Teaching with Poll Everywhere

Poll Everywhere (PE) is an online polling platform that allows participants to vote on custom created polls through a combination of devices. Sharing the results with the class builds community and helps students check their own understanding. Listed below are some practices to consider while using PE:

Opening Activities for Student Engagement - Begin your class by asking your students low-stakes questions, existing beliefs, pre-conceived ideas, or prior knowledge to being to engage students, raise their interest, curiosity. You may also collect open-ended responses in a word cloud activity followed by students' review, analysis, or interpretation.

Formative Assessments to Gauge Comprehension – Gauge students' knowledge to support their immediate learning and clarify missed/misunderstood information. Polling can be effective for formative assessment when you are discussing particularly difficult/challenging content during class. Polls can be interspersed between slides in your lectures to make sure students understand the material. Also, you receive immediate feedback on the students' level of comprehension and are able to intervene and adjust your instruction to better support students' learning.

Think Pair Share Activities for Peer Learning – Upon presenting your polling question in class you invite students to submit their responses without talking to a peer. Stop the poll and do not display the results graph to the class. Ask students to turn to the person next to them and discuss the polling question in pairs and come to a consensus on the answer. Start a new poll by asking the same question and ask your students to submit their responses based on the pair's decision. Following, display the responses and show the results of the initial poll taken without any conversation with a peer. Ideally, the results will show that a larger number of students responded with the correct answer after discussion with a peer.

Gamification – You may use PE's "Competitions" feature to engage students in playful competition for the highest score in several multiple-choice questions.

Sample syllabus statements (adjust as reflective of your use of Poll Everywhere):

"Poll Everywhere is an online polling platform that we will use throughout the semester to engage you in the course and with your peers. For example, we will use polls to collect experiences, opinions anonymously in preparation for discussion, or we will intersperse questions in the lecture to gauge understanding in real-time. Please bring a web-enabled device to every class so you can participate."

"We will be using Poll Everywhere, a classroom response system, for engagement, participation, and feedback in real-time. For example, you will be engaged via polls, questions, surveys, friendly competitions and receive ongoing feedback on your understanding/learning. Please bring a web-enabled device to every class so you can participate."

[Guide for Students](#) (fy reference)

References:

Poll Everywhere (n.d.) 10 education word cloud activities that get students talking. Accessed August 1, 2022
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DePaul University (n.d.). Polling. Accessed August 1, 2022
https://resources.depaul.edu/teaching-commons/teachingguides/technology/Pages/poll-everywhere.aspx

Rich, J. (2017, December 14). Polling Students to Check Understanding. Accessed August 1, 2022
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