

## Go Big or Go Home: Activities for Large Classrooms

- **One-minute Paper:** Students are given a clear prompt and have a set amount of time to write down their responses.
- **Affective Response:** Similar to the one-minute paper, but students are instructed to report their reactions to some aspect of the course material (for example, provide an emotional or evaluative response).
- **Simple Quiz:** Instructor asks a yes/no question. Students respond with an action (thumbs up/thumbs down, verbal yes/no)
- **Think-Pair-Share:** Students are provided with a question, prompt, or problem. They are given time to reflect on it individually and write down a response. They then turn to a neighbor to discuss and share their response.
- **Teach-OK:** Students pair up and one student is instructed to teach the other student a specific topic from class.
- **Note Check:** Students share and compare notes with a partner.
- **Check-Off Sheet:** Students are given a check-off sheet for each exam's material. During each class, students are given time to pair up with each other. They have to explain a specific concept/topic to the other student in order to get their sheet checked off. The students turn the sheet in before the exam for a participation grade or bonus for the exam.
- **Demos:** Prepare a demonstration that requires student interaction to introduce a new concept or discuss some aspect of the course.
- **Role Play:** Prepare a script or prompt for students designed to highlight a course objective or to fuel discussion. Have students volunteer to act out the script or prompt.
- **Team Games:** Instead of a traditional quiz, prepare a set of close-ended questions (shoot for an odd number). Split the class into "teams" (based on room layout). Tally team responses as they compete to demonstrate mastery of the material.