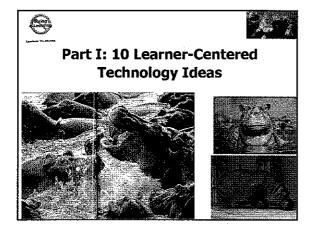


| | | , |
|-------------------------|------------------|---------------|
| | Low Risk | High Risk |
| 1. Risk | - | |
| Easy to Embed | | Extensive |
| 2. Time | | Planning → |
| | Free or | Enterprise |
| 3. Cost In | expensive | Licenses |
| 4. Student- Centered | Instructor-Focus | Student-Focus |
| | Low | High |

Task

- Ideas definitely Can Use (Circle or write down)
- Ideas you might use (check off or write down in a separate column)
- Ideas you cannot use (cross off or put at the bottom)



1. Learner-Centered Learning Principles (American Psychological Association, 1993) <u>Cognitive and Metacognitive Factors</u>

1. Nature of the learning process

10. Developmental influences on

- Nature of the learning process
 Goals of the learning process
 Construction of knowledge
- 4. Strategic thinking
 5. Thinking about thinking
 6. Context of learning

learning
11. Social influences on learning

13. Learning and diversity

- 12. Individual differences in learning
- 14. Standards and as

Individual Differences

- Motivational and Affective Factors
 7. Motivational and emotional influ
 8. Intrinsic motivation to learn
- 9. Effects of motivation on effort

2. Constructivistic Teaching Principles (Brooks, 1990)

- 1. Build on student prior knowledge.
- 2. Make learning relevant.
- 3. Give students choice in learning activity.
- 4. Student autonomy & active Irng encouraged
- 5. Use of raw data sources & interactive materials
- 6. Encourage student dialogue
- 7. Seek elaboration on responses and justification
- 8. Pose contradictions to original hypothesis
- 9. Ask open-ended questions & allow wait time
- 10. Encourage reflection on experiences

- Anchored Instruction (find anchoring event (CTGV, 1990?)
 (L/M = Cost, M = Risk, M = Time)
- In a synchronous lecture interrupt it with a summary video (could be a movie clip) explaining a key principle or concept.
- Refer back to that video during lecture.
- · Debrief on effectiveness of it.



2. Cool Resource Provider

(Bonk, 2004) Capture and Videostream Lectures (e.g., Apreso CourseCaster)

- Have students sign up to be a cool resource provider once during the semester.
- Have them find additional paper, people, electronic resources, etc.
- Share and explain what found with class via synchronous meeting or asynchronous discussion post.





3. ORL or Library Day

(L = Cost, M = Risk, M/H = Time) (Bonk, 1999)



- Have students spend a day in the library or online finding and summarizing a set number of articles.
- Have them bring to class or post abstracts to an online forum.
- Share in small groups interested in similar topics.
- Perhaps give each student 1-2 minutes to describe what found in a chat.

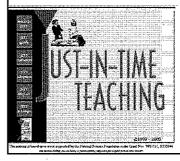
4. 99 Second Quotes (L = Cost, M = Risk, M = Time)



- Everyone brings in a quote that they like from the readings
- You get 99 seconds to share it and explain why you choose it in a sync chat or videoconference
- Options
 - Discussion wrapped around each quote
 - Small group linkages—force small groups to link quotes and present them
 - Debate value of each quote in an online forum

5: Online Warm-ups Activities Just-In-Time-Teaching (JiTT)

http://webphysics.iupui.edu/jitt/jitt.html





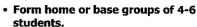
6. One minute papers or muddlest point papers

(L = Cost, M = Risk, M = Time)

- Have students write for 3-5 minutes what was the most difficult concept from a class, presentation, or chapter. What could the instructor clarify better.
- Send to the instructor via email or online forum.
- Optional: Share with a peer before sharing with instructor or a class.

7. Jigsaw

(L = Cost, M = Risk, H = Time)



- Student move to expert groups discussion ideas in a chat.
- Share knowledge in expert groups and help each other master the material in an online forum.
- Come back to base group to share or teach teammates.
- Students present in group what learned.

8. Six Hats (Role Play):

(from De Bono, 1985; adopted for online learning by Karen & Belfer, 2001, Ed Media) (L = Cost, M = Risk, M = Time)

- White Hat: Data, facts, figures, info (neutral)
- Red Hat: Feelings, emotions, intuition, rage...
- Yellow Hat: Positive, sunshine, optimistic
- Black Hat: Logical, negative, judgmental, gloomy
- · Green Hat: New ideas, creativity, growth
- Blue Hat: Controls thinking process & organization

Note: technique was used in a business info systems class where discussion got too predictable!

P. Concept Mapping Tools Coveriors Level 2 Berinstanding or, for theme who profer a more innear approach, as a least version. Berinstanding or, for theme who profer a more innear approach, as a least version. Berinstanding or, for theme who profer a more innear approach, as a least version. Berinstanding or, for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Berinstanding or for theme who profer a more innear approach, as a least version. Beri

10. Exploration and Demonstration: Virtual Fieldtrip, Tours, Timelines



Part II: 10 Blended Learning Solutions



Blending Online and F2F Instruction

 "Blended learning refers to events that combine aspects of online and face-to-face instruction" (Rooney, 2003, p. 26; Ward & LaBranche, 2003, p. 22)





Blended Solution #1.

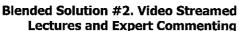
Divide Online and Class Experiences: English Classes
Online

Graham, Ure, & Allen (2003, July). Blended Learning Environn A Literature Review and Proposed Research Agenda

Freshman English at BYU:
Students are required to meet F2F once a week instead of three times a week. Online modules provide writing instruction and teaching assistants use online and F2F contact to provide feedback and guidance on writing (Waddoups et al., 2003).









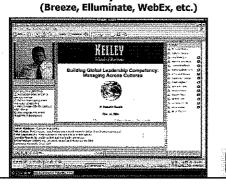
Blended Solution #3. Apprenticeship: Electronic Guests & Mentoring

(Simon Fraser University News:

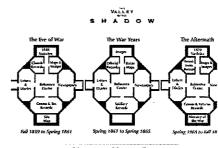
He has also found the competition's mentor program, in which contestants are matched with industry experts, to be invaluable.

The mentors to his team are now intimately involved with his company and passionate about its success, he says. "Their business connections and experience have opened our eyes to new opportunities."

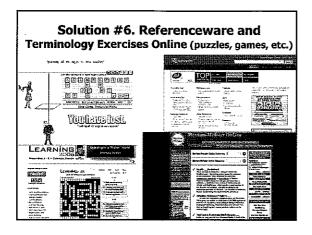
Blended Solution #4. Instructor Presentation in Synchronous Sessions

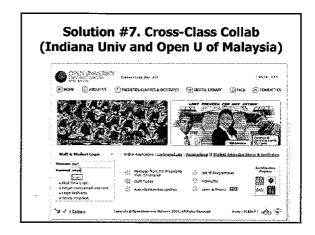


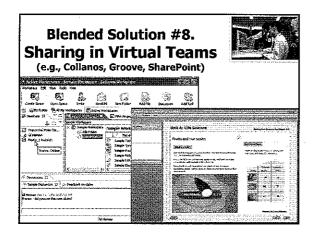
Solution #5. Instructor Portal: e.g., self study in anatomy



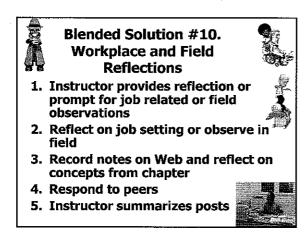
Using the Valley Project







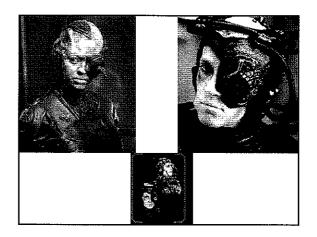


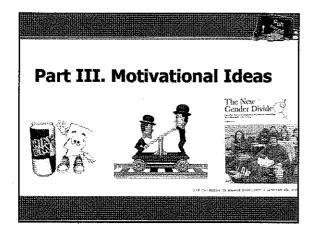


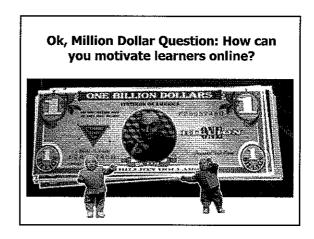
Reflection: What are 3 things you learned so far?

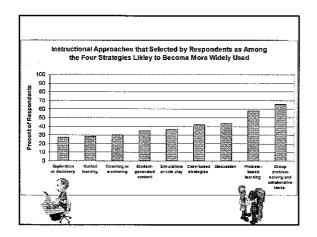
What can we say about blended and learner-centered learning then???

- It is everywhere!!!!!!!!
- Resistance is futile!!!!!!









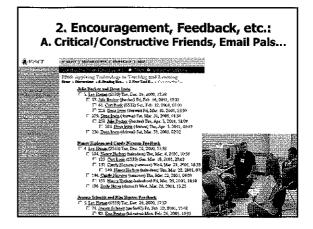
TEC-VARIETY Model for Online Motivation and Retention

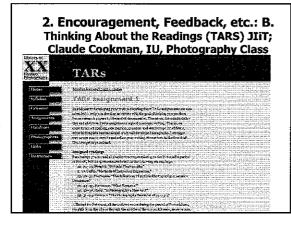
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- 7. Interactive: Collaborative, Team-Based, Community
- 8. Engagement: Effort, Involvement, Excitement
- 9. Tension: Challenge, Dissonance, Controversy
- 10. Yields Products: Goal Driven, Products, Success, Ownership

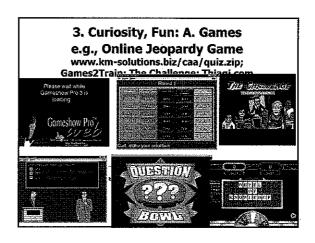
1. Tone/Climate:

A. Coffee House Expectations

- 1. Have everyone post 2-3 course expectations
- 2. Instructor summarizes and comments on how they might be met
- B. Public Commitments: Have students share how they will fit the coursework into their busy schedules





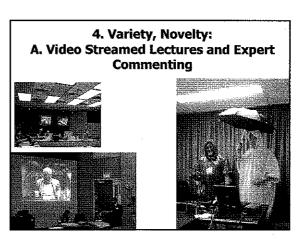




3. Curiosity, Fun: B. Electronic Seance

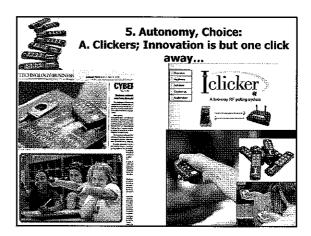
- Students read books from famous dead people
- Convene when dark (sync or asynchronous).
- Present present day problem for them to solve
- Participate from within those characters (e.g., read direct quotes from books or articles)
- Invite expert guests from other campuses
- Keep chat open for set time period
- Debrief





4. Variety, Novelty: B. Brainstorming Chat

- Come up with interesting or topic or problem to solve
- Anonymously brainstorm ideas in a chat discussion
- · Encourage spin off ideas
- · Post list of ideas generated
- · Rank or rate ideas and submit to instructor
- Calculate average ratings and distribute to group



5. Autonomy, Choice: B. Multiple Topics

- Generate multiple discussion prompts and ask students to participate in 2 out of 3
- Provide different discussion "tracks" (much like conference tracks) for students with different interests to choose among
- List possible topics and have students vote (students sign up for lead diff weeks)
- · Have students list and vote.

6. Relevance: Meaningfulness: B. Authentic Data Analysis



Jeanne Sept, IU, Archaeology of Human Origins; Components: From CD to Web

- A set of research q's and problems that archaeologists have posed about the site
- A complete set of data from site & background in
- Students work collaboratively to integrate multidisciplinary data & interpret age of site
- · Interpret of ancient environments
- · Analyze artifacts/fossils from site



7. Interactive, Collaborative:



- A. Panels of Experts: Be an Expert/Ask an Expert: Have each learner choose an area in which to become expert and moderate a forum for the class. Require participation in a certain number of forums (choice)
- **B. Press Conference:** Have a series of press conferences at the end of small group projects; one for each group)
- C. Symposia of Experts

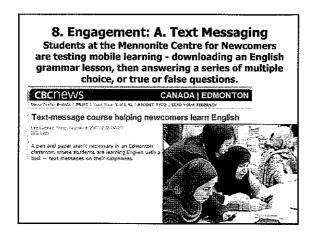
7. Interactive, Collaborative: D. Discussion: Starter-

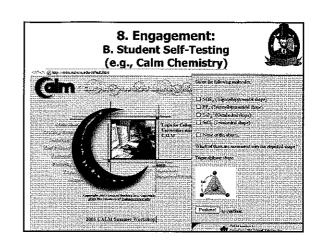


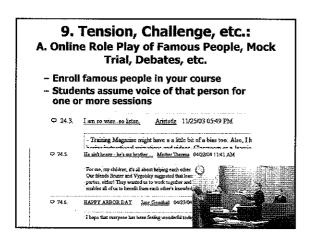
Wrapper (Hara, Bonk, & Angeli, 2000)

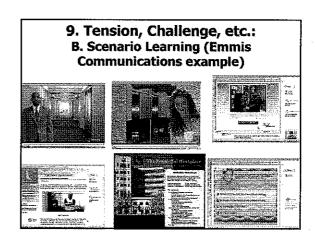
- Starter reads ahead and starts discussion and others participate and wrapper summarizes what was discussed.
- Start-wrapper with roles--same as #1 but include roles for debate (optimist, pessimist, devil's advocate).
- E. Alternative: Facilitator-Starter-Wrapper (Alexander, 2001)

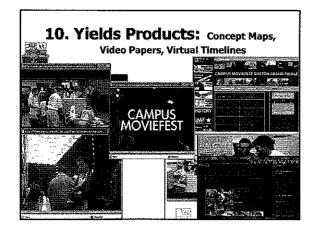
Instead of starting discussion, student acts as moderator or questioner to push student thinking and give feedback

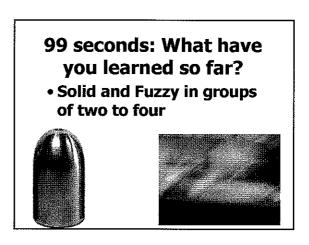












Part IV. Addressing **Learning Styles**



Why Address Learning Styles?

- · Promotes reflection on teaching
- Move from just one mode of delivery
- · View from different viewpoints
- Offer variety in the class
- Might lower drop-out rates
- Fosters experimentation





Poll 1: Which learning style do you prefer?

- a. Read (Auditory and Verbal Learners)
- b. Reflect (Reflective Learners)
- c. Display (Visual Learners)
- d. Do (Tactile, Kinesthetic, Exploratory Learners)

Kolb (1984)



- · According to Kolb, effective learning involves four phases:
 - from getting involved (Concrete Experience) to
 - listening/observing (Reflective Observation) to
 - creating an idea (Abstract Conceptualization) to
 - making decisions (Active Experimentation).
- · A person may become better at some of these learning skills than others; as a result, a learning style develops.







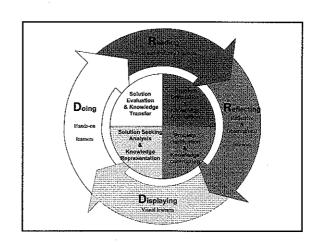


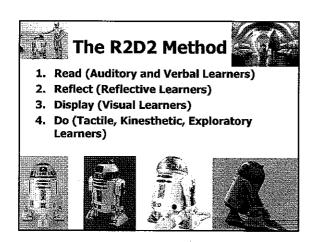
Index of Learning Styles Questionnaire Barbara A. Soloman, North Carolina State Univ http://www.engr.ncsu.edu/learningstyles/ilsweb.html

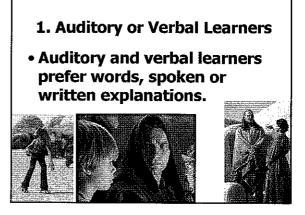


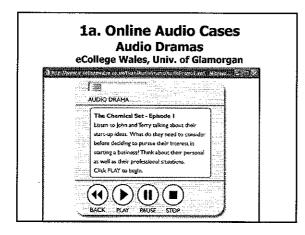
- 6. If I were a teacher, I would rather teach a cour
 - (a) that deals with facts and real life situs (b) that deals with ideas and theories.
- 7. I prefer to get new information in

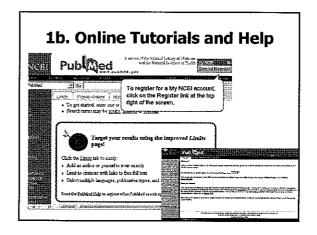
 - (a) pictures, diagrams, graphs, or maps.
 (b) written directions or verbal information

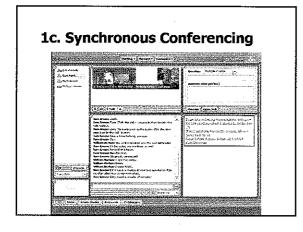






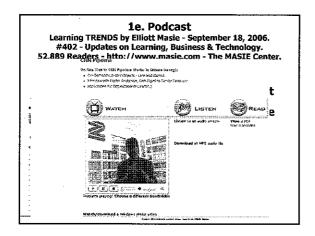






1d. Use of Weblogs (especially English writing class)

- 1. Instructor or Tutor blog: resources, information, space to chat
- Learner blog: reflections, sharing links and pics, fosters ownership of learning
- 3. Partner blog: work on team projects or activities
- 4. Class blog: international exchanges, projects, PBL
- 5. Revision: review and explode sentences from previous posts, add details
- 6. Nutshell: summarize themes or comments across blogs
- Blog on blog: reflections on feelings, confusions, and experiences with blogs



Educational Applications of Podcasting (Essex, 2006, Leftwich, 2007)

- 1. Recordings of lectures (Coursecasting)
- 2. Supplemental textbook or entire book
- 3. Student projects
- 4. Interviews
- 5. Language lessons
- 6. Oral reports
- 7. K-12 classroom interactions
- 8. Downloadable library of resources
- 9. Recordings of performances
- 10.Expert presentations



2. Reflective and Sobservational Learners

 Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives



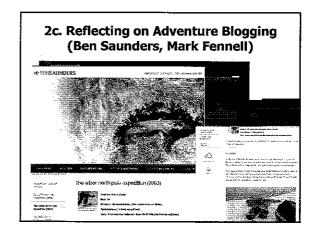


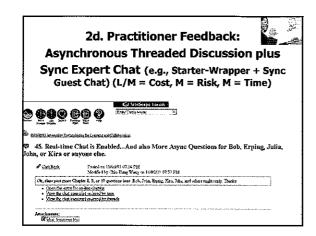


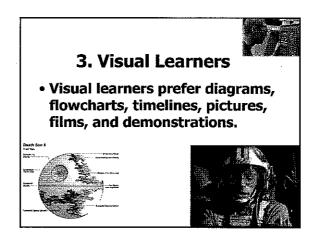


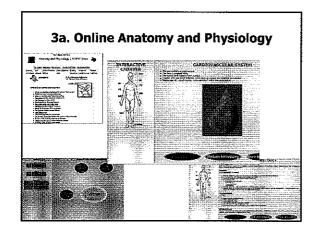
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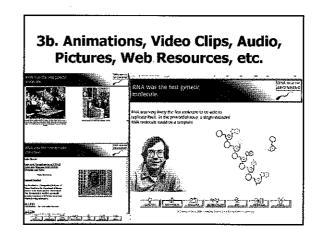
2b. Reuse Blog or Chat Transcripts Continues and Continue

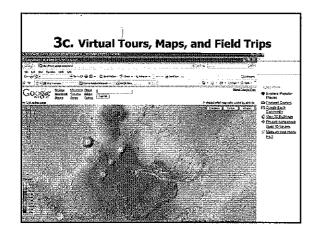


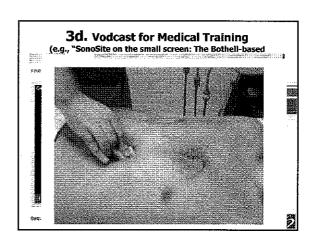


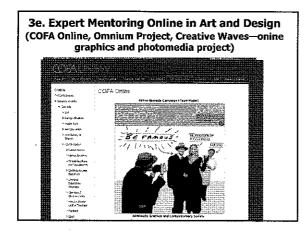








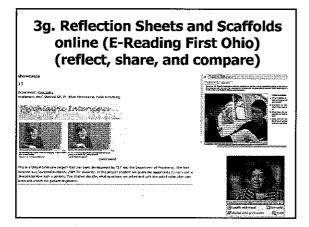




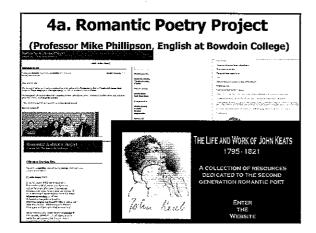
3f. Historical Documents discoverbabylon.org

 In its final form, the multiplayer game will let you march through threedimensional recreations of the first city-states, around 3000 B.C., the first empires, around 2300 B.C., and finally the famous Iron Age empire of Assyria...offers three-dimensional walkthroughs of sites in the Valley of the Kings.









4b. Videoconferencing with Hearing Impaired Students Online

- College students tutoring high schools on their homework
- Instructors observing how teacher education students are doing in field placements (practice presentation and communication skills)
- Interpret speaker via Web cam



