1. **Which three experimenter activities did you choose** to complete and why? Include the links to your Activity Bank responses.

I chose the following three activities:

1)More than Quizzes: [**https://bank.ecampusontario.ca/response/quizlet-whmis-2/**](https://bank.ecampusontario.ca/response/quizlet-whmis-2/)

I wanted to use a format to engage the students in knowledge checks where I supported them to quiz themselves on a theory topic we just covered in a live lecture.

2)Going Interactive with H5P: [**https://bank.ecampusontario.ca/response/fill-in-the-blanks/**](https://bank.ecampusontario.ca/response/fill-in-the-blanks/)

I have always wanted to explore H5P as I have access to it from my organization but have never had the time to explore it. The activity I picked was a drag and drop to fill in the blanks. I used a basic concept to play with the application and found it easy to use and look forward to using it in my teachings for the students to add an interactive nature to their education and keep them engaged.

3)Information as a Graphic: [**https://bank.ecampusontario.ca/response/infographic-3/**](https://bank.ecampusontario.ca/response/infographic-3/)

I teach basic pipetting skills and I have a standard operating procedure that goes through the different steps in the process but I find this might be a more effective to get them to read the instructions with a visual aid all in one page.

1. Identify and explain **three overall lessons learned from experimenting** with these three activities. How might you use these activities going forward in your teaching practice?

I would like to use these applications in my teaching practice for knowledge checks and to engage the students in their online learning sessions. I find with online learning, they require more engagement and involvement to keep them interested and to provide them an alternative means to learn the content.

1. You were asked to complete at least one experimenter activity on a**tablet or a smartphone.**
   * Identify the activity completed and on what type of mobile device?

I was able to do the H5P activity on an ipad.

* + Identify and explain the advantages and challenges of using this technology tool on a mobile device.

I was going to attempt another experimenter activity but I find it is harder to work with images on an ipad and to easily crop, screenshot and copy and paste on there. I definitely find it easier to do it on a desktop. I then tried h5P and I found since it was text and symbols, it was much easier for me to navigate.

* + Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone.

I had created an exercise online using an editable document to get students to answer questions which can easily be done on any device. Doing a multiple choice type assignment on slido can also work well. It is user friendly for both students and instructors.

* + Explain the steps you might take in making access to these devices available to all students.

All my activities are available via a desktop, cell phone or other smart devices.

1. Online video recording: <https://youtu.be/QL6_Y2B0V60>