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Transform your training: practical approaches to interactive Information Literacy teaching.  
Theme: New areas of practice and research

Are you being as interactive as you could be in your sessions? If you think the answer is 'yes' then you may be in for a surprise.

Much has been written about the importance of university libraries delivering information literacy training to enhance independent learning. Students arriving in higher education straight from school have experienced interactive teaching in their education, and have high expectations of being engaged in the classroom. Research shows that "learning is optimal when it is an active process" [1], and interactivity, a two way approach that engages both the learner and teacher, is an important aspect of enhancing the learning process. The teaching of information literacy is no different. At the Manchester Metropolitan University (MMU) we have recognised that in order to successfully impart information literacy skills to our students, it is essential to integrate interactivity into our training sessions. We are showing a keen commitment to this with the creation of an InfoSkills Team which includes two dedicated posts to facilitate and roll out new teaching ideas at all seven MMU library sites, and ensure a cohesive approach to InfoSkills delivery.

There are a number of approaches to information literacy classroom training, such as lecturing, hands-on and group discussions. However, each of these alone is not enough and must be combined with other innovative practical methods in order to make the training truly effective. Whether in a seminar room, a lecture theatre or a computer room, active participation within the session is key to enhancing students' independent learning and building their critical learning skills. This workshop aims to demonstrate that interactivity is accessible to all institutions, regardless of environment, technology or budget.

The session has not been designed to prescribe how you should deliver information literacy training, but is intended to present ideas that will question how you teach. We will use a variety of interactive methods to illustrate the diversity of approaches available from group discussion to electronic voting systems. It will be an informal and relaxed environment in which to share ideas of good-practice. The session will be fun, lively and interactive (but don't worry – no role play!). Throughout the event we will be introducing participants to a number of different activities to cater for different learning styles.

Objectives: By the end of this workshop participants will be able to:

- Recognise the importance of using a variety of interactive methods in teaching.
- Utilise appropriate interactive methods and technologies for a variety of teaching environments.
- Build upon and adapt existing sessions to include interactivity within them.

1. Philipp, S., and Schmidt, H. (2004) Optimizing learning and retention through interactive lecturing: using the Audience Response System (ARS) at CUMC [online]. Center for Education Research and Evaluation: Columbia University [cited 28th November 2005].

<[http://library.cpmc.columbia.edu/cere/web/facultyDev/ARS\\_handout\\_2004\\_overview.pdf](http://library.cpmc.columbia.edu/cere/web/facultyDev/ARS_handout_2004_overview.pdf)>.