

# Wired Wednesday: Flip Your Course with Panopto!

Wednesday, September 27<sup>th</sup>, 2023

## Outcomes

- Faculty will actively listen to the fundamentals of flipped classrooms
- Faculty will be given examples of the types of activities given in/out of class
- Faculty will receive 2-3 Panopto functions that they can implement immediately

## Topics

### What is a Flipped Classroom?\*

Flipped learning, also known as the "flipped classroom," is an instructional approach that reverses the traditional roles of in-class instruction and homework. In a traditional classroom, students typically receive instruction during class time and then complete assignments or homework outside of class. In contrast, in a flipped learning environment, the primary delivery of content occurs outside of class, often through video lectures or online materials, while in-class time is used for active learning activities, discussions, and problem-solving.

- **Pre-Class Content Delivery:** Teachers create and share instructional materials for students to access before coming to class. This may include recorded video lectures, readings, or online tutorials. Students are responsible for reviewing these materials in their own time.
- **In-Class Activities:** Class time is dedicated to interactive and collaborative activities that engage students in applying the concepts they learned from the pre-class materials. This can include group discussions, hands-on experiments, problem-solving exercises, debates, or other active learning strategies.

(\*above content synthesized in cooperation with generative AI program, ChatGPT)

### **Benefits include:**

- Increased student engagement
- More opportunity for collaborative learning and critical discussions
- Active participation in classroom tasks
- Teachers can give immediate, in-person feedback during tasks
- Students can learn the material at their own pace
- More opportunities for teachers to guide and support learning
- Deeper understanding of the material
- More efficient use of class time
- More opportunity for authentic, hands-on application of material

## What can we give outside vs. inside the class?

### **Outside of class:**

- Lectures
- Demonstration videos
- Informational videos
- Full-length Movies (relevant to the course goals and objectives)
- Readings
- Collaborative readings (like what can be done with Perusall)
- E-learning modules
- Case studies
- Historical timelines
- Maps and imagery to accompany the lesson
- Flashcards
- Podcasts, blogs, E-books, etc..

### **Inside of class:**

- Group discussions
- Debates
- Think-Pair-Share
- Real-world problem-solving challenges
- Peer teaching\*\*
- Jigsaw activities
- Role-playing or simulations
- Poster gallery walk
- Hands-on experiments
- Peer assessment
- Field trips
- Model building
- And on and on and on!

## **Demonstrations**

- Dual camera demonstration
- Demonstration of recording interface
- Opportunity to include YouTube and website links
- Using Panopto for peer assessment

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## **One-on-One Help**

Contact [coursedesign@uidaho.edu](mailto:coursedesign@uidaho.edu) to setup a one-on-one session with a member of the Center for Excellence in Teaching and Learning's Instructional Design team



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