

# Active students with the use of IF-AT

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## ABSTRACT

Lectures are an easy way to transfer information to a large population of students. The downside is that lectures induce passive learning. The opposite; active learning is therefore relevant to implement. Engagement of students is a key stone in active learning. IF-AT (Immediate Feedback Assessment Technique) is an easy-to-use and useful technique to engage students even in large classes. Facilitating of an activating, cooperative and “deeper” learning is present thus stimulating an enhanced learning (Millis, 2015). Multiple choice questions and answers are connected to a scratch card providing the immediate feedback.

### *Keywords:*

Facilitating Learning in large classes, IF-AT, Scratch Cards

## INTRODUCTION

The objective is to change from a more passive and traditional information transfer in lectures to an environment where the students become more active in and out-of class. IF-AT is an activating multiple choice question technique providing immediately feedback about the accuracy of the answer to each question (Enterprises, 2015). Multiple choice questions and answers are connected to a scratch card providing the immediate feedback. Additionally, it is possible to add on a spirit of competitiveness - extra stimulating for some. Active learning can bring higher grads and lower failure rate (Freeman, et al., 2014). One way to use this technique is presented: The students are presented with questions and possible answers related to relevant topic. Each student work with the questions individually. After a fixed amount of time, the students are arranged in groups. Each question is then discussed within the group and they must all together decide which answer is correct - then scratch. Immediate the feedback is either affirmative (showing a star) or corrective (showing a blank). If the feedback is corrective, the group must rethink and work with the subject/question and identifying the next possible correct answer until the correct is discovered. The outcome is to enhance active, cooperative and “deeper” learning while the students receive immediate feedback.

Session type: Active Poster

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