Electronic Gallery Walk: an Excel Online Solution for Large Enrollment Classroom Activities

Interface 2018: Student Voices Transform Teaching

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What is an Electronic Gallery Walk?

- A gallery walks is an instructional method encouraging performance of higher-level cognitive tasks like synthesis and evaluation
- Traditional gallery walks usually involve physical stations where students/teams perform some task, e.g., answer a question or evaluate content, rotating through each station
- An **electronic gallery walk** recreates this process virtually by locating the 'stations' in a document or other software platform

Why use an Electronic Gallery Walk?

- Gallery walks are ideal when learning objectives include creating and/or critically evaluating; these activities are often not suited to multiple-choice questions
- Traditional gallery walks work well with small-to-medium sized groups who are physically located together (i.e., in a classroom); larger groups (hundreds of individuals) create logistical challenges with regard to space and time needed to rotate between stations
- Electronic gallery walks can be employed when learners are not physically in the same space, or with larger groups because time spent 'rotating between stations' is vastly reduced
- Electronic gallery walks also work well for asynchronous activities

What are the pros/cons of software approaches for Electronic Gallery Walks?

- **Microsoft Word Online, Google Docs**: pros: easy set-up and access and no need for specialized software; cons: overwhelmed by too many users, cannot lock certain aspects of the document
- **Microsoft Excel Online**: pros: provides greater control over what can be edited by students, security (UF required login with OneDrive), large amount of users editing document at once, and easier to facilitate review/discussion by faculty; cons: requires moderately more time to set up and test, overwhelmed by too many users
- **Canvas/ELS discussion boards**: pros: relatively easy set-up utilizing the linking feature and no need for specialized software; cons: not designed for gallery walks, does not easily facilitate live discussion
- **Other (e.g., Padlet)**: pros: designed for interaction, many with 'post-it' note features; cons: requires students sign-up (sometimes with subscription fee), lack of control over data

Tips for Success

- Test approach in advance – students will figure out how to break it almost immediately
- Think through how technological approach will facilitate discussion and student learning
- Lock write access after activity – students have a record of their work, but can no longer edit
- For large groups: consider compartmentalizing activities (every group need not attend every station)