Teaching statistics in an online format has many of the same inherent challenges as a large lecture class. Students are intimidated by the remoteness or the instructors and their classmates. Incorporating hands-on activities is a research-supported practice that often engages and motivates the learner (ref). Though computer simulation is a feasible option, there is a “black-box” feel that is unfortunately commonplace for math, furthermore statistics, and even more so with Sampling Distributions (Pfaff, 2009). Online education has unique challenges when it comes to implementing physical hands-on activities. This session will share the implementation of “Cents and the Central Limit Theorem” (Scheaffer, 2014) to engage online students with tangible, real time/life data collection using Google Suite apps. Best practices for modifying hands-on activities for the online and traditional large lecture classes will be discussed.
