Interactive learning & teaching:
make things spark in lectures & seminars

In an academic environment where lectures and seminars are not always compulsory and students can download the lectures from Blackboard or Moodle, some students may simply not show. So how can lecturers combat this situation? One solution is to offer students an experience of lecturing and seminars that encourages them to participate more in lectures and to lead more in seminars.

This practical workshop introduces ways to make lectures and seminars more interactive. A key driver is getting participants to 'interactivise' and deliver a five to 10-minute section of a lecture and a seminar to their peers.

Interactive lectures and seminars play a key role in clarifying misconceptions and aiding memory. Furthermore, when students engage with content they are much more likely to put in more and get out more. This, in turn, usually leads to increased attendance. Most importantly, an approach which asks students to take greater control of their learning has the potential to empower students to take responsibility for their own learning.

This course is ideal for university lecturers who want to introduce greater interactivity into their lectures and seminars or for those who are looking for new ideas to add to those they already use.

Contents:
- Preparing and delivering lectures and seminars on a given topic
- Holding mini debates
- Linking contents to past and future lectures and seminars
- Preparing strategy building exercise
- Analysing case studies

Learning outcomes:
- By the end of the workshop participants should be able to:
- make lectures & seminars more dynamic, challenging and enjoyable
- promote greater student autonomy
- increase audience engagement with content
- retain student attendance
- increase the energy and effectiveness of lectures and seminars
- build a stronger relationship with students
- help students process and retain content more efficiently
- feel more confident about their use of English

Approach:
- Participant driven: Delegates share experience, knowledge & skills
- Highly interactive, dynamic using learning by doing activities
- Experimental and reflective

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