



Learners create their introductions in a format aligned to a course topic or skill.

## 1. Create Learner Buy-In

Learners self-assess the product and how it relates to the relevant course topic or skill .

# 5 GOALS OF INTRODUCTION ACTIVITIES

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Peer feedback or interaction promotes a social-academic presence.

## 2. Establish Rapport & Tone

Choices establish learners' responsibility to their learning & respect comfort with self-revelation.



Instructor's model offers empathy, trustworthiness, and competence.

## 3. Model Integrity & Quality

Instructor makes a conscious choice about when to share the model introduction.



The technology is necessary for future class work.

## 5. Use Relevant Technology

Product provides insight into learners' experience with technology.



Task has low but intentional stakes & realistic time-to-task expectations.

## 4. Set the Stakes

Learners can refer back to the product to gauge their growth.