A glowing lightbulb is the central focus, with its filament illuminated and casting a warm, golden light. The background is a soft, blue-tinted gradient. Faint, white circuit-like patterns are visible on the left and right sides, suggesting a theme of technology or innovation. The overall composition is clean and modern.

“WHY ARE MY STUDENTS DAYDREAMING?”

ACTIVE LEARNING STRATEGIES TO INCREASE STUDENT
ENGAGEMENT AND MOTIVATION FOR ACADEMIC ACHIEVEMENT

Dr. Florentina Halimi

GUST EDUCATION PROGRAM



OUTLINE

- Reasons why students daydream in the classroom
- Define active learning
- Two hands-on activities for middle and high school ESL/EFL students
- Highlight the main points of active learning

Why do students
daydream in class?



BOREDOM

- Students adopt a variety of strategies to cope with boring classes. The most popular are:
 - daydreaming (75%),
 - doodling (66%),
 - chatting to friends (50%),
 - sending texts (45%), and
 - passing notes to friends (38%)

Mann, S., & Robinson, A. (2019). Boredom in the lecture theatre: An investigation into the contributors, moderators and outcomes of boredom amongst university students. *British Educational Research Journal*, 35(2), 243-258.



HOW TO STOP MY STUDENTS FROM DAYDREAMING IN THE CLASS?

Recommendation:

IMPLEMENT ACTIVE LEARNING



POLL QUESTIONS

Active learning is an approach that...

1. I don't know very much about yet.
2. I'm skeptical about using.
3. I know about but do not use.
4. I'm using a little.
5. I'm already using extensively.



WHAT IS THE MEANING OF ACTIVE LEARNING?

‘Active learning is anything course-related that all students in a class session are called upon to do other than simply watching, listening, and taking notes.’

Ref: Michael, J. (2006). Where's the evidence that active learning works?.
Advances in physiology education.

PASSIVE LEARNING VS ACTIVE LEARNING

	Passive Learners	Active Learners
Class lectures	Write down what the teacher says	Decide what is important to write down
Textbook assignments	Read	Read, think, and try to connect ideas
Studying	Reread	Make study sheets
Class assignments	Carefully follow teacher's instructions	Construct learning to connect with real-life examples
Final exam	Do what is expected to get a good grade	Accept responsibility for learning

HOW TO IMPLEMENT ACTIVE LEARNING IN MY CLASSROOM

The teacher has to equip her/himself with:

- Subject Knowledge (Mastery)
- Pedagogy (Appropriate teaching methods)
- Use Technology (Appropriate) in Teaching

Ultimately, the students have to achieve the expected learning outcomes.

SOME OF THE ACTIVE LEARNING STRATEGIES

- Learning by doing (use of technology)
- Learning through analysis (case Studies)
- Learning through discussion among the peer groups
- Group projects

LEARNING BY DOING: USE OF TECHNOLOGY-SOFTWARE APPS

- **Socrative** (a cool tool to get in and create multiple activities)
- **Play-Posit** (wonderful for listening and practicing for main ideas and detail)
- **YouTube speed controller** (to help students practice their nativelylike speech)
- **Readlang** (for students to improve reading skills)
- **Kahoot** (a cool tool to get in and create quick quizzes)

HANDS-ON ACTIVITY 1

- Reading comprehension:
 - A passage from an English Textbook for 12th Grade students
“A successful Kuwaiti businesswoman: Maha Al-Ghunaim”
- Kahoot app (a quiz)

HANDS-ON ACTIVITY 2: THINK- PAIR- SHARE ACTIVITY (TPS)

Decide upon the text to be read and develop the set of questions or prompts that target key content concepts.

T : (Think) Teachers begin by asking a specific question about the text.

P : (Pair) Each student should be paired with another student or a small group.

S : (Share) Students share their thinking with their partners.

THINK PHASE

Suggested duration -3 minutes

- **Teacher's activity:**

The teacher will pose the question and ask every student to think about it.

- **Students' activity:**

Every student thinks, and analyses the question.

PAIR PHASE

Suggested duration -5 min.

- Teacher's activity:

The teacher will ask the students to pair up and exchange their answers.

- Students' activity:

Students discuss in pairs and each pair writes the answers.

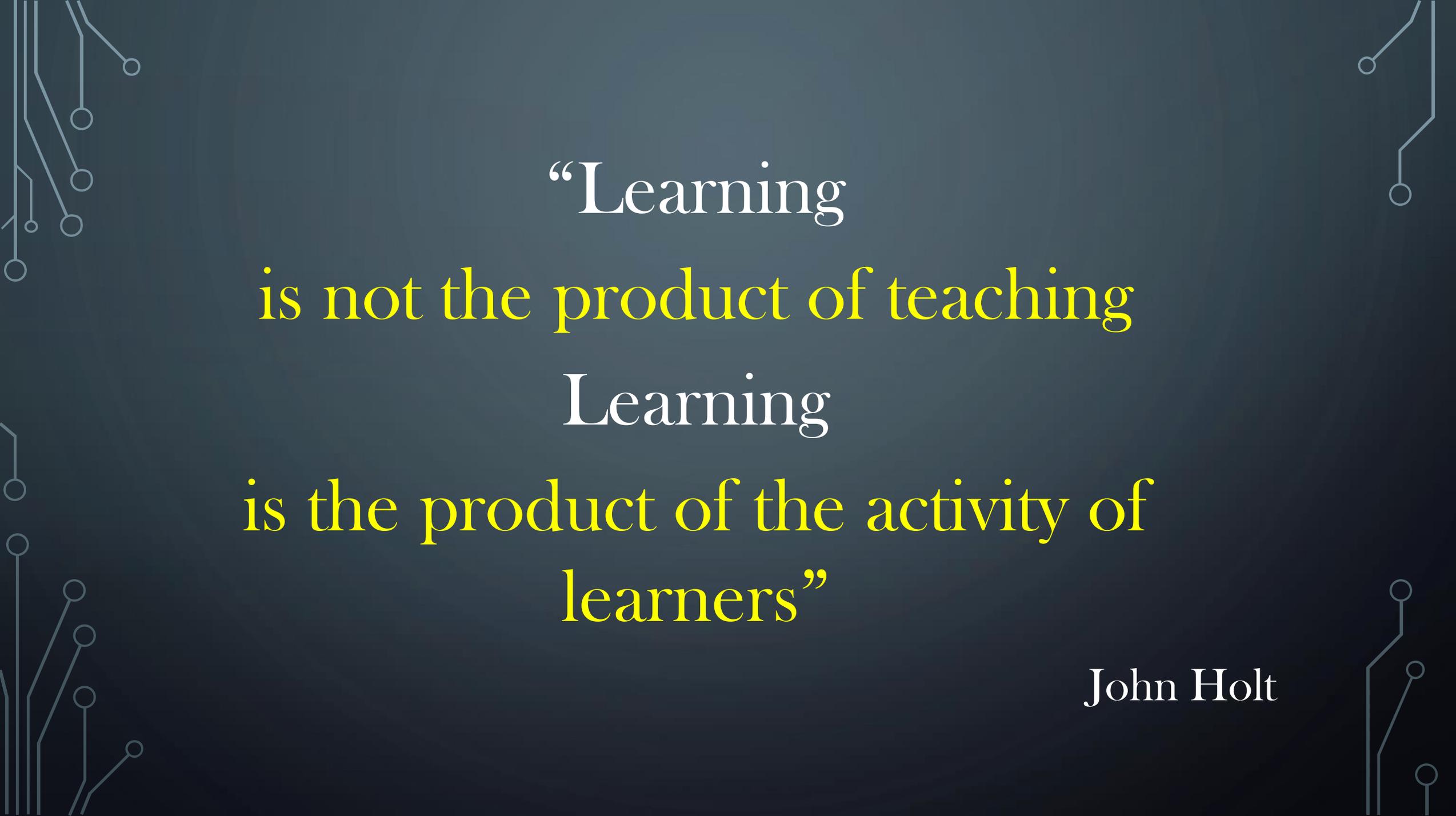
SHARE PHASE

Suggested duration - 10 min.

- Teacher's activity:
 - The teacher will ask each pair to present the answers.
 - He/she will write different answers in brief on the board, and leads the students toward deep learning.
- Students' activity:
 - Students share their ideas, come out with original ideas and lead the entire class toward deep learning.

AT THE END OF THIS STRATEGY

- The teacher and students experience that new knowledge is constructed in the classroom by the students.
- The teacher plays the role of motivator and facilitator toward deep learning.

The image features a dark blue background with white, stylized circuit board traces in the corners. The traces consist of lines and small circles, resembling electronic components or connections. The main text is centered and reads:

“Learning
is not the product of teaching
Learning
is the product of the activity of
learners”

John Holt