

Learner-Centered Education: An example using crossword puzzles, Jeopardy, and student-written assessments

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Learner-Centered Education

- Engages students in the learning process
- Encourages students to reflect on what they are learning
- Expect students to come to class having read the material
- Students participate in discussions and activities in class that reflect, analyze, and critique what they are learning
- Goal is to:
 - have students oversee their own learning
 - have students learn from and with each other



Example 1: Crossword Puzzles

- Use an online tool to create a crossword puzzle related to a particular chapter, concept, etc.
- <https://www.puzzle-maker.com/CW/>
- <http://puzzlemaker.discoveryeducation.com/CrissCrossSetupForm.asp>
- <https://worksheets.theteacherscorner.net/make-your-own/crossword/>
- Use crossword puzzle as activity in class (individual or group)

Example 2: Jeopardy

- Create a Jeopardy game related to a chapter(s) or concepts
- Play Jeopardy in class with students in groups
- <https://www.thebalance.com/free-jeopardy-powerpoint-templates-1358186>



Example 3: Student-written assessments

- Students to create:
 - Multiple choice questions
 - True/False questions
 - Fill in the blank/short answer questions
- I then give them an “exam review” using their questions (without answers) and they work in groups to find the answers (usually the class before the exam)
- I choose certain questions out of the questions they developed to use on 50% of the exam
- The remaining 50% of the exam is essay questions I write

Thank You!

