



Innovative Teaching Strategies

Course Syllabus

Course Description

This course is designed to deepen educators' understanding of effective learning and instructional strategies for addressing students' diverse learning styles. Participants will examine and reflect on how to teach academic concepts to meet the student's individual needs and foster student success in the classroom. The course also provides reinforcement of classroom techniques and methods that can be applied to support student learning through evidence-informed pedagogical ideas and methodologies. Individuals who take this course can reflect on the teaching strategies most suited for the current level of knowledge of the students, the concepts being taught, and the student's learning stage.

This course enhances classroom teaching effectiveness and supports improved student outcomes by introducing new knowledge in evidence-informed instructional strategies—such as cooperative learning, gamification, and project-based learning—that support diverse learning styles and boost student engagement.

Course Objectives

At the end of this course you should be able to:

1. Describe one cooperative learning or gamification technique and explain how it supports student learning.
2. Summarize the key principles of inquiry-based and student-led classroom methodologies using at least one scholarly source.
3. Identify and compare at least two blended learning techniques, highlighting their benefits and challenges.
4. Explain the foundational elements of project-based learning and analyze one example from current educational research.
5. Define active learning and list three strategies that enhance student participation and comprehension.
6. Review the core concepts of kinesthetic learning and provide an example of how it supports different learning styles.
7. Describe the process of design thinking and discuss its application in fostering creativity in the classroom.
8. Explain the flipped classroom model and outline the key components required for its effective use.



Modules

- Module 1: Cooperative and Gamification Learning, Quiz 1
- Module 2: Inquiry-Based and Project-Based Learning, Quiz 2
- Module 3: Blended Learning, Quiz 3
- Module 4: Project-Based Learning, Quiz 4
- Module 5: Active Learning, Quiz 5
- Module 6: Kinesthetic Learning, Quiz 6
- Module 7: Interactive Techniques and Design Thinking, Quiz 7
- Module 8: Flipped Classroom Learning, Quiz 8

Grading:

Each quiz must be passed at an 80% or higher (three attempts allowed).

Format

This is a self-paced, asynchronous (no required live meetings) course. Throughout the PD course, you will find it helpful to take notes along the way to assist with the quizzes. Within each module, you will find reflection assessments that are not graded but will help in your journey through the course. There is an interactive forum in the course to help you connect with peers and instructors, share ideas, and collaborate on best practices throughout your learning journey.