



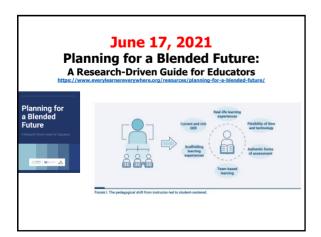
June 17, 2021

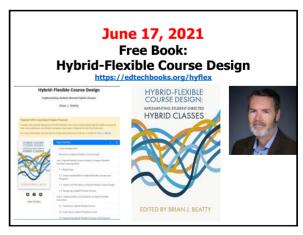
Planning for a Blended Future:

A Research-Driven Guide for Educators

https://www.everylearnereverywhere.org/resources/planning-for-a-blended-future/

9 10





11 12









15 16





17 18

#### July 1, 2021

What happens when digital learning surpasses in-person learning? Talia Kolodny, eCampus News

· If there is one thing the pandemic is teaching us, it's that deep human connections are essential for student and instructor wellbeing and for impactful education. As we move into a hybrid future, technology should not (and cannot!) replace human relationships and communicationsit should enhance, enable, and enrich them.

### July 1, 2021

What happens when digital learning surpasses in-person learning? Talia Kolodny, eCampus News

- Effective online and digital learning solutions for the future of hybrid education will be built with learning outcomes in mind, prioritizing active learning, engagement, and collaboration. With more students than ever opting for online or hybrid courses, educational technology should enable discussions, small group learning, and meaningful interactions with instructors and peers.
- Learning that works is active, collaborative and engaging. Technology should serve these proven components in order to drive learner success.

## July 1, 2021

19

What happens when digital learning surpasses in-person learning? Talia Kolodny, eCampus News

- · The reality of social distancing, increased screen time, and significant uncertainty has only emphasized the importance of putting our humanity back in the center.
- We need digital learning tools that bring us closer together, create meaningful experiences, and affirm our identity and belonging. There is a world of opportunity in the new digital learning space.

20

## July 1, 2021 What happens when digital learning surpasses in-person learning?

Talia Kolodny, eCampus News

Thanks to technology, anyone can learn from the very best minds and experts worldwide, from any place in the world. As we develop and implement new tools, we must keep the ultimate goal in mind: to provide a meaningful and effective learning experience to all learners.

22 21

## July 1, 2021

Online or in-person? Gen Z and millennials find digital life more memorable, study shows Kate Mabus, USA Today

> Online or in-person? Gen Z and millennials find digital life more memorable, study shows



**Poll: What did Jean-Luc Picard say?** 



23 24

## **Motivation Research Highlights**

(Jere Brophy, Michigan State University)

- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
  6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.



# **Intrinsic Motivation**

"...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges

(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.



25

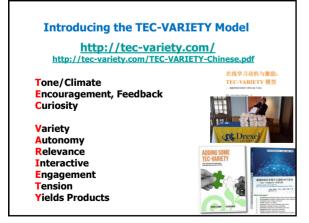
26



High Risk Low Risk 1. Risk Easy to Embed **Extensive** Planning 2. Time Free or Enterprise Inexpensive Licenses 3. Cost Instructor-Focus Student-Focus 4. Student-Centered Low High

27

28





29 30







September 24, 2020 1. Tone/Climate: D. Breakout Rooms How Do You Make Zoom Breakout Rooms Less Boring?, Expectations, Share a link, Introductions Bonni Stachowiak (Columnist), Ed Surge

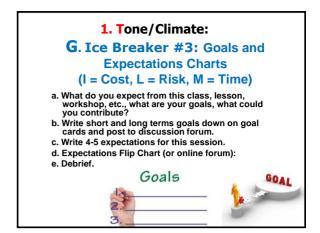
33 34



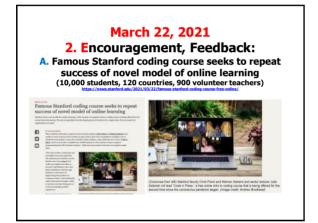


36 35





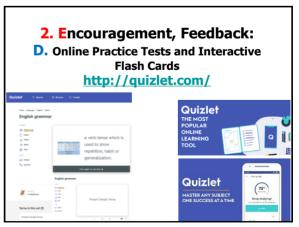
37



2. Encouragement, Feedback: B. Poll Everywhere, Zoom Polling, MicroPoll
data is a non-profit 501(c)(3) that hosts data camps, interactive workshops, and seminars where
tanalytics tools are used to teach kids about the data flie-cycle, from database to the dashboard,
gram culminates in a project that allows the participants to tell a story with data. To date, girls +
data has educated over 450 kids at 17 events across the nation. Gamifying education: how girls + data uses Poll Everywhere to excite & Instant Audience Feedback educate kids about data

39 40





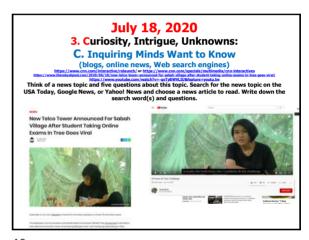
41 42





43





45 46





47 48

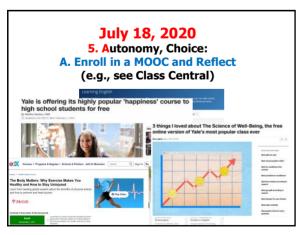






October 10, 2018 4. Variety, Novelty, Fun, Fantasy: E. FutureMe.org Write a letter to the future https://www.futureme.org/ futureme Write a letter to the future

52



Spring 2021 5. Autonomy, Choice: **B.** Reflect on Videos **Silver Lining for Learning** https://silverliningforlearning.org/ /www.youtube.com/channel/UC9XEsh89qrIlpmVVpQt-

53 54







- a. Yes definitely...many of them...pop...pop...pop!
- b. Yes, several times.
- c. Yes maybe!
- d. Not yet (but hopefully soon...)
- e. Nope. Darn it my brain is not working today.
- f. There's no hope with this idiot presenting.







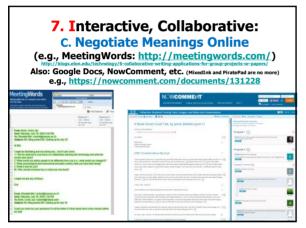
April 6 and 28, 2020 6. Relevance, Meaningfulness: **B. Weekly Guest Expert Chats** SMILE, Paul Kim Stanford, https://youtu.be/bfJDsI1hVLU February 22, 2020, Jima Ngei in Nigeria (1 hour 15 minutes) Video: https://youtu.be/sM6VMsfQJXc

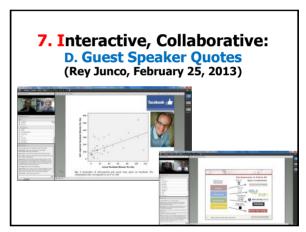


59 60

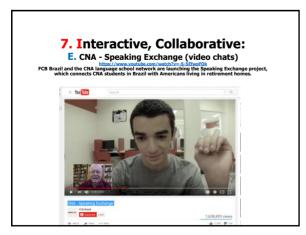








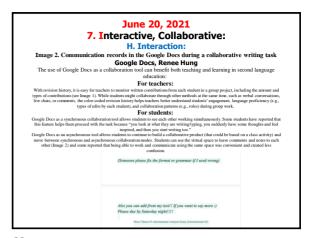
63

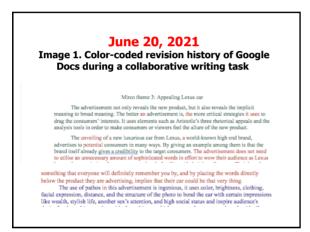




65 66







July 8, 2020
7. Interactive, Collaborative:
I. Full Coverage!

Ming Dynasty encyclopedia sells for more than \$9 million at auction -- 1,000 times the expected price. Jack Guy, CNN https://www.cn.com/style/article/ming-drasty-expecteded-auction-sell-infi/index.html
https://www.cn.com/style/article/ming-drasty-expected-auction-sell-infi/index.html
https://www.cn.com/style/article/sell-infi/index.html
https://www.cn.com/style

70

69





71 72







75 76





77 78







**April 23, 2020** 10. Yields Products, Goals: C. Student Generated Timelines, Taxonomies, and Concept Maps (Sutori, xtimeline, Preceden, Timeline.js, TimeLineCurator, Time Mapper, etc.) ics/line/356a1211435318430fa1741b

82





83 84







Poll: Which motivational principle do you see as the most crucial now? 1. Tone/Climate 2. Encouragement, Feedback 3. Curiosity 4. Variety 5. Autonomy 6. Relevance 7. Interactive 8. Engagement 9. Tension **10.Yields Products** 

88 87





89 90