

## Diversify teaching methods to engage students more effectively.

Learning.com's curriculum item types are designed to enhance your teaching and provide engaging, varied learning experiences for your students.



### Assessment

Evaluates student knowledge and skills using formative and summative experiences, including pre- and post-tests, students reflections, and quizzes.



### Game

Actively engages students to practice concepts and further develop knowledge and skills.



### Discussion

Provides slides and instructions for teachers to introduce key concepts and lead a class.



### Gamified Practice

Uses game elements to promote learning and practicing skills.



### Practice

Covers a specific skill area and delivers learning and reinforcement opportunity with tutorials, guided practice, and independent practice.



### Video

Presents subject material and instant feedback with interactive, animated stories and lessons.



### Weblink

Connects students to another website.



### Project

Presents opportunity for students to apply new skills, often using digital tools.

Each of these item types serves a unique purpose in the learning process, from evaluating knowledge to encouraging active engagement and skills application. By incorporating a mix of these items into your lessons, you can create a dynamic and effective learning environment that caters to diverse learning styles and keeps students motivated.