

This is a quick reference guide to the activities we did during the presentation. The “rationale” column gives you more details about the pedagogical framework for the activity.

Activity	Tools we used	Rationale for Activity
Zoom Name	Zoom	To create an inclusive classroom; to help everyone learn names
Enabling Live Transcript	Zoom	To provide students with a written version of the presentation, which offers a different way of accessing the material
Recording	Zoom	To inform students of approach to recording; to remind students where to find recordings
Check-in	Zoom Quick Response icons	To support classroom community
Mini Lecture	PPT Slides	Short lectures (up to 15 minutes) maintain student focus and can be varied with other learning strategies; for flipped modules, shorter videos (4-6 minutes) are recommended to maintain student focus
Poll question	Zoom Poll (set to anonymous)	To encourage participation by all; to check knowledge without identifying specific participants (quick feedback). In face-to-face (F2F) setting, you could use tools such as Mentimeter or PollEV
Feedback question	Zoom Chat	To get quick feedback from students; to encourage participation; to reinforce content
Recoding activity	Zoom Chat	To strengthen student understanding of material. In F2F setting, this could be done with Google Docs or Slides, Jamboard , or on note cards
Rehearsing activity	Breakout rooms	To strengthen student understanding of material and to provide instructor with another way to check understanding. In F2F settings, this may be an individual or group presentation (informal or formal).
Reflection activity	Zoom Chat	To strengthen metacognitive processes that help students reflect on learning. In F2F classes, this could be done privately in notebooks or journals, or shared with peers or instructor through Google docs or slides or through Blackboard Discussion Board or blogs.
Exit Ticket	Google form	Quick feedback from students at the end of class can help them identify concerns about comprehension or class organization; this helps the instructor to modify activities or instructions

We recommend that you consult with [BUMC-IT](#) for assistance with choosing appropriate tools for your virtual or F2F classes.

Overview of Universal Design for Learning

