

INTERACTIVE LEARNING

Refer to PRACTICAL SHEET n°:
MC19

Use these TOOLBOX resources:

Exercises

Instructions

Read practice sheets n°MC19

For the next proposed exercise:

1. Identify the positive points of using interactive tools in the classroom;
2. Link the different software to their functions;
3. In the learning sequence, list the software you could use and explain why.

Reminder

Interactive tools are digital tools, applications, or games that allow students to learn in a different way, with the support of digital technology.

The objective of interactive learning is to learn while having fun.

Ex 1: Why use interactive learning tools?

Check the positives of using interactive learning tools :

- Improves attention span and engagement in the task.
- Many interactive learning tools are free.
- Generates motivation .
- It distracts students.
- Illustrate more complex concepts.
- They are to be used only with students who have difficulties .
- Better memorization.
- Adapts to different student learning styles.
- The teacher has nothing to do, the students learn alone with the computer.

