Chapter X
Creating an Interactive PowerPoint Lesson for the Classroom

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ABSTRACT

This article helps classroom teachers create an "Interactive Lesson," a self-paced, student-controlled, individualized learning opportunity embedded with assessments. These lessons are offered to learners who need individualized instruction; corrective instruction, additional practice, or enrichment activities. Interactive lessons are not new. However, the practical, sequential methodology offered herein provides a practical design model for creating and integrating Microsoft's PowerPoint for presenting self-paced, personalized lesson content. The presentation can be captured to a floppy diskette, burned onto a CDROM, or sent as an email attachment to students in a classroom, computer lab or at home. The interactive lesson has many practical applications for students needing remedial attention or those attending cyber schools or home-bound students.

INTRODUCTION

Much of the technology used in today's classroom involves or is supported by the Microsoft Office© suite. It has arguably become the integrated software package of choice for many schools and corporate training rooms. Word, PowerPoint, Excel, and Access are the staples for many teachers, trainers, and their students. Complimenting these capabilities, Internet Explorer and Netscape Communicator are the tools of choice for accessing the World Wide Web. Teachers and trainers often opt to utilize these tools to develop text, visual, and Web-based materials for the classroom, preferring to leave the more complex and costly packages to multimedia designers and commercial artists. The success of this practice has been borne out by a blistering growth in applications from K-12

classroom teachers and their corporate training counterparts.

THE INTERACTIVE LESSON DEFINED

Teachers and trainers use Microsoft Word to create text-based class handouts, lesson study guides, and student workbooks based on their own classroom learning objectives. They use Microsoft's Front Page and Netscape's Composer to produce web-based content materials. And, they use Microsoft's PowerPoint to create interactive presentations. Interactive Lessons take the form of a self-paced, student-controlled, individualized learning opportunities embedded with formative and summative assessments to gauge student learning outcomes. Lessons are offered to those who need individualized attention, remedial instruction, additional practice, or enrichment activities. Specifically, an Interactive Lesson:

- Is a **visual-based, behavioral-oriented** teaching strategy appropriate for learners at all levels that may benefit from concrete, graphical learning experiences.
- Contains **self-paced** instructional content appropriate for those who learn best when content is sequenced and delivered at their own pace or who need remedial instruction outside the typical classroom environment.
- Offers **specific, logical, systematic** lessons that foster individualized instruction and sequential learning.
- Is **student-initiated** and **student -managed** learning that places a good deal of the responsibility for mastering the material directly in the hands of the learner.
- Embraces all phases of the **Mastery Learning** instructional technique. It suggests

alternatives for presenting the initial mastery objectives, corrective instruction, and enrichment activities.
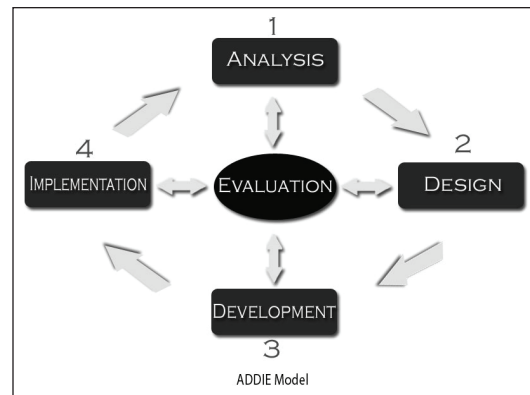
CREATING AN INTERACTIVE LESSON

The ADDIE instructional system design model guides the creation of the Interactive Lesson.

For each step in the ADDIE Model, a practical, hands-on task is completed as evidence that the skill has been mastered. Here's how it goes:

1. *Analyze*: define the needs and constraints
2. *Design*: specify learning activities, assessment and choose methods and media
3. *Develop*: begin production, formative evaluation, and revise
4. *Implement*: put the plan into action
5. *Evaluate*: evaluate the plan from all levels for next implementation; evaluation is essential after each step.

Each step has an outcome that feeds the subsequent step.

Figure 1. The ADDIE model for instructional system design

ADDIE Model

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