



Pearson

50+ WAYS TO ENGAGE PARTICIPANTS IN LIVELESSON® SESSIONS

<u>Alternative Ending</u>	<u>Announcements</u>	<u>Be Prepared</u>	<u>Brainstorm/Collaborate</u>
<u>Come in Character</u>	<u>Doorbell</u>	<u>Exit Ticket</u>	<u>Five Words</u>
<u>Game show templates</u>	<u>Gather Feedback</u>	<u>Give Desktop Control</u>	<u>Graffiti Walk</u>
<u>Group Plan of Action</u>	<u>How's My Pace?</u>	<u>Infomercial or Movie Trailer</u>	<u>Introduce a New Topic</u>
<u>KWLH Chart</u>	<u>Laughter and Applause</u>	<u>Leader of the Pack</u>	<u>Magic Word</u>
<u>Make Real-World Connections</u>	<u>Need Assistance</u>	<u>Organized Responses</u>	<u>Pause Time</u>
<u>Personalized Pods</u>	<u>Picture of the Day</u>	<u>Poll Questions – Choose Many</u>	<u>Poll Questions – Choose one</u>
<u>Poll Questions – Open Ended</u>	<u>Pointer and Highlighter</u>	<u>Private thoughts</u>	<u>Puzzles</u>
<u>Q&A Pod</u>	<u>Randomizer</u>	<u>Rock Paper Scissors</u>	<u>Share Ideas</u>
<u>Showcase talents and interests</u>	<u>Small Group Assignments</u>	<u>Social Media Post</u>	<u>Spotlight on the Speaker</u>
<u>Stamper</u>	<u>Step Away</u>	<u>Sticky Notes</u>	<u>Stoplight</u>
<u>Student Publications</u>	<u>Study Guide</u>	<u>Task List</u>	<u>Timer</u>
<u>Top Ten List</u>	<u>Twenty Questions</u>	<u>Unpack Thinking</u>	<u>Visual Organizers</u>
<u>Welcome Participants</u>			

1. **Alternative Ending:** Create alternate endings to literature using digital storytelling software or website tools (e.g., Microsoft® PhotoStory, MediaChalk™, Storybird). Share endings by sending participants to the website using the Web Link pod.
2. **Announcements:** Mimic bricks-and-mortar morning announcements by having students send you WebMail messages in advance about what's happening in their lives. They can share exciting news if they play sports, participate in clubs, enjoy hobbies, etc. Make these announcements at the beginning of the session.
3. **Be Prepared:** Enable the Presenter Only Area to set up chat pods, applets, share pods, and polls. This provides a smoother transition between activities.
4. **Brainstorm, Collaborate, or Debate:** Using several chat pods in different locations of a layout, have participants select a topic, a group, or share a response as everyone contributes ideas.
5. **Come in Character:** Turn on your Webcam and talk to your students as a character. Make it humorous with a funny pair of glasses, hat, or an accent. Make it related to your content area by dressing as a particular character or historical figure.
6. **Doorbell:** Use the Doorbell applet to alert the host when participants enter the room or when they are ready to share a response.
7. **Exit Ticket:** Use a chat pod or private chat to assess participant understanding, next steps, or questions to discuss in an upcoming session.
8. **Five Words:** Have students define or describe a concept using only five words. This will require them to consider the most important, relevant terms.
9. **Game show Microsoft® PowerPoint templates:** Create fun review activities using the Connections Education game show PowerPoint templates.
10. **Gather Feedback:** Place a chat pod on top of a presentation screen and encourage participants to weigh in with responses.
11. **Give Desktop Control:** Share control of the host screen to manipulate items on the computer, demonstrate understanding, or share new ideas. Some approved instructional resources that allow participant engagement include Inspiration®, Kidspiration®, and Math-Whizz® Teacher Tools.
12. **Graffiti Walk:** Use multiple chat pods in the main room or different breakout rooms to simulate participants working in different stations to discuss a problem, debate an issue, or share examples.
13. **Group Plan of Action:** Use a chat pod to create a group plan for solving a

problem/situation.

14. **How's My Pace?:** Use a poll pod to gauge the pace of the lesson. Poll responses may include the following: Can you slow down?; I understand and you can move on; I have a question.
15. **Infomercial or Movie Trailer:** Create a movie trailer or infomercial using digital storytelling tools to demonstrate understanding of a topic. Trailers can be saved to introduce a group of participants the following year or semester to a new topic to pique interest, and the movie can be shared in a Web Link pod for all participants to view.
16. **Introduce a New Topic:** Turn on the webcam to show a prop. For example, when getting ready to read Charlotte's Web, show a spider or pig puppet to give a teaser to introduce the story.
17. **KWLH Chart:** Assess student understanding through a KWLH chart (What We **K**now; What We **W**ant to Learn; What We **L**earned; **H**ow We Can Learn More). Use a PowerPoint slide or the LiveLesson whiteboard as a background for chart and place chat pods in each of the areas of the chart so participants can share their ideas.
18. **Laughter and Applause:** When participants are in support of ideas shared by peers or want to share their grins and LOLs, have them change their status to the laughter or applause option.
19. **Leader of the Pack:** When using breakout rooms, encourage the group roles such as the leader or facilitator for the discussion. This participant should use his/her microphone to keep the group on task.
20. **Magic Word:** Send a WebMail message in advance telling them to listen for a specific word. Recognize students and let them celebrate when they hear it during the session.
21. **Make Real-World Connections:** Use a chat pod to share personal connections to today's learning as it applies to the real world.
22. **Need Assistance:** At the start of a lesson, instruct participants to use their status options if they have a question (raise hand) or want the host to change the pace of the lesson.
23. **Organized Responses:** Create numbered questions on a whiteboard or note pod and have participants enter numbered answers in a chat pod that can then be sent by WebMail to the host for review.
24. **Personalized Pods:** Double-click on the title of the pods and replace the current title with the titles of different topics to distinguish the pods from each other.
25. **Picture of the Day:** Prior to the session, students can submit a favorite photo or

drawing. Choose one to share at the beginning of the session.

26. **Pointer and Highlighter:** Change participant roles to Presenter to use the whiteboard pointer and highlighter to draw attention to an object or word on the screen.
27. **Poll Questions – Choose One:** Create poll questions to assess understanding.
28. **Poll Questions – Choose Many:** Use a poll pod to gain feedback on prior knowledge.
29. **Poll Questions – Open Ended:** Use this poll pod to allow participants to respond to questions anonymously. Hosts can view the answers participant-by-participant.
30. **Pause Time:** Use the Pause Recording tool to stop the recording while working in breakout rooms and select the Resume Recording when breakouts are complete.
31. **Private Thoughts:** Allow private chat pod conversation for participants to discuss a specific question or problem. The private chat could be used to message the host without other participants seeing the message or could be used if participants serve as mentors to each other. All private chats are visible to the host.
32. **Puzzles, Puzzles, and More Puzzles:** Use the PuzzleMaker tool in Discovery Education™ *streaming* to challenge participants, review for an assessment, or as a fun activity while waiting for everyone to join.
33. **Q&A Pod:** Use the Q&A pod to provide “answers” as participants submit the correct question in the pod (Jeopardy-style questioning).
34. **Randomizer:** Use the Randomizer applet to randomly pick a student’s name or to determine the order in which participants will respond when multiple participants want to share ideas.
35. **Rock Paper Scissors:** Use the Roshambo (Rock Paper Scissors) applet to determine whose turn is next or to pass time while waiting for all participants to enter the session.
36. **Share Ideas:** Encourage participants to use their microphones to share their thoughts in the main room or in breakout rooms.
37. **Showcase Talents and Interests:** Provide time at the end of the session for participants to showcase their musical and artistic talents through the use of the webcam and microphone.
38. **Small Group Assignments:** In breakout rooms, or in the main room, use a share pod to show roles or assignments for group activities (e.g., Time Keeper, Note Taker, Facilitator, Recorder).
39. **Social Media Post:** Have students create a mock social media post to demonstrate what they’ve learned.
40. **Spotlight on the Speaker:** Use the Stage Lights applet to help speakers know how long

they have to share their ideas. The light begins green, changes to yellow, then red based upon the host's time frame.

41. **Stamper:** Have participants select the shape and color of the stamper from the whiteboard tools and stamp their location on a state map.
42. **Step Away:** When participants are assigned an independent task, or if they need to leave the session momentarily, encourage them to select their step away status and step in status when they return to the session.
43. **Sticky Notes:** Collect ideas from participants or make a set of reminder notes throughout the session.
44. **Stoplight:** Share an image of a stoplight, and place a short answer poll pod next to each color. Students can share something they learned next to the green color, what they still wonder next to the yellow color, and what stopped their learning next to the red color.
45. **Student Publications:** Share authentic student publications such as the *Monitor* student newspaper, *Pens and Lens* literary magazine, or the yearbook to help build community among peers.
46. **Study Guide:** Share and review an organizer from a previous session and have participants download the file to use as a study guide in preparation for an assessment.
47. **Task List:** Use the Task List applet to list the session objectives, step-by-step procedures, or a list of topics that will be covered in the session. Check off items in the list as they are completed.
48. **Timer:** Use the Countdown Timer or Digital Timer applet to countdown when the meeting will begin, when participants should finish their independent task, when the breakout time will conclude, or when a speaker needs to give up his/her turn.
49. **Top Ten List:** Create a list of the most important takeaways, written with humor. Encourage collaboration by allowing each student to contribute one or more takeaways.
50. **Twenty Questions:** Choose a secret vocabulary word, and invite students to guess the word by asking up to twenty questions that can be answered with "yes" or "no."
51. **Unpack Thinking:** As participants work through difficult math problems, invite them to use the microphone to share their step-by-step thinking.
52. **Visual Organizers:** Share visual organizers using Inspiration® or Kidspiration® so participants can take notes during the session.
53. **Welcome Participants:** Use the webcam as participants enter the session. Welcoming participants helps make personal connections.