High tech and low tech approaches to interactive information skills training

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Why teach interactively?

Stops learners from falling asleep...
Why teach interactively?

Hands-on activities help learners to grasp new concepts and ideas, contributing to the experiential learning cycle as outlined by the educational theorist David Kolb.

Interactive teaching also allows you to test whether or not learners have successfully achieved the learning objectives for your instructional session.
Learning objectives

Learning objectives are a statement of what learners should be able to do after they have attended a teaching session.

Learning objectives should be SMART: Specific, Measurable, Achievable, Realistic and Time-bound
Which of these learning outcomes is more effective?

By the end of this session, learners should be able to:

A. Explore the concept of learning outcomes and how they can be applied in information skills teaching

B. Write SMART learning outcomes for information skills teaching
Activity A (5 mins)

You have been given a set of learning objectives.

Please look at each one and decide if it is a good or bad learning objective.

– Hint: is it SMART? Specific, Measurable, Achievable, Realistic, Time-bound
## Activity - Answers

<table>
<thead>
<tr>
<th>Good learning objectives</th>
<th>Bad learning objectives</th>
</tr>
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<tbody>
<tr>
<td>Create Harvard style references for books, journal articles and websites</td>
<td>Understand the Harvard referencing system</td>
</tr>
<tr>
<td>Select appropriate Boolean operators (AND/OR) for a literature search</td>
<td>Know how to do a literature search</td>
</tr>
<tr>
<td>Find and identify appropriate MESH headings for a search topic</td>
<td>Explore the concept of MESH headings</td>
</tr>
<tr>
<td>Identify and explain one potential bias in quantitative research</td>
<td>Learn how to critically appraise a paper</td>
</tr>
</tbody>
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Reflection:

What was your experience of that activity, as learners?

Pros / cons?
Next we are going to whizz through a few other teaching techniques that you can use...
Low tech: using games to make learning fun

Research has shown that ‘serious play’ can help learners to engage more successfully with new concepts.

Andrew Walsh from the University of Huddersfield is a leader in this field.
Examples of low tech games

Seek! Card game
- Basic search skills

The Publishing Trap
- On different methods of scholarly communication, for researchers
Activity B (10 mins)

We’re going to try out the Seek! card game by Andrew Walsh and Tanya Williamson. Since we’re pushed for time we’re just going to play until one player reaches 5 points...
Reflection:

What was your experience of that activity, as learners?

Pros / cons?
High tech: Interactive quizzes

There are several free quiz websites that are popular in library instruction such as Kahoot, PollEverywhere, Socrative, and Quizizz. Let’s try Kahoot out now!
Reflection:

What was your experience of that activity, as learners?

Pros / cons?
High tech: Using e-learning for a ‘flipped classroom’

Emma Shaw from Imperial College London got students to complete a 30 minute e-learning activity on literature searching
Students posted their search strategies on a free online tool called Padlet
She then used classroom time to address issues and answer questions

The use of Gram stain in the clinical management of ventilator-associated pneumonia

Group 1
Free Text Words/Synonyms:
Pneumonia OR Lung Diseases OR Respiratory Tract Infections
Clinical Management OR Disease Management

MeSH Terms:
Pneumonia, Ventilator-Associated

Strategy:
"Gram Stain"
Pneumonia, Ventilator-Associated/drug therapy
Staining and Labeling [MeSH]

The Mokwama
short and sweet
Free Text Words:
"Gram's stain" [Supplementary Concept]
and
"antibiotic therapy"
or
"Anti-Bacterial Agents"[Mesh]
and
"Pneumonia, Ventilator-Associated"[Mesh]

Library workshop 1

High tech: Using e-learning for a ‘flipped classroom’

There is no need to create e-learning from scratch, there is a lot out there that is already available to use!

If you do create your own, why not share with others? Consider using a CC-BY licence.
Activity (10 mins)

1. Think of a SMART learning objective for an information skills training session

2. Think of an interactive teaching activity that you can use to get learners to demonstrate that learning objective in your training session

3. Post your learning objective and teaching activity on Padlet (https://tinyurl.com/hlg-infoskills)
Conclusion

Please note on a post-it what you will take away from this session, plus any additional comments, and leave it by the exit as you leave.

Thank you!