40 Things Students Can Create During Class Time

Planning an active learning experience starts with the question, "What are students going to DO in class?" What are they going to apply? What are they going to analyze? What are they evaluate? And ultimately, ask, "What could they CREATE in class?"

In this context, create doesn't have to mean "go create something that's never been seen or done before" in this discipline or profession. Students aren't necessarily inventing something brand new or applying for patents. "Create" means student-generated. "Create" in this context means something constructed, designed, or curated by the students. You may have seen whatever they create a hundred times before, but the students haven't. This is **their** chance to create something original to showcase their ideas and make visible their understanding of the course content.

Healthcare: Students will create an informational poster for a local hospital educating patients on the statistics of heart disease.

Biology: Students will create a chart for how to identify different types of flowering plants.

Physics: Students will create a set of flash cards to identify and define key terms from the chapter.

Nursing: Students will create a resource guide for patients who have been diagnosed with diabetes.

Engineering: Students will create a working circuit.

Counseling: Students will create an intake questionnaire for new clients.

Education: Students will create a lesson plan.

Chemistry: Students will create a summary of today's lab experiment in their own words.

Business: Students will create a template for a business plan.

In all of these examples, the product students create isn't necessarily groundbreaking or revolutionary. But these outcomes require the students to generate something which **makes their learning visible.** Any of these could be done in pairs, groups, or individually. The key is to focus on higher level learning outcomes *during* class time when you can.

Here are 40 ideas to get the creative juices flowing! In class, students will create

1. a model or replica 2. an outline for an upcoming paper or project 3. an argument supported with evidence 4. a slide deck highlighting the important points from the chapter 5. a plan 6. a poster 7. a diagram 8. an informational brochure 9. an interpretation of a theory in their own words 10. a quiz or a survey for _____ 11. a response to a critic 12. a series of Twitter posts reacting (respectfully!) to an event or current issue 13. a summary 14. an example of 15. an explanation about 16. a memo 17. an infographic 18. a chart (or flowchart) 19. a mind map 20. a game to help _____

21. a web site

22. a blog post

23. a timeline

- 24. an Instagram page featuring images and quotes related to the course material
- 25. a collage
- 26. a Facebook page for a character, organization, or (real/imagined) event
- 27. a video
- 28. a Pinterest board
- 29. a newspaper article
- 30. a vision board (encourage students to set a goal, visualize it, display it, share it, and revisit it to stay motivated.)
- 31. a rubric
- 32. an annotated bibliography of helpful resources beyond the textbook
- 33. a comic strip or comic book
- 34. an animated video (example tool: Powtoons.com)
- 35. a podcast episode (interview each other and share the audio files in your learning management system)
- 36. a checklist
- 37. a book review
- 38. a list of questions (to ask a panel, a guest, an interviewer, etc.)
- 39. a case study (could be based on a real experience they've had or read about)
- 40. an alternate ending or result