

UNLV Best Teaching Practices Expo

Thursday, January 19, 2017

Student Union Ballroom A

12:00 - 1:30 pm

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The teaching practice and the need it addresses:

Games make up a small minority of my instructional approach, and are used to compliment my regular pedagogy in COLA 100E. My objectives for the use of games are as follows:

- To promote classroom engagement and active participation.
- To promote a sense of community and belongingness in the classroom.
- To facilitate cooperation and communication.
- To reinforce the readings and promote the retention of information.
- To promote university identification and university awareness.

Evidence this practice benefits UNLV students:

"The class discussions and interactive activities were a good approach to teaching us certain subjects. I also really liked the Trivia Games, as it allowed us to become more aware of UNLV's history--as well as allowing us to work with our peers more."

-From Course Evaluations, Spring 2016

Resources and where to find them:

Kahoot!

- Individual play
- Multiple choice

Content: Assigned readings; miscellaneous

Materials Needed: Smart phone or computer; computer, projector, and internet

UNLV Trivia <http://celebrating50.unlv.edu/trivia.html>

- Team play
- Teams of 3 – 6

Content: UNLV history, current events, campus resources, and fun facts

Materials Needed: Answer sheet and pens; computer, projector, and PowerPoint

How other UNLV teachers might adopt this practice

Kahoot!

Kahoot can be used to reinforce concrete facts. There is minimal setup involved and minimal materials are required. It is quick and easy. There can be prizes, rewards, or incentives for winners.

UNLV Trivia

Trivia can be used to facilitate cooperation in a variety of disciplines. There is minimal setup involved and minimal materials are required. There can be prizes, rewards, or incentives for winners.