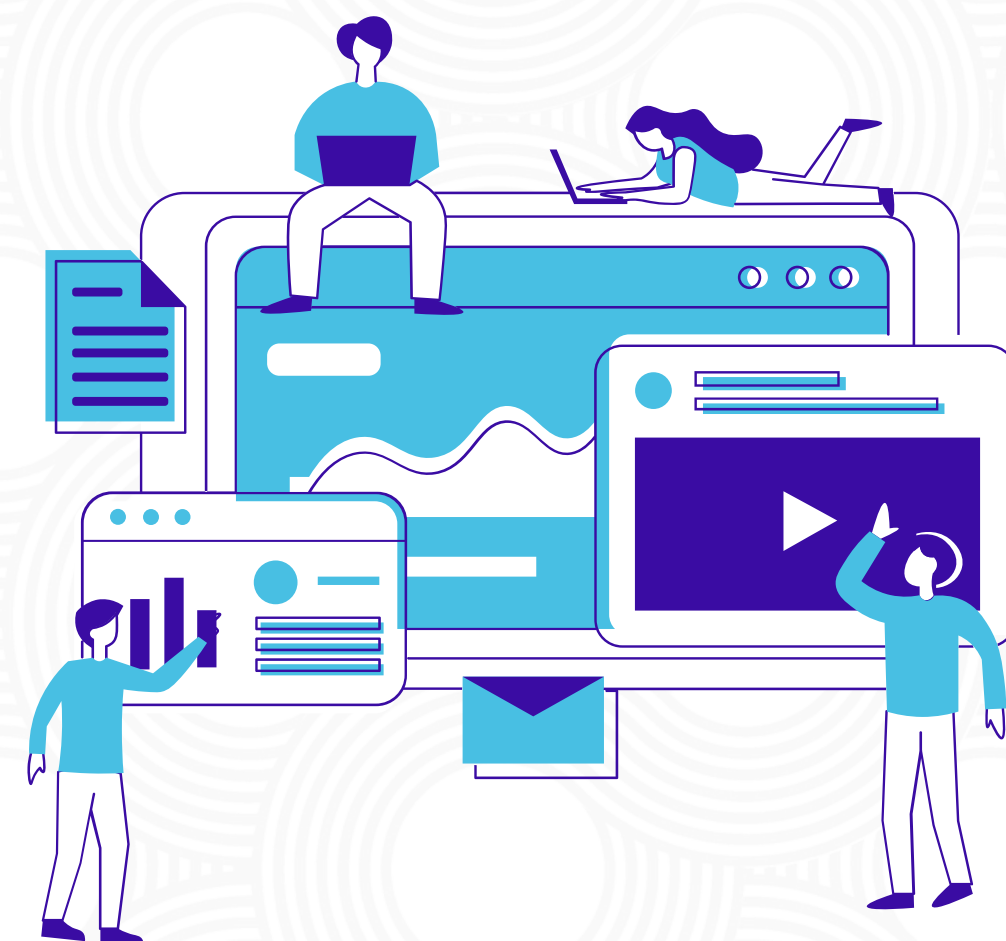


## USING DIGITAL TOOLS TO

# IMPROVE STUDENT ENGAGEMENT



1

## Build Camaraderie

### **Come early....stay late.**

Make sure you have time to be accessible to participants so you can build those relationships.

### **Get to Know Each Other.**

Find out the similarities among participants and have a discussion about it. Also try asking questions unrelated to content to get participants talking. I.e. Ask a few “Would You Rather” Questions at the beginning of class.

### **Create Group Agreements.**

Rather than setting rules, allow the participants to help create the expectations of the group and behavior for lessons. This creates participant buy-in.

2

## Create Variety and Interest

### **Mix it up!**

Don't do the same thing every single day... or even for the whole lesson. Choose a variety of tools, activities, and break methods. See the next page for a list of activity ideas.

### **See What Works.**

Notice what your participants respond to – and what they don't. If participants are not engaged during activity, avoid repeating it and try something new. You can ask participants for the feedback and have them share what things they enjoy and what things they dislike during instruction and activities.





# TOOLS & ACTIVITIES



## Creativity with Zoom

Instead of only using questions, use the annotation feature to let participants draw or write questions on a shared screen, but make sure names are visible so you know who has added to the discussion! Use Zoom reactions so participants can respond to question/statement. Also try using a "Chat Storm." Each person writes an answer to the question in the chat box and waits to press 'Enter' until everyone is ready. This motivates participants to be more open and forthright with their thoughts.



## Themed Day

Allow participants to choose a "Theme" for a day's lesson. Participants can change zoom filters, backgrounds, or wear clothing representing that theme.

**I.e. "Favorite Color, Sports Day, etc."**



## Bingo

Create a bingo card for the content in a lesson. You can send the link to participants so they can fill out a unique card set. Don't forget to give Bingo Winners a prize/incentive.

[Make a Bingo Card](#)



## Music

Have participants send you song recommendations to share during a lesson. Listen to the music together, dance in chairs virtually, or just play music during short breaks.

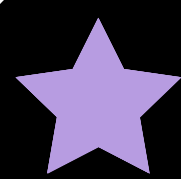
\*Don't forget to listen to the music first and filter if needed.



## Mentimeter

Involve participants in a Q&A with Mentimeter which enables participants to respond anonymously - an excellent tool for sensitive topics! Ask a question, and responses will appear on the full board for them to see. You can also elect to use the Wordcloud feature.

[MentiMeter.com](#)



## Jeopardy

Build Lesson Plans into Review Games like Jeopardy. Fill in a basic template like the link below.

[Get the PowerPoint Template >](#)



## Treasure Hunt

Add some items to your PowerPoints as a "treasure hunt" for participants. They will be engaged looking for the treasure on each slide. Don't forget an incentive for the students who participate.

