

# **Active Learning Spectrum**

**Action Learning**  
**Place-based Learning**  
**Service Learning**  
**Experiential Learning**  
**Forum theater**  
**Problem-based Learning**  
**Inquiry-based learning**  
**The Jigsaw Strategy**  
**Student-centered curriculum**  
**Virtual Worlds**  
**Role Playing**  
**Flipped Classroom**  
**Simulations**  
**Games**  
**Puzzles**  
**Case Studies**  
**Peer Assessment**  
**Group presentations**  
**Concept mapping**  
**Gallery Walk**  
**On-the-fly Research**  
**Ask an Expert**  
**Place the Term**  
**Online Office Hour**  
**Polling**  
**Think-pair-share (Think-pair-square)**  
**Intellectual scimmages**  
**1-minute paper (flash paper)**  
**Small Group Discussions**  
**Large Group Discussion**  
**Pause**

This active learning spectrum was designed by Rachel Watson and while some of the ideas are novel most of them are informed by others. Below are some sources that were infomative:

Shreyer Institute for Teaching Excellence, Penn State University (<https://www.schreyerinstitute.psu.edu/pdf/alex/jigsaw.pdf>)

Chris O'Neal and Tershia Pinder-Grover, Center for Research on Learning and Teaching, University of Michigan

Cornell University, <http://www.cte.cornell.edu/teaching-ideas/engaging-students/active-learning.html>