### Sample Learning Experiences

<table>
<thead>
<tr>
<th>Absorb</th>
<th>Do</th>
<th>Connect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read, Watch, Listen</td>
<td>Exercise, experiment, and discover (suggest 50% of time in Do activities)</td>
<td>Bridge gaps. Link to prior knowledge, and application in workplace and life.</td>
</tr>
</tbody>
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#### Absorb
- **Listen**
  - PowerPoint Presentations
  - Audio/Video Lectures
  - Video Demonstrations
  - Recorded discussions
    - Debates
    - Panel discussions
    - Interviews
    - Mock trials
  - Guest Speakers – recorded or in online meeting
  - Films – dramatic or non-dramatic

#### Do
- Drill and practice
  - Guided instruction with feedback
    - Flash cards
    - Assessments
  - Hands on tasks allowing student to practice – virtual tutorials, videos of student completing task.
  - Teamwork to perform task using collaborative skills.
  - Guided analysis – lead learners through steps of complex task.
  - Compare and Contrast
  - Classify items
  - Outline items
  - Scientific experiments
  - Create or Practice Music compositions

#### Connect
- Ponder activities - think about what they know and connect to what they know and develop new perspectives.
  - Answer rhetorical questions
  - Cite examples
  - Evaluate examples – promote judgment
  - Brainstorm ideas for solutions

#### Absorb
- **Stories – concrete examples that humanize subject and demonstrate importance of subject matter (short and focused).**
  - Hero stories
  - Love stories
  - Disaster stories
  - Tragedies
  - Discovery/insight stories

#### Do
- Discovery – experiment and explore – lead the learner to discover concepts, principles, and procedures. Trial and error activities.
  - Virtual labs
  - Case Studies
  - Role playing
  - Debates, panel discussions

#### Connect
- Stories told by learner to connect learning to life.
  - Picture Stories
  - Written stories

#### Readings
- Textbook
- Online journals
- Technical manuals
- Links to Internet readings
- Blogs

#### Games
- Softchalk games
- eCampus games

#### Field trips to absorb information
- Guided tours
- Museums
- Travel journal

#### eCampus Tools for Content Activities

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<tr>
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<tr>
<td>Tegrity</td>
<td>eCampus Discussion forums</td>
<td>eCampus drop boxes</td>
</tr>
<tr>
<td>PowerPoint</td>
<td>eCampus chat rooms</td>
<td>eCampus journal discussion forums</td>
</tr>
<tr>
<td>Links to Web page</td>
<td>eCampus games and assessments with multiple attempts</td>
<td>Tegrity or Elluminate meetings</td>
</tr>
<tr>
<td>Elluminate</td>
<td>Links Web sites with simulations</td>
<td>Quizzes</td>
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<tr>
<td></td>
<td>Softchalk games</td>
<td>Team chat rooms/discussion forums</td>
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<td>eCampus games</td>
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