

Incorporating interactive learning into large group teaching

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Introduction/background:

Promoting and facilitating interactive learning in large group teaching settings, such as lectures, can be challenging. However, there are a number of different, low-cost activities that can be introduced into the lecture setting to enhance active participation and learning.

Purpose and outcomes:

This workshop will present examples and practical tips for introducing interactive activities into large group settings. Participants will be provided with ideas, resources and skills to adapt to their own educational environments.

Issues for exploration or questions for discussion:

We will explore barriers and enablers to promoting learner engagement and interaction in large groups, with time to discuss challenges and successes from participants' individual experiences. Workshop attendees will be given the opportunity to work through a number of activities, based on strategies that have been successful in the presenters' institutions.

Outline of workshop activities

A brief overview of the pedagogy and educational theory underpinning the use of interactivity and games in learning will be provided. The majority of the workshop will be dedicated to hands-on activities including: using Lego for feedback, effective teamwork activity, dermatome bingo, celebrity heads of differential diagnoses, a new spin on communication role plays and more. This workshop is suitable for clinical educators across all disciplines.