

Learning is More Blended...

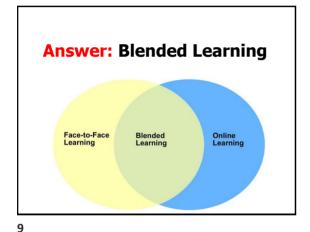
- 1. Definitions of blended learning
- 2. Myths of blended learning
- 3. Models of blended learning
- 4. Examples of blended learning







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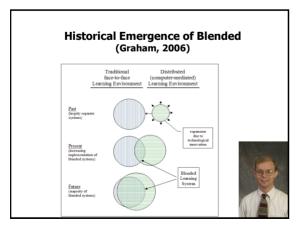
Classifying K-12 Blended Learning

Heather Staker and Michael B. Horn, May 2012

"Blended learning is any time a student learns at least in part at a supervised brick-and-mortar location away from home and at least in part through online delivery with some element of student control over time, place, path, and/or pace."



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Myth: People will know what I am saying when I say "blended learning."

Myth: Blended is the same as "hybrid."

The Sloan Consortium

Properties of costent
delibered enties

Type of Course

Type of Course

Typical Osscription

Course with no colline technology used - costent is delivered in writing or orally.

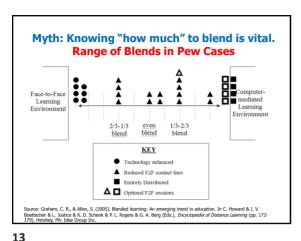
1 to 29% Web facilitated

Scores which view web based technology to MeXCT to post the syllation and assignments, for example.

Course whit is a blend of the ceitie and face-to-face course. Might use Blackboard of WeXCT to post the syllation and assignments, for example.

Course what is a blend of the ceitie and face-to-face course. Substantial proportion will be assored to face one-time and face-to-face course. Substantial proportion will be assored to face to face to face meetings.

A course where the wast built of the content is delivered colline. Typically has no face-to-face meetings.



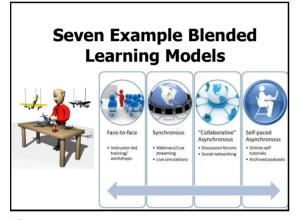
Examples of Blended Learning

- · Put assessments/reviews online
- Online discussions
- Online labs
- Put reference materials on Web
- Deliver pre-work online
- Provide office hours online
- Use mentoring/coaching tool
- Access experts live online



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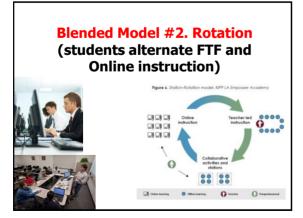
Blended Model #1.
Face-to-Face Primary
(online is for remediation of supplement)





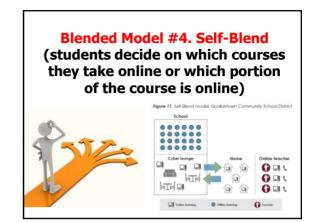
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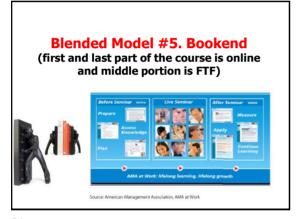


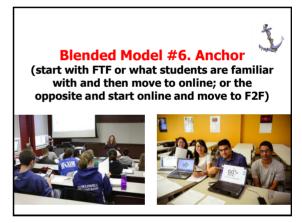


Blended Model #3. Online Lab (lab or field experience component of course is online)

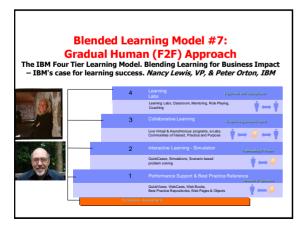


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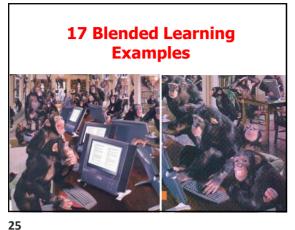


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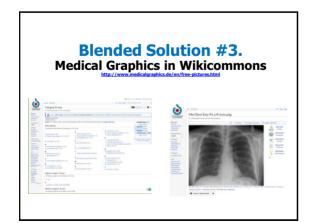




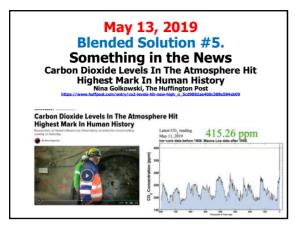


Blended Solution #2. Medical Graphics in Creative Commons

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Blended Solution #4. Reading from Open Access Journals (e.g., DOAJ—Directory of Open Access Journals)





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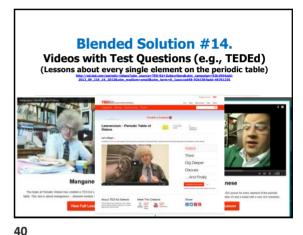
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50+ Engaging Collaborative and Active Learning Ideas (note ideas that will work (+), might work (?), and will not work (cross off))



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1. Ice Breaker: Goals and **Expectations Charts** (L = Cost, L = Risk, M = Time)

- What do you expect from this class, lesson, workshop, etc., what are your goals, what could you contribute?
- Write short and long terms goals down on goal cards and post to discussion forum.
- c. Write 4-5 expectations for this session.
- d. Expectations Flip Chart (or online forum):
- e. Debrief.

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2. Online Café Question Exchange

- a. Have students leave you or their classmates questions online.
- b. Answer as many as you can.
- Peer to peer café for exchanging resources and sharing information.

4. Internship, Practicum, Job,





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3. Just in Time Teaching (online warm-up activities)

- · Assign a problem before class.
- Evaluate solutions.
- · Change class based on results.









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5. Reuse Online Discussion and Blog Transcripts

- Have students bring in their online discussions or to class.
- · Look for key concepts embedded in the transcripts.
- Share or have competitions.





6. Structured **Controversy Task**



- Assign 2 to pro side and 2 to con side
- Read, research, and produce different materials
- Hold debate (present conflicting positions)
- · Argue strengths and weaknesses
- · Switch sides and continue debate
- Come to compromise



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3 = Takeaways

2 = Things you knew already

1 = Question you have



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3 = Good things

3 = Bad things

3 = Questions



9. Pruning the Tree (i.e., 20 questions)



- Have a recently learned concept or answer in your head.
- Students can only ask yes/no types of questions.
- If guess and wrong they are out and can no longer guess.
- The winner guesses correctly.



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10. One minute papers or muddiest 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.





11. Reflection Papers: Job Application and Trend Papers (3-4 page)

- Have students write papers about emerging trends in the field.
- Have them select topics from a list or suggest topics. Give sample papers.
- Perhaps have them present their trend and job applications papers to class.









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13. Best 3 Activity (Thiagi, personal conversation, 2003)

- After a lecture, have students decide on the best 3 ideas that they heard (perhaps comparing to a handout).
- Work with another who has 3 as well and decide on best 3 (or 4).
- Those pairs work with another dyad and decide on best 3 (or 4).
- Report back to class.



12. Value Lines

- Pose question or issue
- Students mark down their feelings or votes
- Share votes and rationale with class
- Recast votes



14. PMI (Plus, Minus, Interesting) (L = Cost, L = Risk, M = Time)

 After completing a lecture, unit, video, expert presentation, etc. ask students what where the pluses, minuses, and interesting aspects of that activity.

What's good +	What's bad	What's interesting



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15. K-W-L or K-W-H-L (L = Cost, L/M = Risk, M = Time)

At the end of a unit, student presentation, videotape, expert presentation, etc., have student write down:

- What did you know?
- · What do you want to know?
- · What did you learn?
- H = How will we learn it?



16. Venn Diagram

- Draw two or more circles with overlapping parts to represent different topics, theories, or concepts.
- 2. Name features, components, principles, or ideas that make each concept or topic unique and put in parts that do not overlap.
- 3. Name overlapping features, principles, or ideas that link each concept or topic and put in parts that do overlap.





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17. Two Heads vs. One (Thiagi, 1988)

- Everyone posts a 100 word summary of an article.
- Students pair up and produce a better 100 word summary.
- Their 3 summaries are read and rated by other groups.
- Groups rank them for 1 for best, 2 for 2nd best, and 3 for third.
- · Pass back to original team.





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18. Online Resource Library (ORL) or Library Day





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19. Nominate Quotes (e.g., Hippocrates)

- Students can explore online quotes (Wikiquote).
- · Suggest best ones.
- · Respond to other suggestions.





20. Just Suppose and What If? (L = Cost, L = Risk, M = Time)

• Imagine a situation or scenario and reflect on the consequences.



• "Healthcare was free in the United States."





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21. Wet Ink or Freewriting (L = Cost, M = Risk, M = Time)

Writing without reflecting or lifting your pen for a set period of time.

 Just imagine: imagine you have created a highly active teaching situation...What do you see? Can students wonder, question, speculate, take risks, active listening??? How is creativity fostered here? Describe environment. Physically, mentally, emotionally, etc...



22. Reverse Brainstorming (L = Cost, L = Risk, M = Time)



- Generating ideas to solve the reverse of a particular problem, issue, or concern.
- · More is better and the wilder the better.
- Hitchhiking or piggybacking as well as combining ideas is encouraged. However, there is no evaluation of ideas allowed.
- For example, How can we decrease the use of active learning ideas in college settings?







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23. Online Scholar Debate Panel or Symposium

- Instead of role play, form online debate panels or symposia on particular topics.
- Set the time for each debate or open it up for an entire week.
- Or bring in expert guests for the debate or panel.





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24. Online Role Play Personalities

- List possible roles or personalities (e.g., coach, questioner, optimist, devil's advocate, etc.)
- Sign up for different role every week (or for 5-6 key roles during semester)
- Perform within roles—try to refer to different personalities



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25. Six Hats (Role Play) (De Bono, 1985; Karen Belfer, 2001, Ed Media)

- 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











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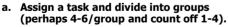
Poll: Almost Half-Way...
Please Share the Best Two
Ideas so Far
(Think: which can you use?)



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26. Numbered Heads Together

https://www.youtube.com/watch?v=QhrCA1pA3jw (Video: 0.27)
Which Dwarf are you today?
tp://www.playbuzz.com/rebeccam16/which-of-the-7-dwarfs-are-you



- b. Perhaps assign group names or hold competition between them.
- c. Discuss problem or issue assigned.
- d. Instructor calls on groups & numbers.

(Online Option: assign numbers and ask certain one to do different things.)











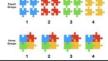


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27. Jigsaw

- Form home/base groups of 4-6 students.
- · Student move to expert groups in forums.
- Share knowledge in expert groups and help each other master the material.
- Come back to base group to share or teach teammates.
- Students present ideas FTF or in a synchronous webinar or are individually tested; there are no group grades.





28. Phillips 66 (Buzz Groups)

- Assign topic (e.g., review readings for this week).
- Students work in groups of 6 for 6 minutes on a particular problem.
- After 6 minutes, stop discussion.
- · Share with class.







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29. Human Graph



- Class lines up: (1-5)
- 1 = Strongly agree,
- 3 = neutral,
- 5 = strongly disagree
- e.g., this workshop is great!
- In a videoconference or synchronous ession, have students line up on a scale (e.g., 1 is low and 5 is high) on camera according to how they feel about something (e.g., topic, the book, class).

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30. Different Strokes (Thiagi, 1988)

- Have students create a summary of the readings: 1 page, 2 page, 10 question, an outline, a visual, a list of key points, a flowchart, a mind map, a slogan, a bumper sticker.
- Share and compare.
- Discuss.





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31. One Visual Exercises

- Tell students to bring in one visual representing their outside readings.
- Have students become the instructors using that visual.



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32. 99 Second Quotes and Set **Time Presentations** (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
- Options
 - Discussion wrapped around each quote
 - Link or debate quotes online





33. Cool Resource Provider (Bonk, 2004)

- · 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.





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34. Just-In-Time Syllabus

(Raman, Shackelford, & Sosin) http://ecedweb.unomaha.edu/jits.htm

Syllabus is created as a "shell" which is thematically organized and contains print, video, and web references as well as assignments. (Goals = critical thinking, collab. develop interests)

e.g., To teach or expand the discussion of supply or elasticity, an instructor might add new links in the Just-in-Time Syllabus to breaking news about rising gasoline prices.



35. Poster Sessions and Gallery Tours

- Have students create something--flowchart, timeline, taxonomy, concept map.
- Have half of the students present for 15-20 minutes and then reverse roles.
- · Post these in the course management system.
- Discuss, rate, evaluate, etc.



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36. Critical Friend, Think-Pair-Share, or Turn To Your Partner and Share May 9, 2018

A Review of Innovative Teaching Methods Academic Radiology

- · Pose a question, issue, activity, etc.
- · Students reflect or write on it.
- Then they share views with assigned partner and share with class.
 - Students are given the history of a 56-year-old healthy woman with atraumatic bilateral ankle pain and bilatera; Achilles tendon pain.



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37. Planted Questions (Active Learning, Silberman)

- Choose questions that will help guide my lesson and write them out on note cards sequentially with a cue on them.
- Prior to the lesson pass the cards and explain to the students who you gave cards to about the cues.
- Then during the implementation of the lesson perform cues to get students to ask questions which guide lesson.
- Debrief at end.



38. Index Match Cards (Active Learning, Silberman)

- Make an equal amount of note cards, half with questions and the other half with the answers to the questions.
- Mix up and give each student a card.
- The exercise is to find you match.
- After they find their match, go around the class and go through questions and answers.



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39. One Stray-Three Stay

- Give a task to small groups of students.
- Assign one person as spy or pirate to see the answers of other students (one stray-three stay method) and share with group.

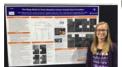




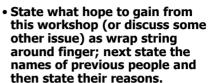


40. One Stay-Three Stray · Group assigns one person from their group to stay behind and share product or ideas with others who visit their poster or station (one stay-three stray method).



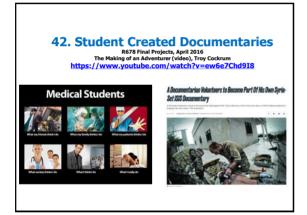


41. Talking String (L = Cost, L = Risk, L = Time)





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43. Scavenger Hunt 1. Create a 20-30 item scavenger hunt (perhaps to find resources that will later need). 2. Engage in activity. 3. Collect work. 4. Post scores. 20.8 Scavenger Hunt

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45. Peer Mentoring Sessions (Bonk, 1996) 1. Have students sign up for a chapter wherein they feel comfortable and one that they do not. 2. Have a couple of mentoring sessions in class. 3. Debrief on how it went.

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46. Issue Cards and Discussion **Questions** (L = Cost, L = Risk, M = Time)• Everyone brings in question and issue cards on the articles or readings. · Partner off and create a list and then collect question cards, and, · Pass out to different groups to solve. CRITICAL ISSUES IN HEALTH AND MEDICINE

47. Online Book Reviews

- · Have students read different books online and post reviews on forum or to Amazon or send to the author.
- · Give each other feedback.



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48. Rapid Data Collection

- Before, during, or after a lecture, assign students to go outside for 15-20 minutes to collect data on certain questions.
- Give handout.
- Come back to class to discuss.
- · Perhaps assign to teams with competitions.



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49. Peer Feedback and Reviews of Student Galleries, Exhibits, and **Other Products**

 Have students review and evaluate each other's work in an online gallery, exhibit hall, and website.







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50. Stand and Share



- 1. Present a question.
- 2. When know the answer, stand up to indicate to the instructor that you have an answer.
- 3. Wait until all are standing.
- 4. Call on one at a time.
- 5. When you give an answer or hear you answer given, you can sit down (unless you have an additional answer).





Poll: Three Words from this Session...? e.g., "I am happy!" and... "minions are happy!"



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Questions and Comments?

Note: Bonk papers and talks at: http://www.publicationshare.com/ http://www.trainingshare.com/

