-world communication

Why Use
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Ones? (4 of 5)

#### 3. Increases Engagement & Motivation

Why: When students are involved moving, choosing, or contributing they feel ownership over their learning.

#### This improves:

- Focus and behavior
- Curiosity and creativity
- Willingness to take risks

#### 4. Supports Diverse Learning Styles

Why: Not all students learn best by reading or listening.

#### Interactive methods allow:

- Kinesthetic learners to move
- Visual learners to see and create
- Auditory learners to speak and hear
- Social learners to work with others

Why Use Interactive **Strategies** Instead of **Passive** Ones?(5 of 5)

#### **Builds Higher-Order Thinking**

Why: Interactive strategies encourage students to:

- Analyze
- Justify
- Reflect
- Create

"Interactive means students are not just sitting and listening they're engaged, moving, solving, touching, talking, and creating. It turns passive learners into active participants."

### Relying Solely on Passive Strategies Can Fall Short!

<u>Drawback</u>	Result in Students	
1. Low engagement	Boredom, behavior issues, checking out.	
2. Minimal interaction	Missed opportunities for clarification and discussion.	
3. Focus on memorization	Shallow understanding; forget after the test.	
4. One-size-fits-all delivery	Struggles for ELLs, SPED, and non-auditory learners.	
5. Teacher-centered	Students become dependent instead of independent thinkers.	

#### What Is Passive Learning?

**Passive learning** refers to teaching methods where students receive information without much interaction or involvement.

They are mostly **listening**, watching, or reading, instead of actively participating.

#### **Examples of passive learning:**

- Listening to a long lecture without asking questions
- Watching a video without discussion afterward
- Reading a textbook quietly without follow-up activities
- Copying notes from the board without thinking deeply about the content
- In **passive learning**, the teacher does most of the talking, and the students are expected to absorb the information quietly.
- It's not always bad but if it's the only method used, students may become disengaged and may not retain or fully understand what they learn.
- Would you like a comparison chart between passive and interactive learning?

### List of (5) Classroom-Ready Interactive Strategies to Share with Educators

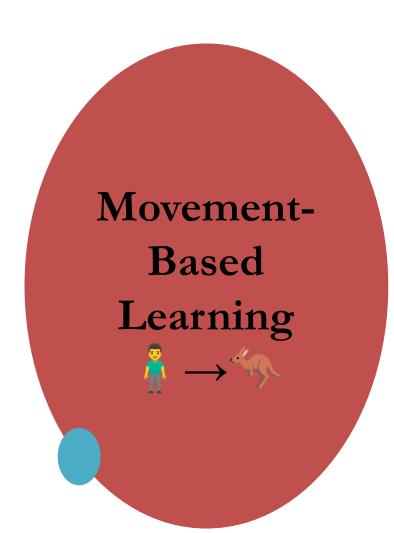
Strategy	Description	Example	
Think-Pair-Share	Individual think time  → Partner talk → Class share	After reading, discuss "What surprised you?"	
Four Corners	Label 4 areas with choices; students move based on opinion	"What's the best way to study?"	
Jigsaw	Each student learns one part and teaches the rest	Divide parts of a science cycle	
Interactive Notebooks	Students write, draw, respond creatively in journals	Foldables, diagrams, mini-maps	
Role Play	Act out a scene,	Simulate a courtroom,	

process or porpositive biotomical debate

#### Our Interactive Toolbox

- Icons: Movement, Storytelling, Art, Tech, Collaboration.
- Activity: "Guess the Strategy" (with pictures or props)

• Takeaway: Teachers can mix and match tools based on age, subject, and learner needs.



Strategy: Total Physical Response, Brain Breaks, Movement Games.

**Demo:** "Simon Says SEL", "Stand Up If You Agree" (play)

Educator Practice: Plan a 2-minute transition activity. (a song or rhymes)

**Takeaway:** Movement enhances focus, behavior, and memory.

# Storytelling & Read-Alouds

**Strategy:** Interactive Read-Alouds, Puppet Use, Role Play.

**Demo:** Teachers act out a story with props or voice inflection.

**Practice:** Choose a book and add 3 interaction points. (books on table)

**Takeaway:** Books become more meaningful with interaction.

### Learning Through Art & Making

**Strategy:** Process Art, STEAM projects, Story Retelling.

**Demo:** "Paper Plate Feelings Masks", "STEM Challenge"

**Practice:** Create a hands-on idea using recycled materials.

**Takeaway:** Art builds creativity, storytelling, and motor skills.



Interactive Technology

**Strategy:** Kahoot, Nearpod, digital drawing boards.

**Demo:** Live poll or drag-and-drop activity.

**Practice:** Try a mini-quiz using a sample platform.

**Takeaway:** Tech should amplify not replace engagement.

Collaborative & Social Learning

**Strategy:** Peer partners, think-pair-share, centers.

**Demo:** Role-play buddy reading or problem-solving.

**Practice:** Design one new center with rotating roles

**Takeaway:** Children grow through shared learning.

### Final Tips for Educators



- **1. Start small:** Try one multisensory or movement activity per week and build up.
- **2. Embed into content:** These aren't "extra" they're delivery methods.
- **3. Observe & reflect:** Notice how different students respond. Use exit slips to gather feedback.
- **4. Model first:** Always demo the movement or behavior expected.

### Quick Rule of Thumb:



1. Passive strategies focus on receiving information.

VS.

2. Interactive strategies focus on engaging with and applying information.

### In Summary:

- Interactive strategies empower students to become active, engaged, and confident learners while also building deeper understanding and long-term retention.
- Passive methods have a place but should be balanced with interactive strategies that make learning stick, boost engagement, and support diverse learners.

# Wrap-Up Reflection: Reflect, Reimagine, Reinforce

- What interactive strategy will you try this month?
- What barriers might you face? How can you overcome them?
- How does interactivity help students who struggle with traditional instruction?

#### Practice Makes Permanent

#### Lets Practice!!!

#### Your Turn! Group Work!!!

#### In your table group:

**Create** a poster that summarises your learning of "Your understanding of WHAT 's INTERACTIVE is and how you will use strategies in this program to improve or become more effective?"?"

- What more would you Add to what you knew?
- What strategy would you add to your after School routine immediately or moving forward?
- Be ready to share out as a group.

(Note) Everyone is expected to participate during the group share! (10 mins)