Making Learning Fun: Interactive Activities to Build Student Motivation and Engagement in Your Classroom









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Poll Question

How do you engage your students in the classroom?

A. I get to know their interests
B. I show them I respect them
C. I cultivate trust with them
D. I allow them to make decisions about the coursework
E. I ask them to share their opinions

Goals

1) Identify factors that increase student motivation

2) Equip teachers with tips for engaging students

3) Share interactive activities that can motivate students to learn

Motivation Matters

Motivation: a force or influence that causes someone to do something

Higher motivation = Higher student engagement

Students who are motivated to learn:

- have higher achievement
- better understand concepts
- are more satisfied with school
- drop out less



Intrinsic Motivation Vs. Extrinsic Motivation

What's the difference between intrinsic motivation and extrinsic motivation?

Intrinsic Motivation vs. Extrinsic Motivation

Intrinsic motivation: the natural curiosity and desire to learn that we are all born with



- Playing a game because it's enjoyable
- Competing in a class contest for the challenge

Extrinsic motivation: performing a behavior/engaging in an activity to receive an external reward



- Studying to get a good grade
- Competing in a class contest to win a prize

Tip #1
Create a Healthy Learning Environment

- ✪ **Build good relationships**
- ✪ **Cultivate trust**
- ✪ **Indicate interest**
- ✪ **Help your students to believe in themselves**







Tip #2

Figure Out What Your Students Are Into







DISCOVER

Tip #3

Incorporate Your Students' Interests Into Your Lessons





Tip #4
Engage Them in the Learning Process

How can we better engage our students?



- Let your students make choices
- Allow them to share their expectations
- Teach students to reflect and take control over their own learning
- Empower students by showing them where they can access additional resources

Motivating Activities





Spotlight on Motivation: Teaching With Technology

Short films
Music
Social media
Video chat apps
Podcasts
Photography
E-pals









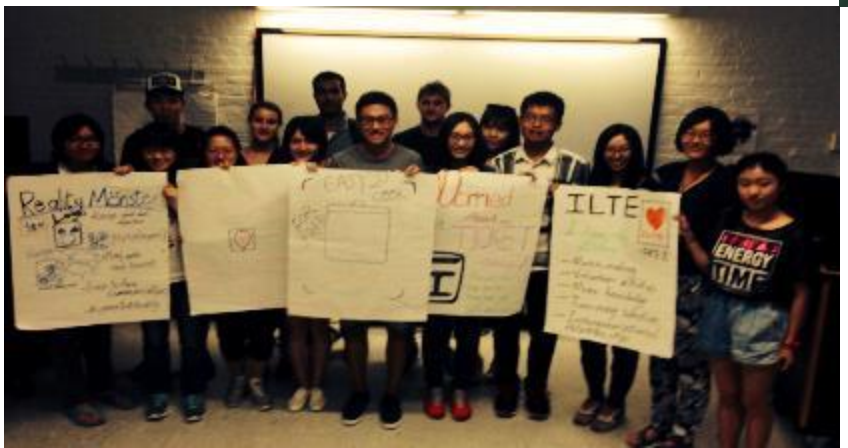


Teaching With Technology:
App Competition

Objective: Teams will create new concepts for an app and present them to the class

① Brainstorm
② Poster
③ Presentation
④ Vote







Teaching With Technology: Online Newspaper Hunt

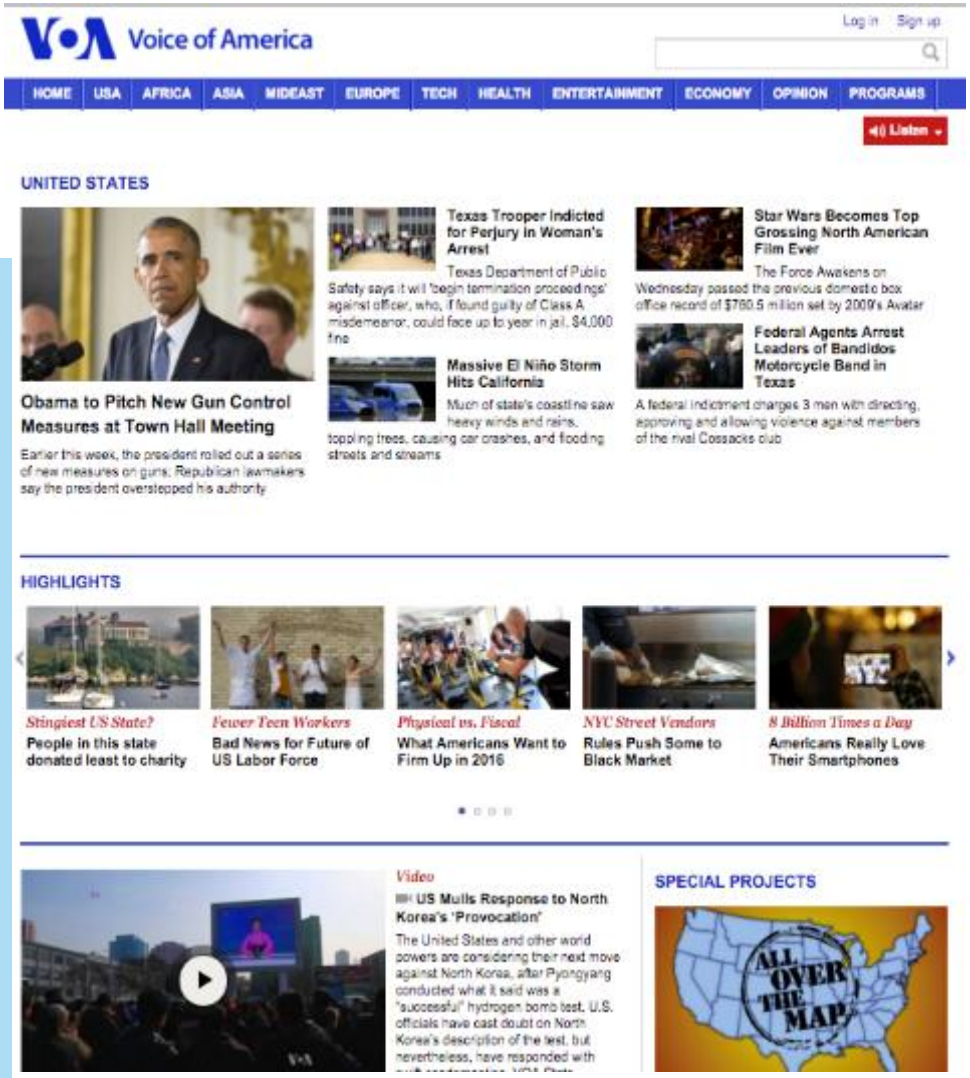
Objective: Students will skim through an online newspaper in order to answer focus questions.

1. What's the temperature in Washington, D.C.?

2. How many people were hurt in the California storm?

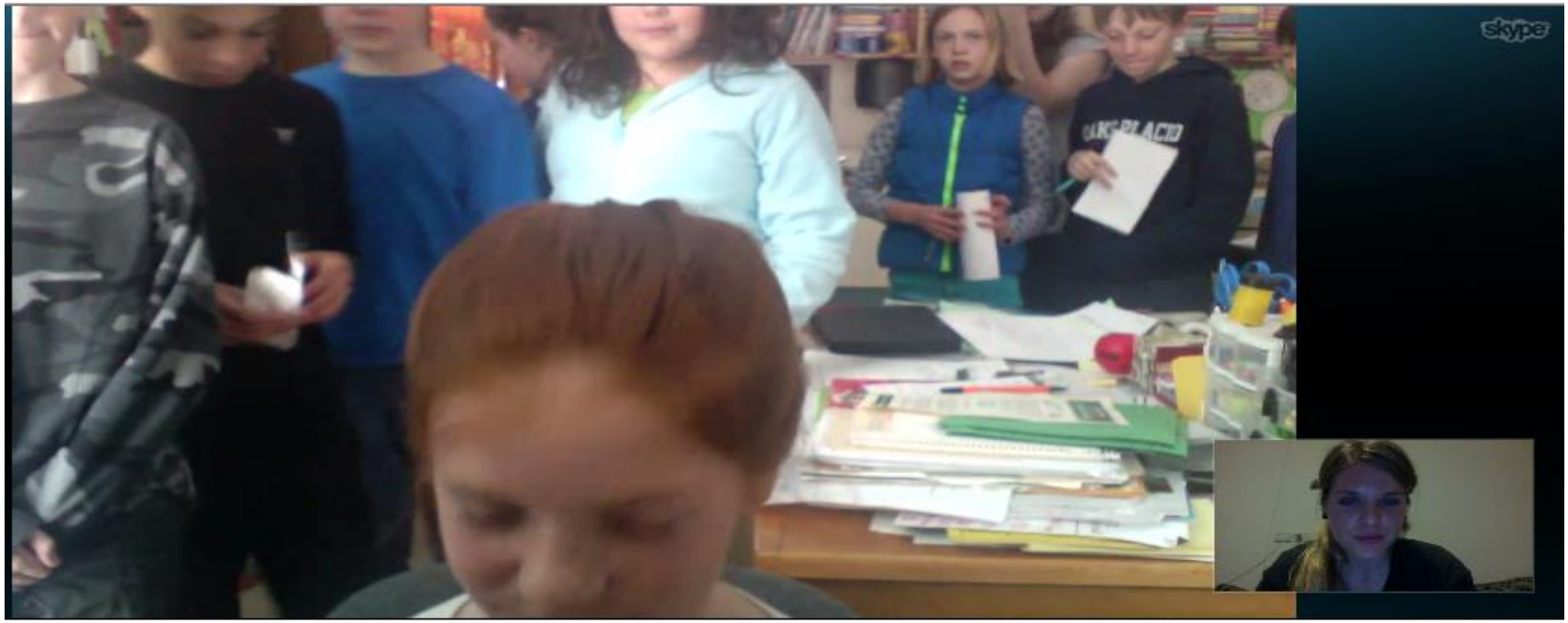
3. What's the number-one pop song in America this week?

4. What is the top-grossing American movie ever?



Teaching With Technology:
Video Interview

Objective: Students will practice speaking with an “expert in the field.”



Other Technology Ideas

- E-pals
- Music (Tabitha Kidwell's song re-write exercise)
- Social media
- Short films ("The Black Hole," "The Gift")
- Podcasts (Jeff Kuhn's "Podcasting For The Classroom")



American English Webinars 1.2 - Podcasting for the Classroom (Part 1)



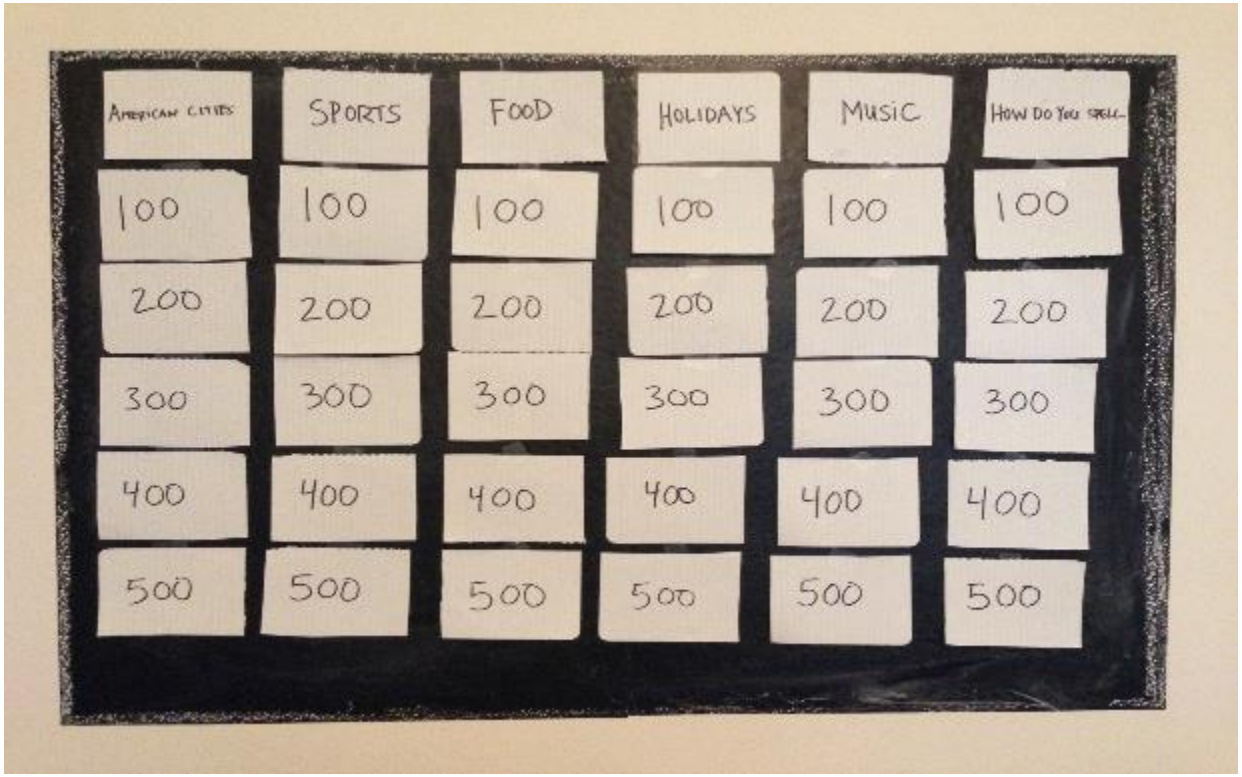
American English Webinars 1.2- Making Podcasts (Part 2)

Spotlight on Motivation: Games



Using Games:
Jeopardy

Objective: Students will compete in teams to answer trivia questions.



American Cities
100

This American city is home to the Statue of Liberty…

New York City

Using Games:
Questions Jenga

Objective: Students will practice English skills playing a fun game.





Classic Board Games for the English Classroom

Taboo
Scrabble
Bingo
Bananagrams
Scattergories
Balderdash
Activate
Make Your Own!









Spotlight on Motivation: Promote Active Learning

Discover
Investigate
Interpret
Use hands-on activities



Stoking Student Interest: Cooking Demo

Objective: Students will demonstrate how to make a dish from their culture.

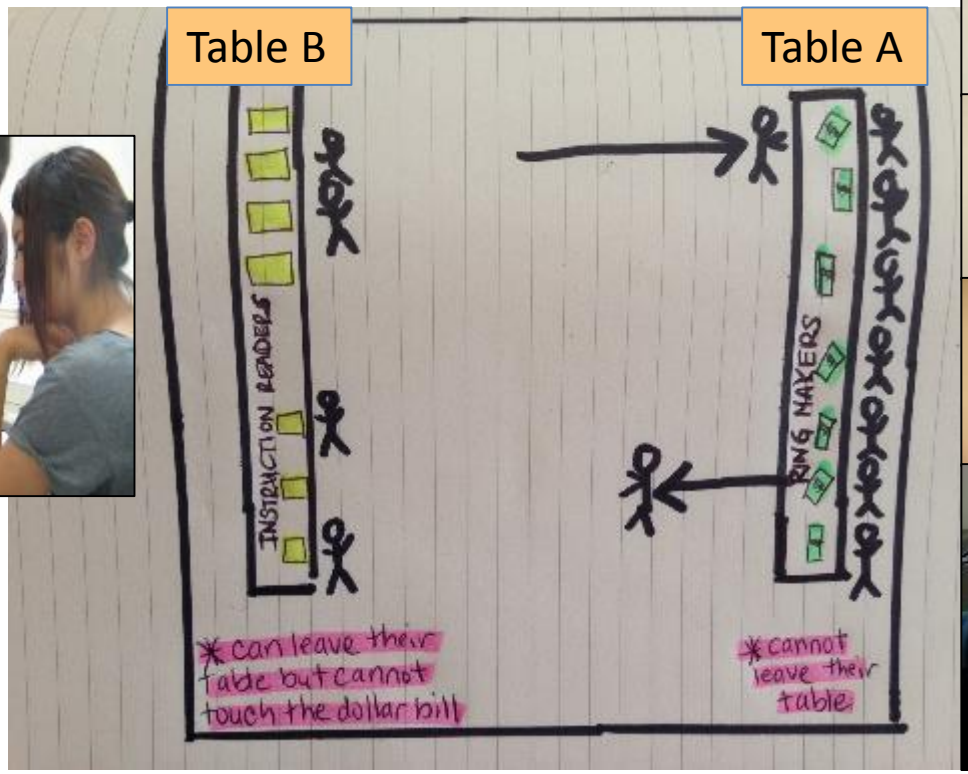




Active Learning:
Dollar Bill Ring Race (or any step-by-step race)

Objective: Students will practice giving and interpreting instructions while participating in a step-by-step race.







The final product



Active Learning:
Stoke Student Interest

Objective: Students will practice speaking English in a meaningful way.





Spotlight on Motivation: Get out of the Classroom

- ✓ Authentic language
- ✓ Builds confidence
- ✓ Independent learners











Get out of the Classroom: Photo Scavenger Hunt

Objective: Students will race to take pictures of items that were pre-selected by the teacher.

Easy
➢ Bus ➢ Taxi ➢ Bicycle ➢ Traffic light ➢ Stop sign ➢ Intersection ➢ Bridge ➢ Crosswalk

More Difficult
➢ An unusual sign ➢ A landmark ➢ Something spooky ➢ This was the site of a famous battle in 1600. ➢ This building is nicknamed “The Needle” for its needle-like shape.

Get out of the Classroom: Culture in Action

Objective: Students will learn about American culture firsthand.





Get out of the Classroom: Language Exchange

Objective: Students will engage in a language exchange with the English-speaking community.



Other Get out of the Classroom Ideas:















The Intrinsic Reward

- ✓ Make an exhibition of your photo walk
- ✓ Perform in front of other classes, parents, in public
- ✓ Create a class magazine
- ✓ Maximize inter-student interaction







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Thank You!!!!



See you on the NING!