

Examples of Engaging, Online, Collaborative Activities

Virtual tours – Web-based tours of exterior/interior spaces simulating real or imaginary environments, including the interiors of the human or any other biological/physical body, distant solar systems, etc. In comparative virtual tours, students compare/contrast elements of two or more environments.

Simulations/games –resources that allow manipulation of variables and observation of the related outcomes.

Video case studies – detailed, intensive, video explorations of the progress of any entity (individual, organization, etc.) or event, within a given context, that stresses factors contributing to an observed outcome.

Expert panels – recorded interviews (in audio or video) of several authorities on a topic, offering students multiple perspectives on an issue/event.

Guest speakers – synchronous online presentations by an authority on a studied topic, ideally representing a perspective not covered in the course materials. Students should be instructed to prepare questions for the speaker prior to the presentation.

Collaboratively-authored Web sites – wikis with content that is selected/created, organized, and posted collaboratively by student groups, e.g. collaborative annotated bibliographies on a topic/issue being studied.

Online journals – blogs or other single-author sites that permit nonauthor visitors to submit commentary.

Formal debates – online discussions in which students are asked to take sides on an issue and use the discussion forum as a debate platform.

Student-led discussions – discussions based on appropriately prepared course questions, resources, etc., in which students take turns as moderators.

WebQuests – inquiry-oriented lessons, in which most or all the resources used by the learners come from the Web. WebQuests are usually oriented around an authentic task that requires higher-level thinking (synthesis, analysis, problem-solving, creativity, judgment, etc). See <http://www.webquest.org> for examples.