1. Good Practice Encourages Contacts Between Students and Faculty

Frequent student-faculty contact in and out of class is a most important factor in student motivation and involvement. Faculty concern helps students get through rough times and keep on working. Knowing a few faculty members well enhances students’ intellectual commitment and encourages them to think about their own values and plans.

**Discussion Tool:** Provide a threaded discussion, which allows students and instructors the ability to share concepts, ideas, questions and answers. One way to use this tool is for Frequently Asked Questions (FAQ). Create a Forum that allows students to see FAQ questions/answers. They may be able to help each other and you can post all questions/answers there instead of emailing to individuals.

Discussion Forums can also extend class time discussion by providing tools outside of class. You may find using a Forum for exam-related questions very helpful as well.

2. Good Practice Develops Reciprocity and Cooperation Among Students

Learning is enhanced when it is more like a team effort than a solo race. Good learning, like good work, is collaborative and social, not competitive and isolated. Working with others often increases involvement in learning. Sharing one’s ideas and responding to others’ improves thinking and deepens understanding.

**Group Tools:** Provide a collaborative area for student groups to discuss with a threaded discussion board, chat (synchronously) with group members, exchange files for review or additions, and/or send email to each other. Students today have many responsibilities and finding a time and place to meet can be very difficult. These Group tools allow all users to meet on their own timelines.

**Virtual Classroom Tool:** Students and instructors may communicate on a topic in the synchronous chat room. Real-time communication with Whiteboard tools to allow for collaboration and off-site office hours.
3. **Good Practice Uses Active Learning Techniques**

Learning is not a spectator sport. Students do not learn much just sitting in classes listening to teachers, memorizing prepackaged assignments, and spitting out answers. They must talk about what they are learning, write reflectively about it, relate it to past experiences, and apply it to their daily lives. They must make what they learn part of themselves.

**Interactivity:** Interactive applications such as this Timber Structural animation allows students to view information in multiple views with movement, graphics, and text. This provides multiple information for many different learner styles.

4. **Good Practice Gives Prompt Feedback**

Knowing what you know and don’t know focuses your learning. In getting started, students need help in assessing their existing knowledge and competence. Then, in classes, students need frequent opportunities to perform and receive feedback on their performance. At various points during college, and at its end, students need chances to reflect on what they have learned, what they still need to know, and how they might assess themselves.

**Digital DropBox & Gradebook:** With the collaboration of the Digital DropBox and the Gradebook, students can submit assignments, that instructors can return with comments and changes (Word Track Changes feature). Once the final assignment is submitted, instructors can add the grade to the Gradebook. This way, the students are informed of their progress in the course and have ample time to adjust, if needed.
5. Good Practice Emphasizes Time on Task

Time plus energy equals learning. Learning to use one’s time well is critical for students and professionals alike. Allocating realistic amounts of time means effective learning for students and effective teaching for faculty.

Online Content: Providing content online allows students to review (syllabus, lectures, links, etc.) materials on their schedule. Access to PowerPoint presentations, old exam questions, homework answers, etc., provides students with study tools that can improve their grades.

Assessment Tool: Students are able to test their knowledge on practice exams to verify their understanding before taking the exam in class.

6. Good Practice Communicates High Expectations

Expect more and you will get it. High expectations are important for everyone — for the poorly prepared, for those unwilling to exert themselves, and for the bright and well motivated. Expecting students to perform well becomes a self-fulfilling prophecy.

Assignments: Give clear and exact information for the assignment. You can also provide students with clear examples on excellent, average and poor performance.

Discussion Tool: Have students post their papers for peer evaluation during the developmental time. Then again after the final paper is turned in so that their peers can see how the paper progressed. Students are encouraged to create professional documents when they are published for others to view.

Simulations: By simulating real life problems/issues students are able to repeat steps without extra expense or danger to others. These simulations can be performed at home or anywhere there is internet access.
7. Good Practice Respects Diverse Talents and Ways of Learning
Many roads lead to learning. Different students bring different talents and styles to college. Brilliant students in a seminar might be all thumbs in a lab or studio; students rich in hands-on experience may not do so well with theory. Students need opportunities to show their talents and learn in ways that work for them. Then they can be pushed to learn in new ways that do not come so easily.

Multiple Learning Styles: Providing multiple content formats (text, images, sound, audio, animations, graphs, etc.) allow for students to find learning based on their preferred learning style.

Many instructors tend to teach in the learning style they are accustomed to.

Audio/Video: As with this Italian course, students benefit greatly by watching an Italian movie clip. Seeing and lessening to native Italian speaking people is at their fingertips anytime anywhere.

Games: Who said education can’t be fun? Play Jeopardy, Who Wants to be a Millionaire or provide crossword puzzles for students to use online or in class.