IHE DELFT Institute for Water Education
under the auspices of UNESCO

Interactive Learning for Building Future Competencies

Webinar 2 - Erasmus+ HWCA Project

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15 January 2026 – 10.00-12.30



Welcome to this Session!!!



Source: Check-in Generator (by DARETOSAY under OSI License)

Session Outline

- Welcome & Check-in
- Constructive Alignment & Blooms Taxonomy: Intro
- Warm-up activity & Context
- Interactive Learning: What & Why
  - Break – 10 minutes
- Basic practice on interactive learning 1
  - Group reflection activity & sharing
- Basic practice on interactive learning 2
  - Individual reflection activity & next steps
- Questions & Comments

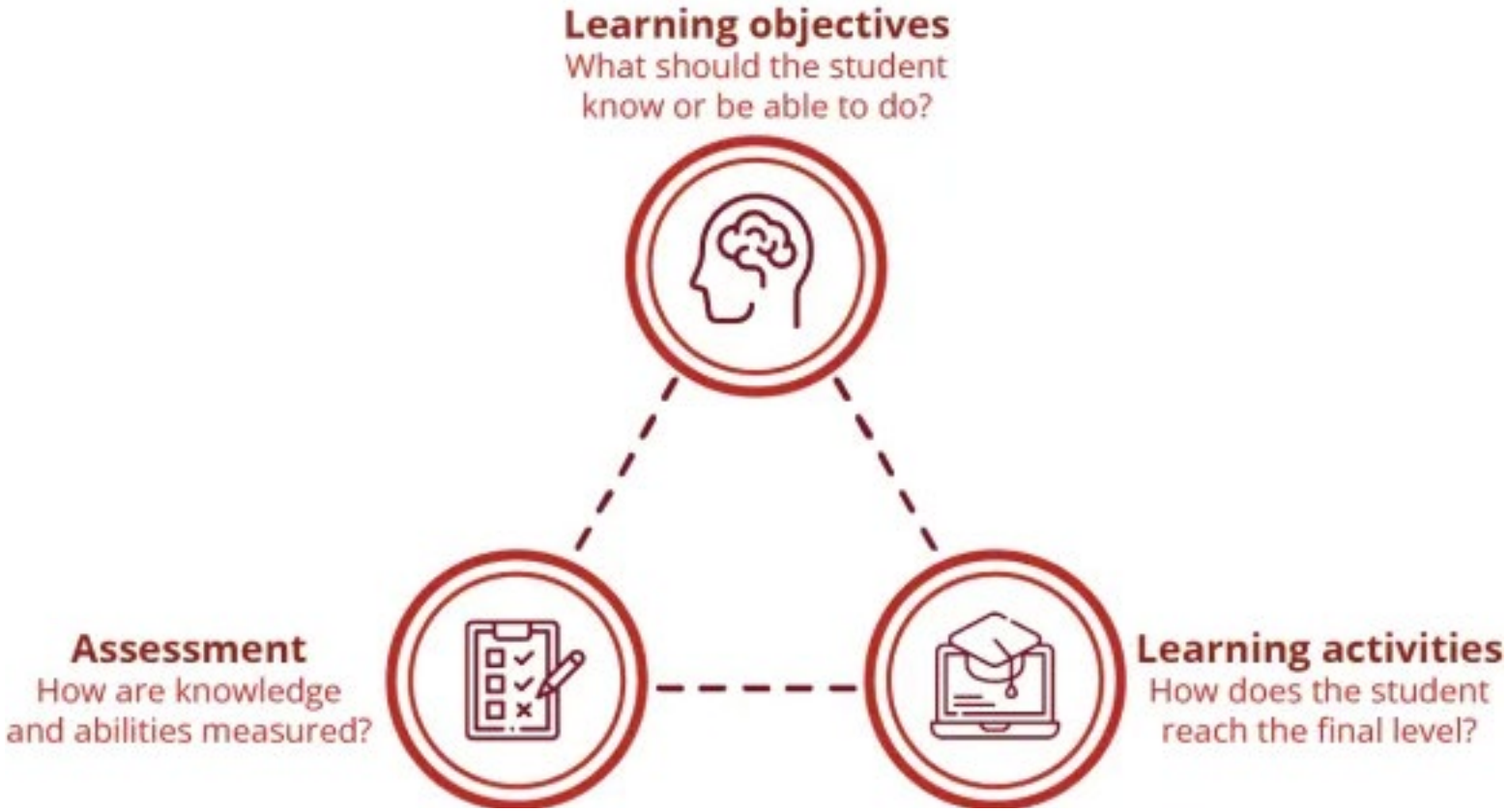
Learning Objectives

At the end of this session, you will be able to:

- Explain the basics of Constructive Alignment (Understand).
- Show why Interactive Learning approaches are crucial for teaching (Apply).
- Outline easy Interactive Learning elements to use in your teaching (Analyze).

Basics of Constructive Alignment

What is Constructive Alignment?



Source: [Using constructive alignment in your education]

Bloom's Taxonomy

A CLASSIFICATION SYSTEM OF EDUCATIONAL OBJECTIVES

Remembering

Recall or recognition of information

Understanding

Understanding the meaning of information

Applying

Using concepts in a new situations

Analyzing

Distinguishing between different parts

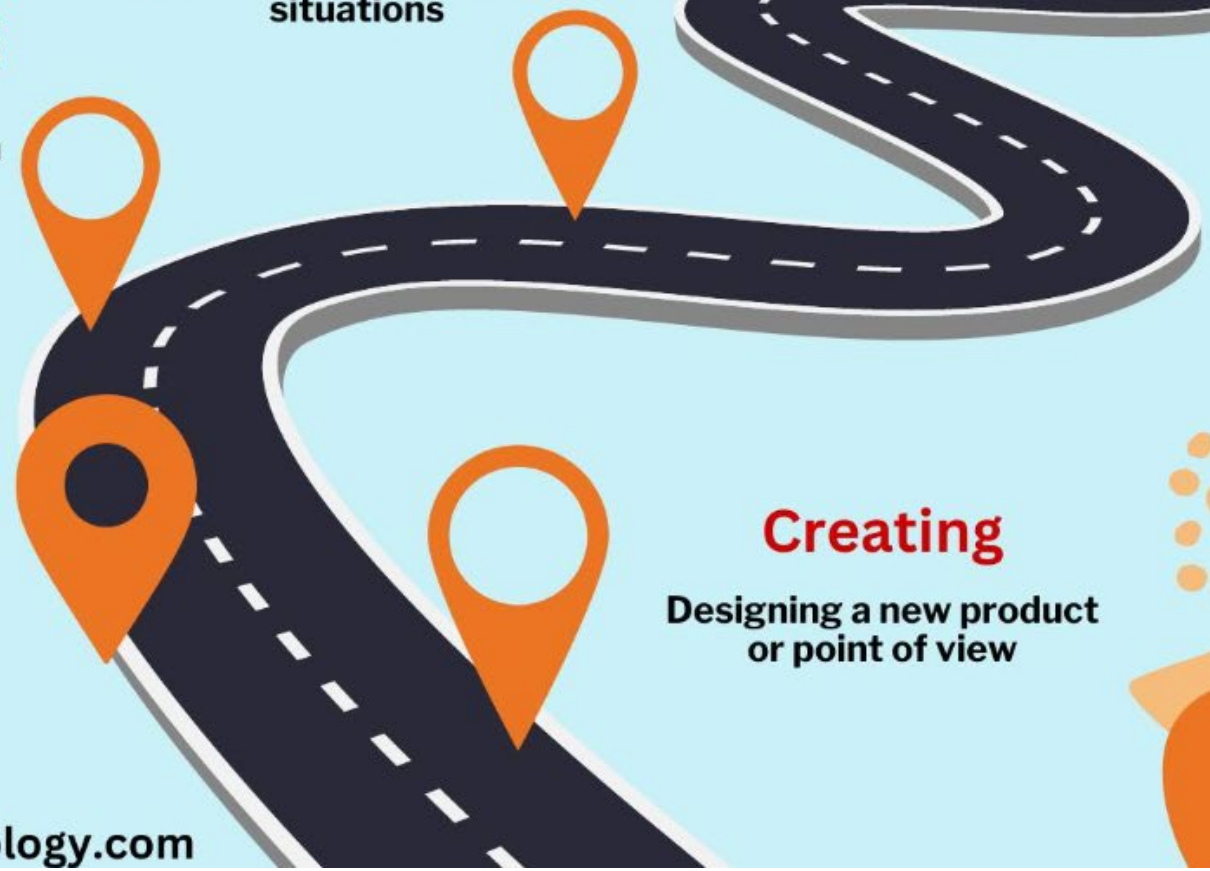
Evaluating

Justifying a decision or course of action

Creating

Designing a new product or point of view

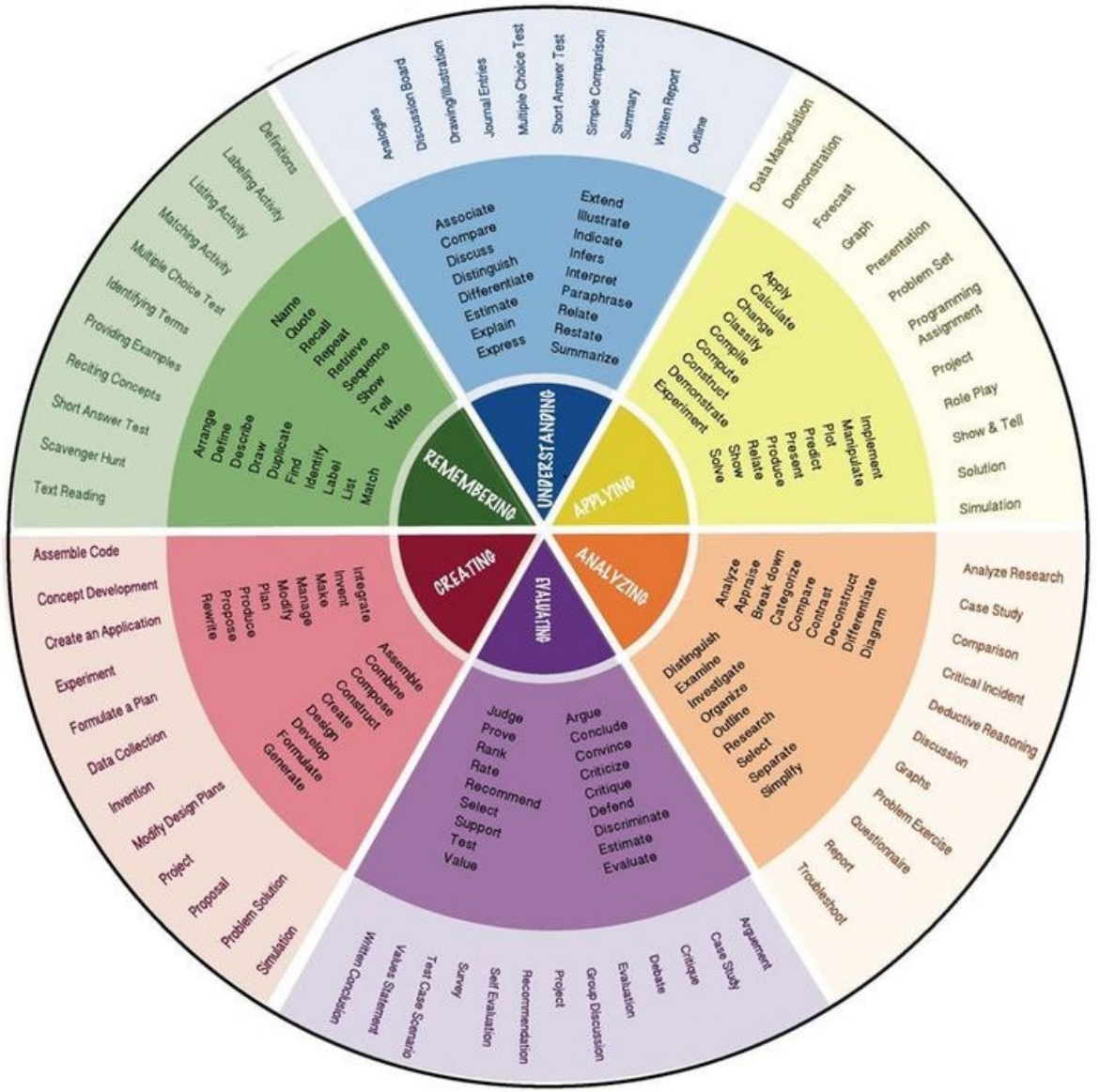






www.educatorstechnology.com

Bloom's Taxonomy Wheel with Activities



Source: [EDIT Learning & Design link]

Warming-up Activity

1. Write down the first word you think when you hear “Interactive Learning”.

2. Do you use Interactive Learning in your daily teaching? (yes/no)

3. Write down the benefit of Interactive Learning in one word.

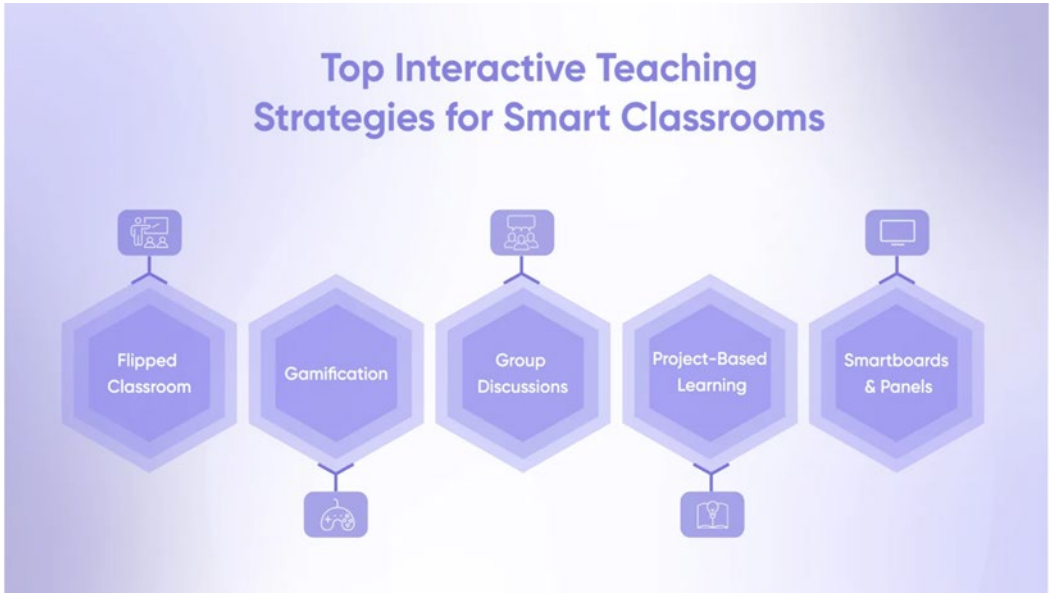
Why Interactive Learning is crucial for teaching

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Context: Why Teaching Must Change

- Students & Teachers live in a digital world (digital transformation)
- Information is everywhere – learning is the challenge.
- Traditional lectures no longer guarantee learning.
- *Education must focus on skills, not on content delivery only.*
- Teachers as facilitators of self-learning.



Source: Senses

Why Interactive Learning?

Traditional Teaching Model	What Learners Need Today
Teacher-centered	Critical thinking
Content-focused	Problem-solving
One-size-fits-all	Collaboration
Assessment at the end	Digital literacy
Limited student engagement	Lifelong learning skills

What is Interactive Learning?

- **Active Participation:** Learners are involved through hands-on tasks, discussions, and experiments, *not just listening*.
- **Collaborative & Social:** Learning happens through interacting with instructors & peers, sharing perspectives, and co-constructing knowledge.
- **Problem-Based:** Uses real-life scenarios and challenges to promote critical thinking and application.
- **Technology-Enhanced:** Often uses digital tools like interactive videos, simulations, and gamification for richer experiences.
- **Constructivist:** Aligns with the theory that learners build new knowledge by connecting it to what they already know.

Benefits of Interactive Teaching Strategies

1. Encourages Students' Engagement.
2. Promotes Cooperation and Interaction.
3. Recognizes Different Learning Styles.
4. Builds Critical Thinking and Creativity.
5. Makes Learning Fun.

Interactive Learning for Teaching: *Examples*

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Examples of Interactive Learning

- **Simulations & Role-Playing:** Practicing complex skills in a safe, virtual environment.
- **Group Discussions & Debates:** Exploring different perspectives and reaching insights collaboratively.
- **Project-Based Learning:** Working on multidisciplinary projects that require applying multiple skills.
- **Interactive Videos:** Videos that pause for questions or information to test comprehension.
- **Gamification:** Using game elements like points or challenges to motivate learning.



Source: PickPik under CC0 1.0 Public Domain

10 min

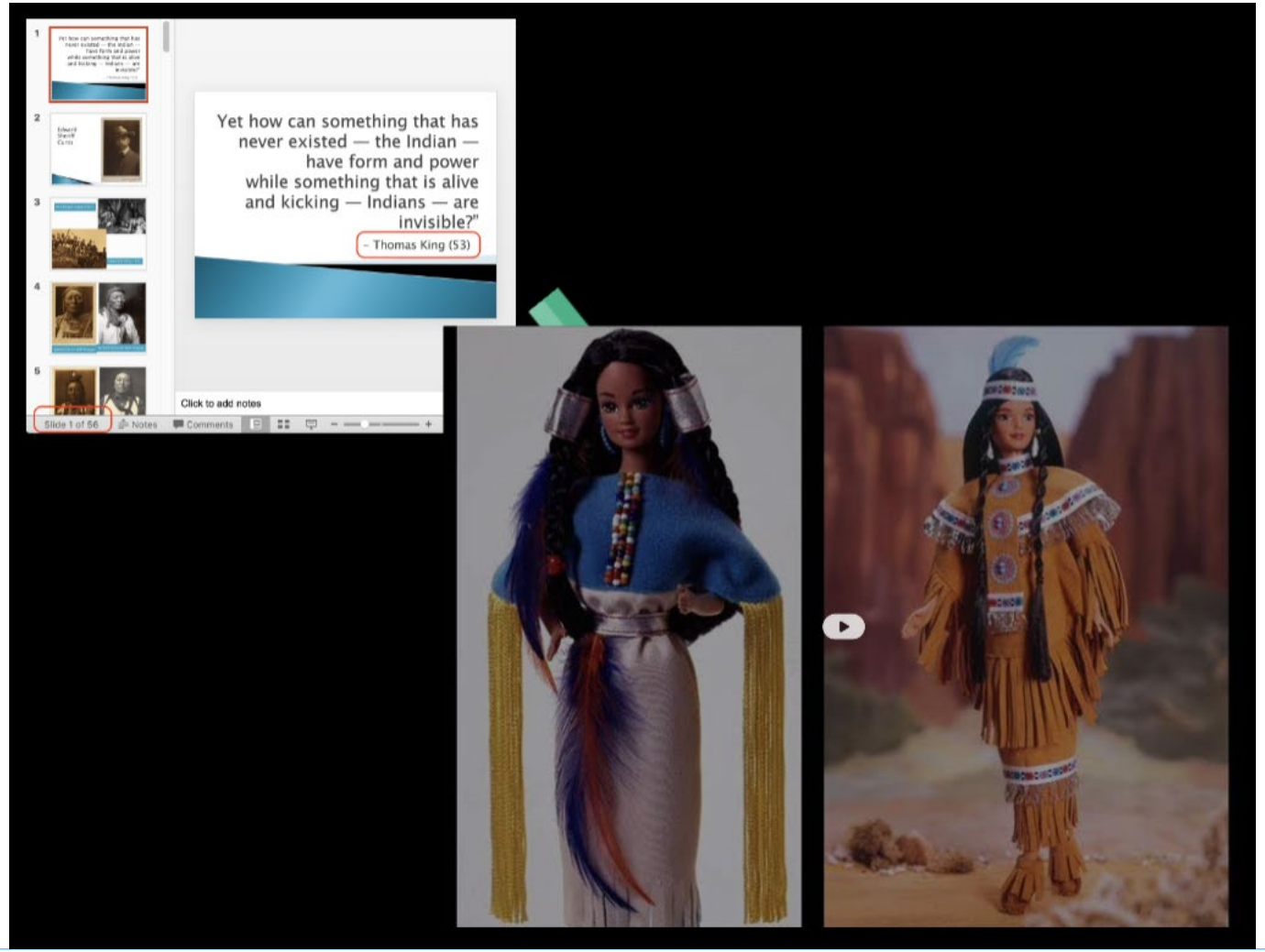
How about…

What if your ‘lecture’ was completed before your students met with you in the classroom?

What if you could not travel to another country to tour a water treatment plant?

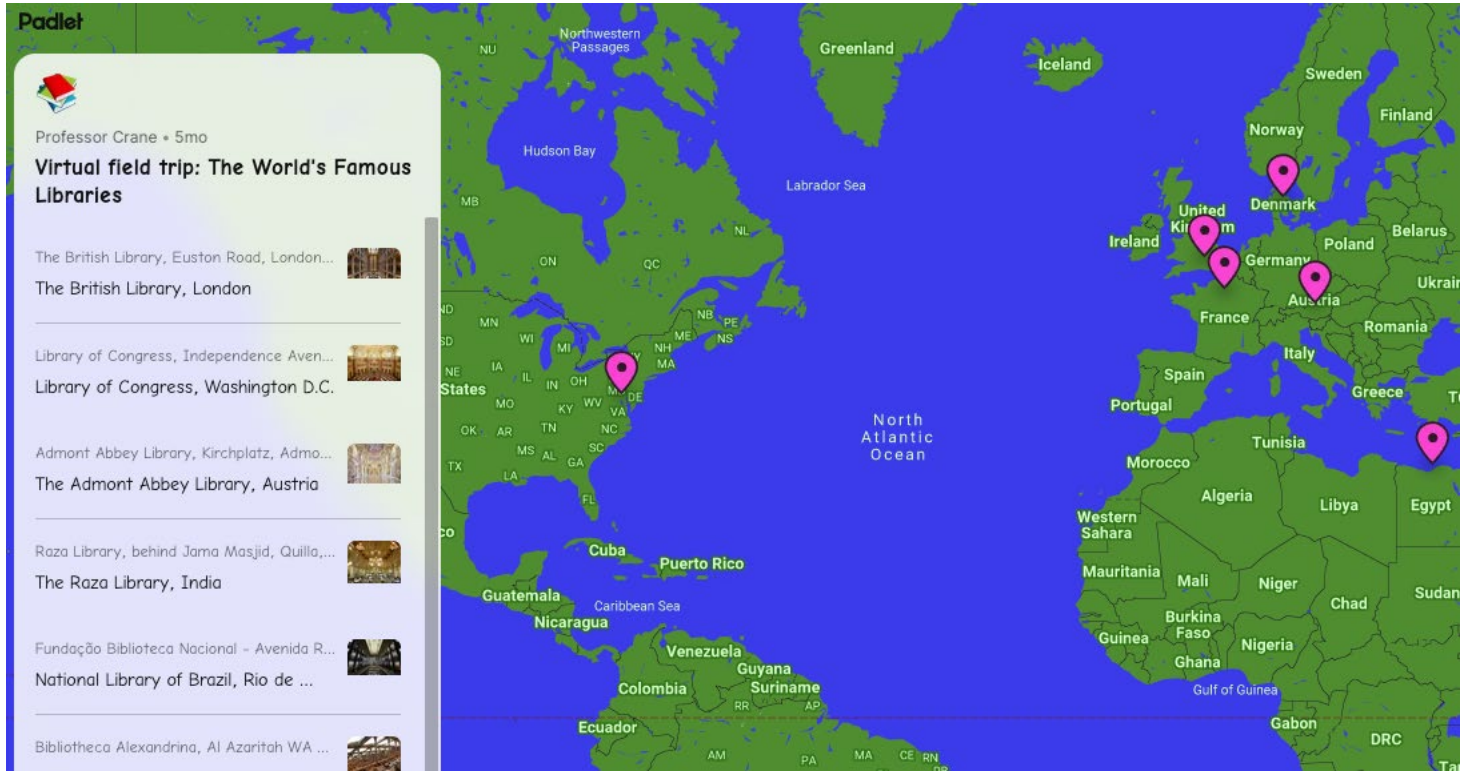
What if you could have your learners conduct their Lab work when the space is already booked?

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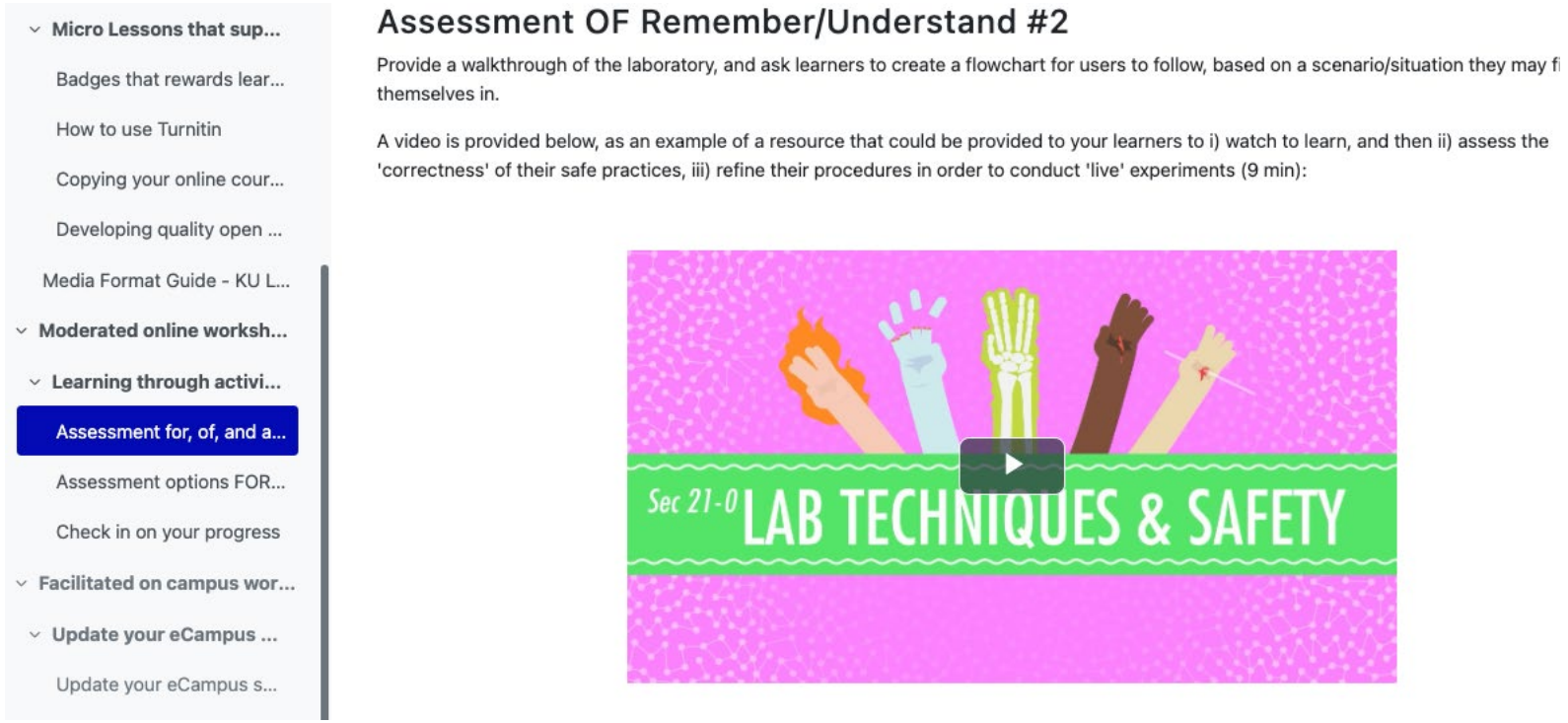
Example used in Workshop by IHE Learning Team.

What if you could not travel to another country to tour a water treatment plant?



Example used in Workshop by IHE Learning Team.

What if you could have your learners conduct their Lab work when the space is already booked?



Example used in Workshop by IHE Learning Team.

Basic Practice on Interactive Learning 1: Group reflection activity & sharing

Why should teachers incorporate Interactive Learning elements to their teaching practices? Give 1 example on how to do it.

Time 20 minutes:
10 min for group discussion
10 min to present 1 example per group

Technology supports, not replace, pedagogy.

Effective education = pedagogical strategies + human connection

Tech-Enhanced:

Something whose fundamental purpose, process, or effectiveness has been improved/supported but not *transformed* by technology's use.

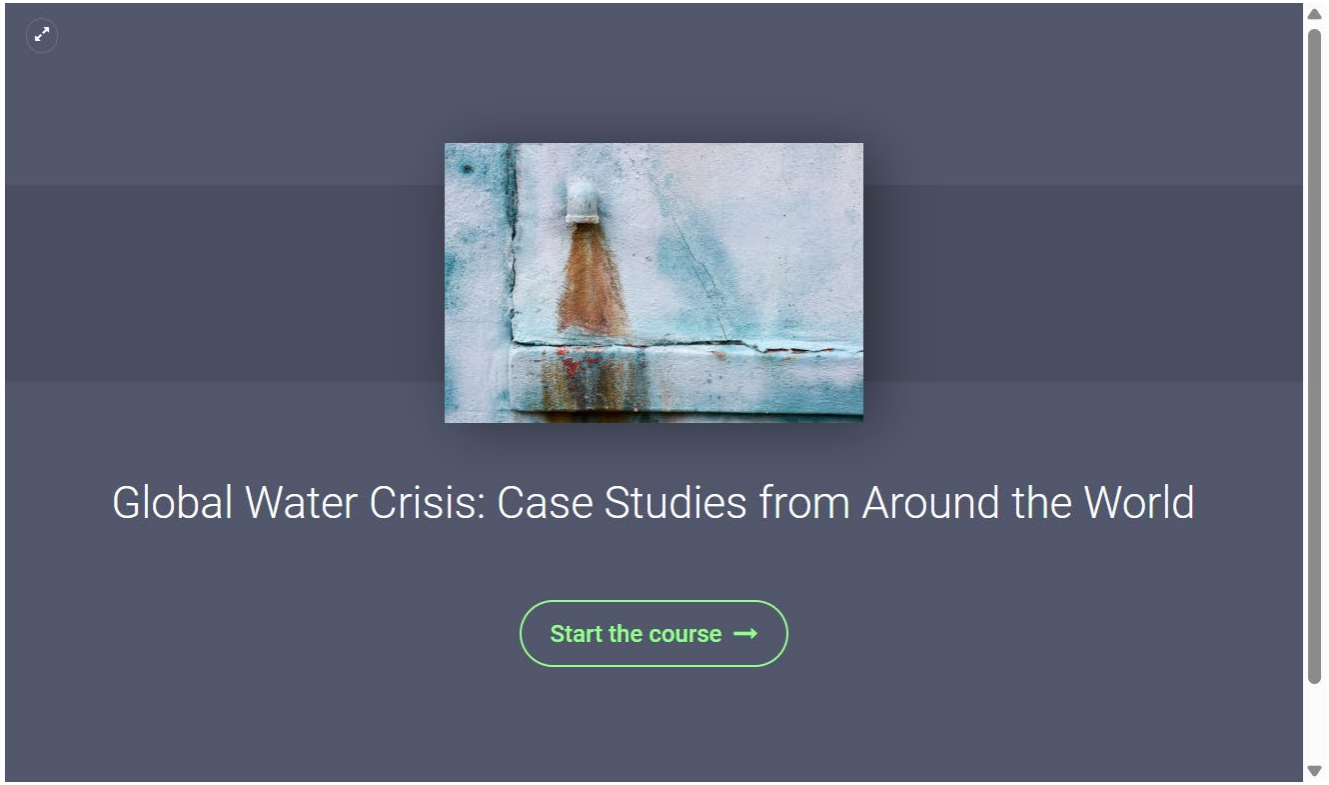
[eg. digital whiteboard to show a calculation]

Tech-Enabled:

Systems or services that use existing technologies to improve efficiency, effectiveness, or deliver an novel experience.

[eg. digital whiteboard to have learner brainstorm]

Example of Interactive Video (H5P)



Example used in Workshop by IHE Learning Team.

Basic Practice on Interactive Learning 2: Individual reflection activity & next steps

What one change could you make to your teaching practices to support more interactive learning now? Share with the group.

Time 15 minutes:
5 min for individual preparation
10 min to share 1 example per person

For inspiration:

Teaching Methods	Description
Flipped Classroom	Students will learn theoretical content at home through videos or readings and then discuss the topic in class, working on problems with an active-learning strategy for deeper understanding.
Gamification & Quizzes	Gamification uses play elements (points, badges, and/or leaderboards) to make learning fun and competitive.
Group Discussion & Peer Learning	Collaborative teaching approaches allow students to brainstorm, argue, and learn with each other. Involves some degree of reprieve for increased student confidence and communication.
Role Plays and Simulations	Practical methods allow students real-world experience. In a management class, the students could conduct a business meeting, and in a law class, the students could role-play a courtroom.
Project-Based Learning Method	Students will take part in long-term projects that often solve real-world issues; this methodology allows for collaborative units, promotes innovative thinking, and encourages the students to work towards a final outcome while marrying theory with practice.
Use of SmartBoards & Interactive Panels	Interactive technology, like the SenseTeam 4K smartboard, enables classroom leaders to engage students in immersive lessons that incorporate digital media for annotation, multimedia, and real-time quizzes.

Source: Senses

Questions & Comments



Before Closing this Session…



Source: Check-in Generator (by DARETOSAY under OSI License)



Thanks!!!
Obrigada!!!
Dankjewel!!!

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SUSTAINABLE DEVELOPMENT GOALS