

Example 1: Interactive lecture

This largely lecture-based session incorporates several interactive lecture strategies, including a modified version of the [10-2 interactive lecture strategy](#). This session may be especially well suited for large classes.

During the session (~50 min)

Minutes	What	How	Details
5	Welcome and check-in	Type in chat or raise hand to speak*	Share with students how you're doing and allow students to do the same.
12	Situating and lecture		Show an illustration on screen that situates today's content in the course so far. Introduce content.
1	Think break		Ask a question. Allow 20 seconds for students to think about it before you go on to address it.
10	Lecture		Address the question as you continue with content.
5	Picture prompt *	Give students a few minutes to think and then have them type in chat or raise hand to speak*. Alternative: Randomly assign students to breakout rooms ^{TA} .	Show students an image—related to course content—with no explanation. Ask them to identify/explain it and justify their answers. If you opt for the breakout rooms alternative, allow time afterward for students to report back and share their ideas.
12	Lecture and wrap up		Address students' responses to the image as you continue with content. Summarize the session activities. Let students know what to prepare for the next class meeting. Direct students to homework instructions in the LMS.
5	Exit cards *	Post to an LMS discussion forum and then exit class.	Show on the screen or write on the whiteboard a prompt that relates to the day's topic(s) or anticipates upcoming content. Ask students to respond to the prompt in discussion forum. Decide whether you would like submissions to be anonymous. (Anonymous submissions can be enabled in an LMS.)

After the session

- If you would like to keep a record of student interaction during the Zoom session, [save the chat transcript](#) in a folder related to your course.
- Review students' exit cards.

