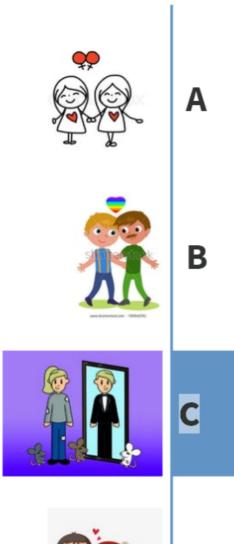
How are you feeling today?

When poll is active, respond at **PollEv.com/beabeabea851**



"My students' previous experience of learning in class, especially in the afternoon class, was not good. I always showed youtube's VDO and/or divided students into small groups for discussion and then students presented their group works. They tried to collaborate during the class but atmosphere was so boring".

I would like to enhance enjoyment inspiration using teaching and learning technology in my class and also to promote students' technological skills. I found that my class atmosphere has changed. my students and I have fun, make a joyful noise, no student fall asleep and all of them have a good technological skills. Some of them have questions, other students can give a right answers instead of me. In my view, technology in this era can promote learning process effectively and it fit for students who are the new generation.

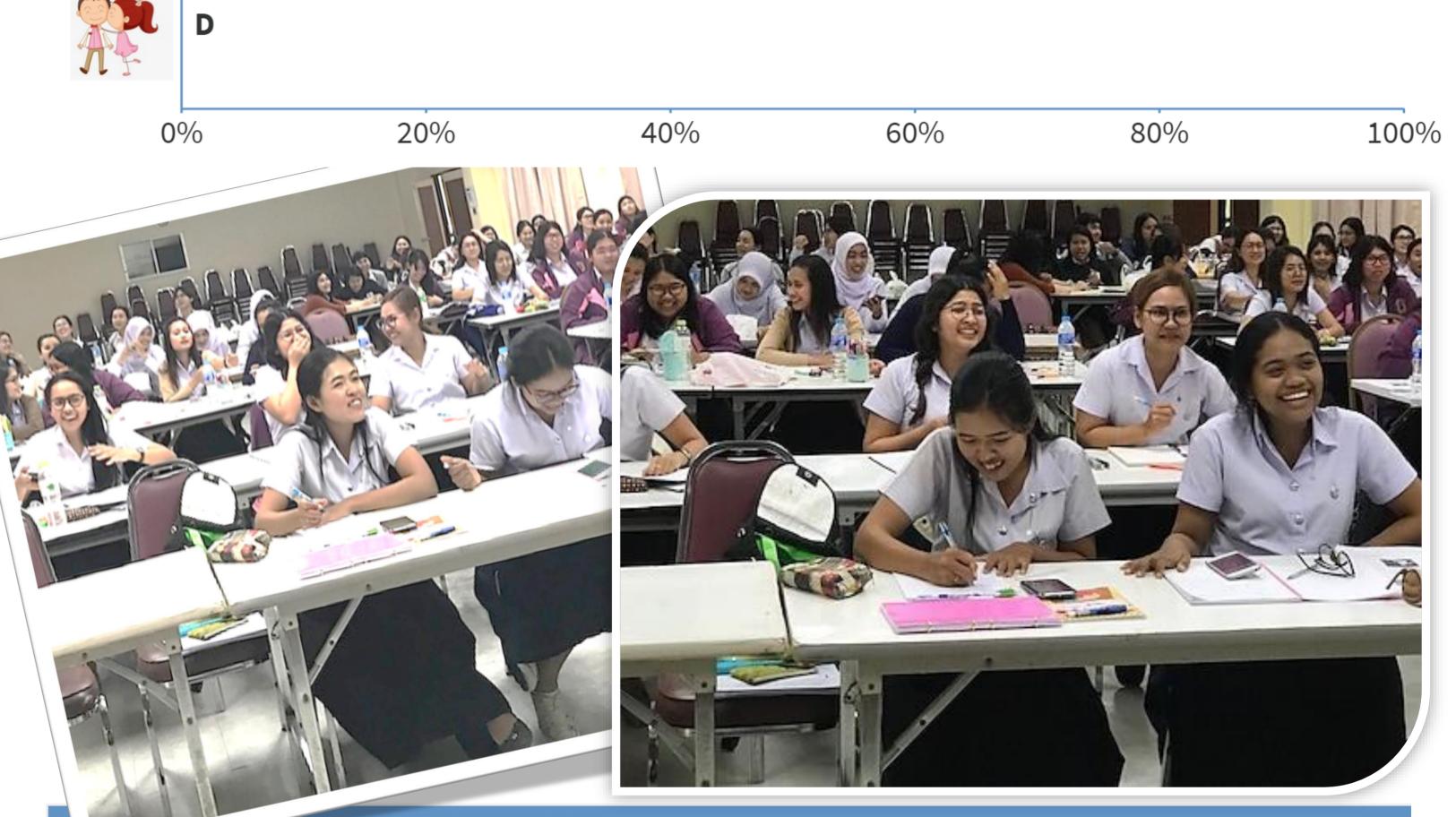


Which one represents "Gender Identity Disorder" ?

100%

I prepared my questions on Kahoot and Poll Everywhere. On Kahoot, I created Quiz and Jumble mode in order to evaluate their content understanding. For Poll Everywhere, I created a pre-post survey to gather information about their feeing before class start and the end of class.

In class, I started with describe the topic's learning objectives. And then I used Poll Everywhere for asking them "How are you feeling today?" to assess their readiness to learn. Then I used Kahoot in Quiz mode for the pretest. After that I used story-telling, especially my nursing experiences, and show youtube's VDO in order to present relationship between knowledge and practice. In part of the conclusion, I used both Quiz and Jumble mode on Kahoot for the posttest. After that I use Poll Everywhere for asking them "How are you feeling now?" and "Give 3 words for this class" to assess their feeling/satisfaction from learning activities before the end of class.

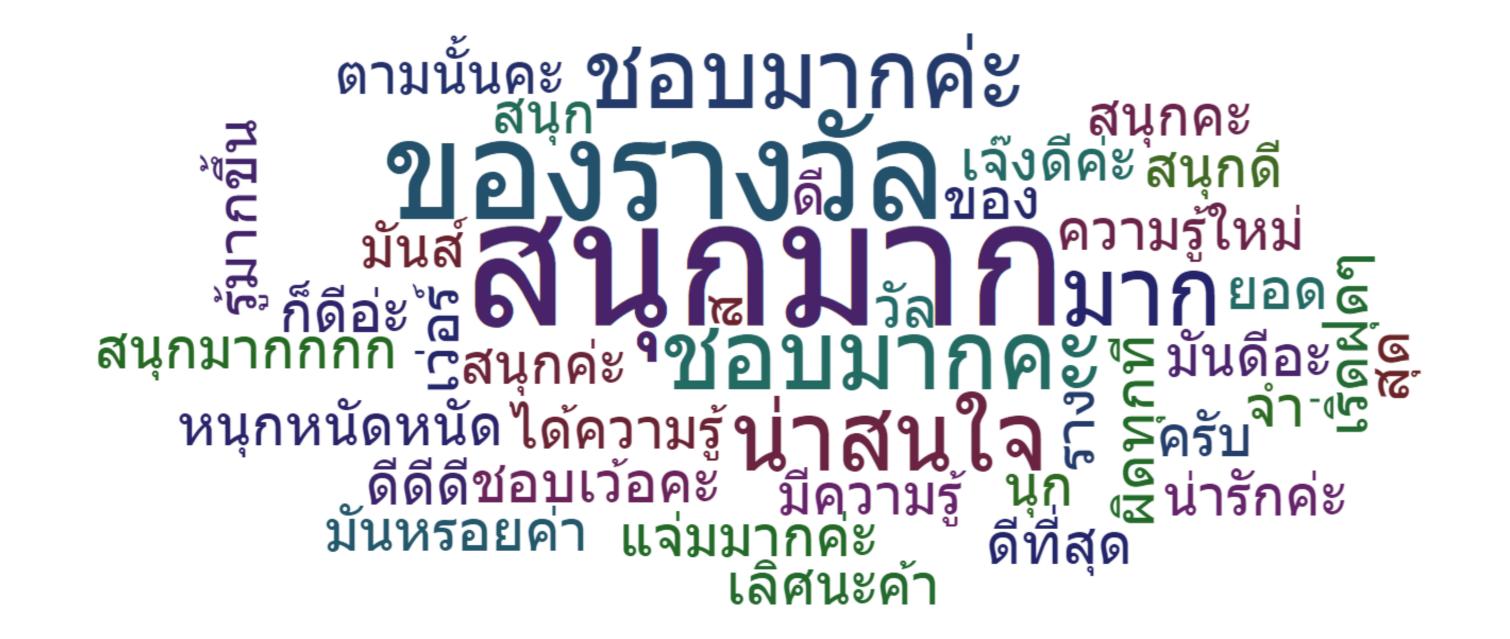


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Poll is full and no longer accepting responses

๑ `๔ เล่นเกมส์ด้วยพร้อมสอน ไม่เอางานกลุ่ม มีkahoot มีเล่นkahoot แบบวันนี้ดีแล้วค่ะ

Students used their smartphone to answer the questions. I asked my student why they choose each answer in each question and then give feedback immediately. After that, I explain and give more details to clarify their knowledge. The student, who is the winner will be announced and receive one gift.





I will show and share my good experience to my colleagues for encouraging them to use teaching and learning technology. It is a good way to promote learning atmosphere in class and students' technology skills.

I would like to change my class to be "A happy place to learn".

How do you feel now ?

Poll is full and no longer accepting responses

