

This part of the talk will cover

- 1. Definitions of blended learning
- 2. Advantages and disadvantages
- 3. Models of blended learning
- 4. Examples of blended learning
- 5. Implications for blended learning







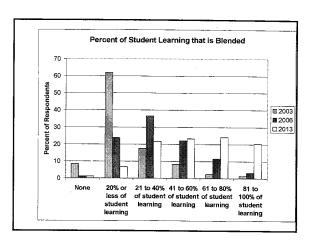
Poll #1. Have you taught, taken, or designed a blended learning course?

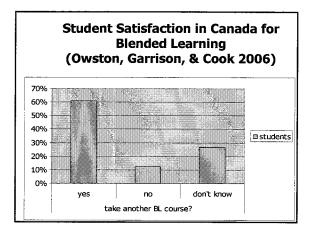
A = yes

B = no

C = not sure, I am here to find out what blended means







Conclusions: Blended Learning at 8 Institutions in Canada (Owston, Garrison, & Cook 2006)

- · Pragmatic advantages of BL format
- · Interaction a key ingredient for success
- Online discussions can work in large classes
- Online contributions do not have to be individually graded to be meaningful
- More time and effort required—but student outcomes appeared to be better
- Faculty get to know their students better Institutions need clear policies and support

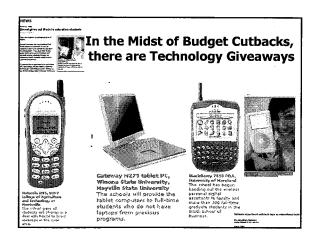
Emergence of Blended Learning Systems in Higher Ed

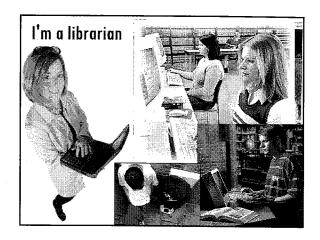
In 2002 the President of Pennsylvania State University said that the convergence between online and residential instruction was "the single-greatest unrecognized trend in higher education today."

Young, J. R. (2002, March 22). 'Hybrid' teaching seeks to end the divide between traditional and online instruction. Chronicle of Higher Education, pp. A33.

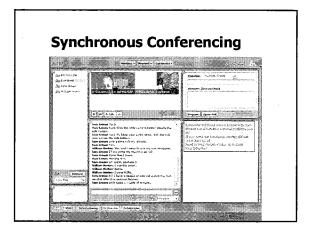


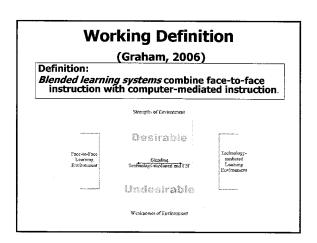
 "Blended learning means the combination of a wide range of learning media (instructor led, web based courseware, simulations, job aids, webinars, documents) into a total training program designed to solve a specific business problem."
 (Bersin & Associates, 2003, p. 3)

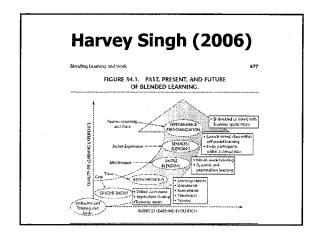


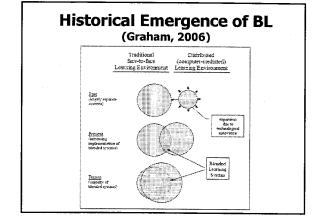


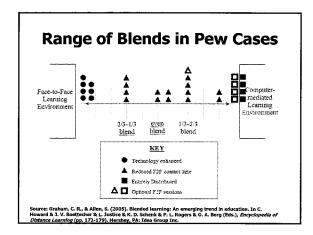
- 2. Blending Instructional Methods
- "Blended learning: to combine various pedagogical approaches (e.g., constructivism, behaviorism, cognitivism) to produce an optimal learning outcome with or without instructional technology." (Driscoll, 2002, p. 54)
- 3. Blending Online and F2F Instruction
- "Blended learning refers to events that combine aspects of online and face-to-face instruction" (Rooney, 2003, p. 26; Ward & LaBranche, 2003, p. 22)











Why Blend? Three Key Reasons

- 1. Improved Pedagogy
 - Interactive vs. Transmissive environments
 - Authenticity integration into work
- 2. Increased Access/Flexibility
 - Reduced seat time courses UCF M courses
- 3. Increased Cost Effectiveness
 - Corporate: ROI IBM 47:1, Avaya, Microsoft
 - Higher Ed: PEW Grants

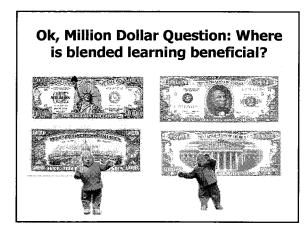
Blended Learning Advantages

- 1. Increased Learning (better papers, higher scores)
- 2. More effective pedagogy and interaction
- 3. Course access at one's convenience and flexible completion (e.g., multiple ways to meet course chieffine)
- 4. Reduction in physical class or space needs, commuting, parking
- 5. Increased opportunities for human interaction, communication, & contact among students
- 6. Introverts participate more



Blended Learning Disadvantages

- 1. Procrastination (trouble managing time and requirements)
- 2. Problems with technology at the beginning (instructor tries too much)
- 3. Can be overwhelming or too novel
- 4. Poor integration or planning
- 5. Resistance to change
- Good ideas but lack of time, money, & support



Where is Blended Beneficial?

http://www.center.rpi.edu/PewGrant/ProjDesc.html

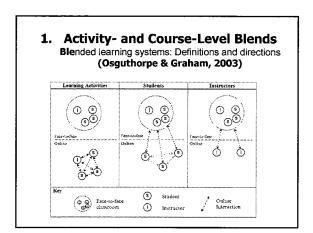
- Large Classes (spanish, intro psych, algebra, elementary statistics, biology)
- Classes with certification
- Classes with need for standardization
- New requirements for a profession
- · Writing intensive classes

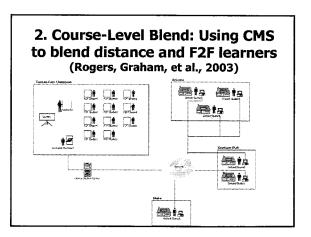


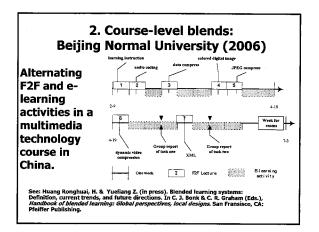
Examples of Blended Learning, Margaret Driscoll, e-Learning, March 2002

- Put assessments/reviews online
- Follow-up in community of practice
- Put reference materials on Web
- Deliver pre-work online
- Provide office hours online
- Use mentoring/coaching tool
- Access experts live online
- Use e-mail and instant messaging

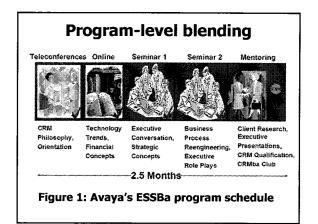
Models of Blending Blending occurs at the following four levels: Activity Level Course Level Program Level Administrator stakeholders Institutional Level

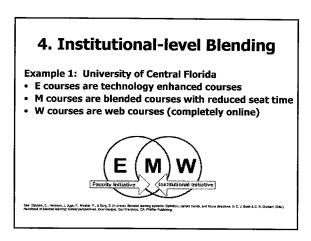


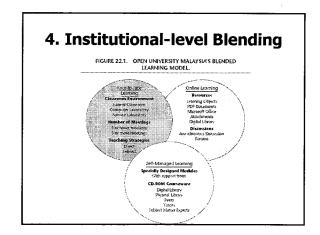


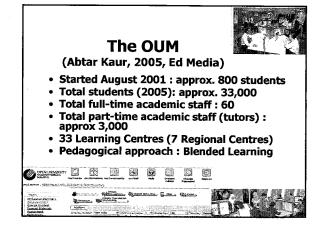


2. Course-level Blends Jagannathan, S. (2006). Alternating F2F and e-learning activities in World Bank course. Session 1 Session 2 Session 3 Session 4 Background readings & intros Print or Well Via Videoconferencièg Topic 1 Topic 2 Topic 3 Topic 4 introduce analytical mode Links from self-pace to analytical model









4. Institutional-level Blending

- A learner in the remote areas of Sabah and Sarawak in East Makaysia may depend entirely on the specially designed print module and attend three out of the five assigned face-to-face classes.
- A learner in the towns of Sabah and Sarawak in East Malaysia may use the specially designed print module as a guide, use textbooks and online digital resources as core study materials for self-managed learning, attend all five faceto-face classes, meet with peers for small-group discussions, and actively participate in ordine discussion forums.
- A learner in Kuala Lumpur City in West Malaysia may depend entirely on online resources (such as digital books, journal articles, and related links) and online discussions but also attend classes two out of five times, mainly to sit for the tests.

4. Institutional-level Blending

(Brian Linquist, 2006)

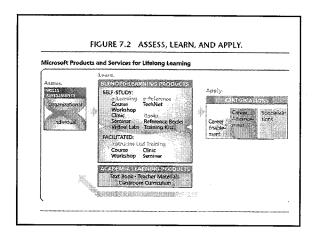
Example 2: University of Phoenix

- · Completely online courses
- Residential F2F courses
- Blended Courses
 - Local Model = 5 week courses with first and last week F2F
 - Distance Model = 5 week courses with half first and half last week F2F (the last meeting of one course is coordinated to be back-toback with the first meeting of the next 5 week course)

Blended Learning Form Factors

(copyright Microsoft, Ziob & Mosher, 2006; Handbook of Blended Learning Environments

Live instructor-led	Self-paced learning	Tools for learning communities
"Traditional classroom "Onsite engagement "Virtual online classroom "Live video via satellite or videoconferencing "Online coaching/ mentoring	Instructor-led classroom via e-mail online or computer-based training (CBT) Self-study guides, manuals, texts Online resources and databases	*Chat *Instant messaging (IM) *Newsgroups and forums *Collaboration



Blended Learning Scenario

(copyright Microsoft, Ziob & Mosher, 2006; Handbook of Blended Learning Environments)

Pre Class	Dey1	Day 2	Day 3	Day 4	Dey 5	Post Class
Self-study prep	In classroom	Virtual class	e-Learning	Virtual class	In classroom	Community newsgroups

The IBM Four Tier Learning Model (2006)
Blending Learning for Business Impact — IBM's case for learning success, In press, Handbook of Blended Learning, Nancy Lewis, Vice President, On Demand Learning



Specific Learning Elements An Learning Ecology from Sun Microsystems (Wenger & Ferguson, 2006)

TABLE 6.1. LEARNING ELEMENTS.

- · Classroom (instructional) content
- Self-paced Web content
- Self-study guides Certification
- Practice tests Remote labs
- E-mentoring
 Asynchronous discussion forums
- Documentation
- Procedural job aids Guided lab activities

- Learning management system
 Transfer of information (recorded audio and slide presentations)
- Webcasts
- Video Performance support

Specific Learning Elements An Learning Ecology from Sun Microsystems (Wenger & Ferguson, 2006)

 Books, articles, guides
 References
 White papers
 Asynchronous Content
 Job Aids
 Glossaries
 FAQs Authentic tasks
 Role-Play
 Projects
 Case Studies
 Peer Discussion
 Discussion Forums Practicing Content Delivery Experience and Practice Focus Focus -Classroom Lectures - Exercises Synchronous Content
Demonstrations
Reviews/Discussions
Video
Video-conferencing Diagnostic Labs Practice Labs Mentoring/tutoring
 Experiments Teaching Guided Navigation

Specific Knowledge Services An Learning Ecology from Sun Microsystems (Wenger & Ferguson, 2006)

A Learning Ecology Model for Blended Learning FIGURE 6.6. SPECIFIC KNOWLEDGE SERVICES. kelf.Navitation Ciniese communities of practice
 Discussion foronts and chars
 Talent directories Guiding Informina

Design Criteria (instructional strategies from all quadrants) (Wenger & Ferguson, 2006)

- It is a collaborative activity.
- · Uses authentic problem scenarios.
- · Mentored by experts.
- Work on project teams.
- Activity supported by:
 - Reference materials.
 - Procedure guides.
 - Async content.

Categories of Blends

- Caregories of Dichas		
A. Enabling Blends	Enabling blends primarily focus on addressing issues of access and convenience; provide similar learning experiences.	
B. Enhancing Blends	Enhancing blends allow for incremental changes to the pedagogy; additional or supplementary online resources.	
C. Transforming Blends	Transforming blends are blends that allow for a radical transformation of the pedagogy and learner construction of knowledge.	

A. Enabling Blends

- Many of the for-profit institutions like Capella. Jones International University, and University of Phoenix have models that focus on making educational opportunities available to those who don't have access due to time and location constraints.
- National University has a teacher preparation program geared towards access and flexibility.
- Many international education and training programs are also focused on providing access (e.g., World Bank, Mexico's Red Escolar program, etc.)

National University Department of Teacher Education

- 12,000 Enrolled Students
- Since 2004 More than 50% of Candidates Enrolling as Online rather than On-site
 - They will take a majority of classes online
- Each Candidate Takes 7 Credential Classes
- Each Class Contains 2 Field-based Exp.
- 500 Classes/Yr. & 20 Students/Class =
- 20,000 Field-based Experiences/Year

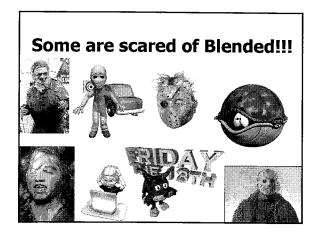
B. Enhancing Blends

(New Zealand and Wales, 2006)

University of Waikato, New Zealand

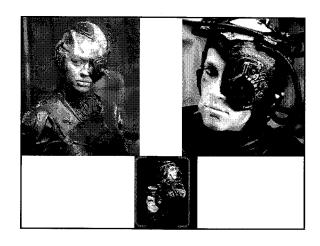
- Model for enhancing F2F courses includes:
 - Fully online students can complete qualifications without coming onto the campus
 - Mostly online there is a mix of online and some on-campus work in the qualification
 - Somewhat online there is an online component for on-campus students
 - Supported online courses are taught in the traditional lecture/tutorial mode, supported by material provided through the online learning or relevant university schools' document management systems

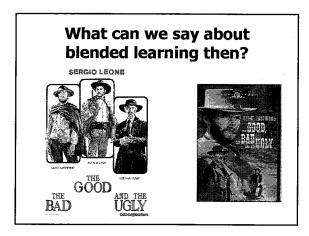
C. Transforming Blends (Kirkley & Kirkley, Oliver et al. HOBLe, 2006)

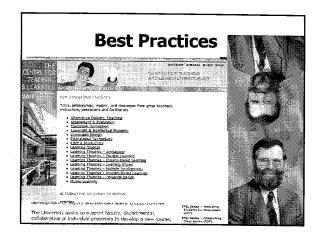


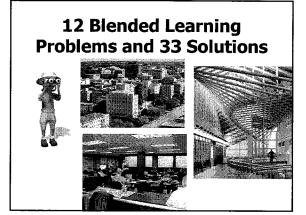
What can we say about blended learning then???

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



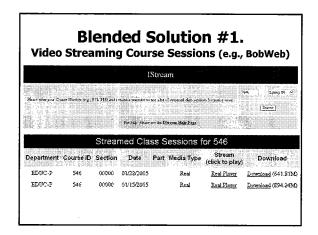






Problem Situation #1: Student Absenteeism

 Students miss class to attend a conference or event or a personal problem arises. Or students asks to watch the class a second time.



Problem Situation #2: Facilities and Time

 Limited facilities or rooms for teaching. Or students cannot make it to class every week or are working full time.

Blended Solution #2.

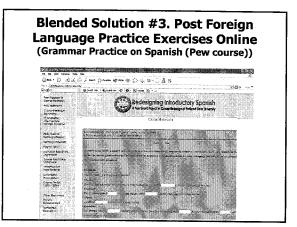
Divide Online and Class Experiences: English Classes Online

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).

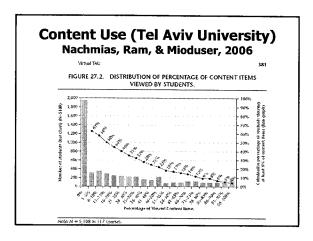




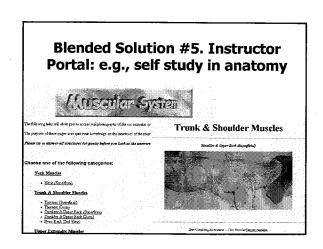


Problem Situation #3: Web Supplemental Activities

 Fail to finish class discussion or other activity in time. Or desire to integrate the Web more in your face-to-face instruction or outside of class. Want to provide course resources and activities for students to explore.

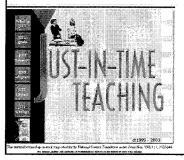


Blended Solution #4. Use Async Forum or Course Management System (Discussion Forums, Surveys, Word Docs, Web Links, PP slides) If Survey remits: Vote a test to date: 15 You have not voted Vet change dast from 1:00 to 5:15 so that we can walk over and attend and I will attend all of that Yes change dast from 1:00 to 5:15 so that we can walk over and attend and I will attend all of that Yes larks attend this talk but I can only come to class from 2:00 to 4:45 No let not go to this Not surve other This nervey closes on 10/30/03 04:36 PM



Blended Solution #6: Just-In-Time-Teaching (JiTT)

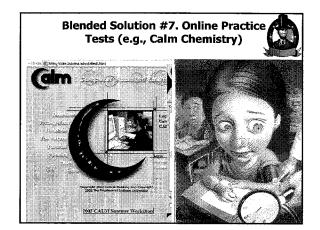
http://webphysics.iupui.edu/jitt/jitt.html





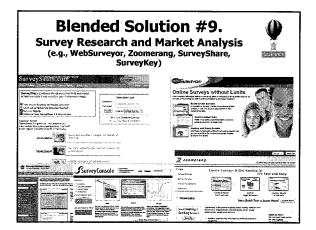
Problem Situation #4: Student Learning Control

 Want to give students more control and ownership over their own learning. Want to foster student generative learning or being authors of their own knowledge.



Blended Solution #8. Use of Weblogs (especially English writing class)

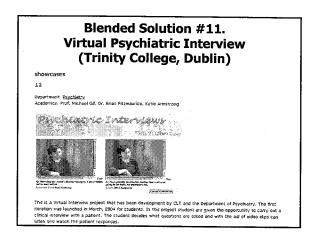
- 1. Instructor or Tutor blog: resources, information, space to chat
- Learner blog: reflections, sharing links and pics, fosters ownership of learning
- 3. Partner blog: work on team projects or activities
- Class blog: international exchanges, projects, PBL
- Revision: review and explode sentences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

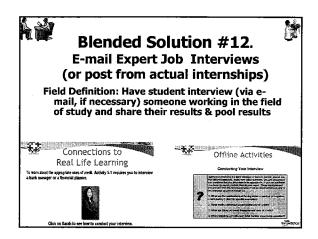


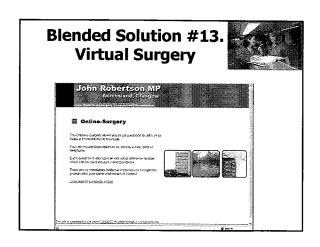
Problem Situation #5: Preparedness for the Profession

 Students are not prepared for their professions when they graduate. Or want to better apprentice students into their chosen profession. What to provide opportunities to work with practitioners, experts, mentors, and coaches in authentic learning environment.

Blended Solution #10. Videoconferencing Expert Lectures and Online Conferences

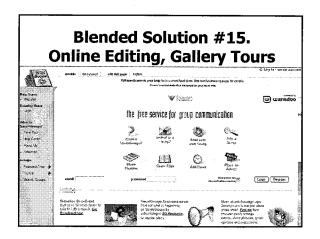


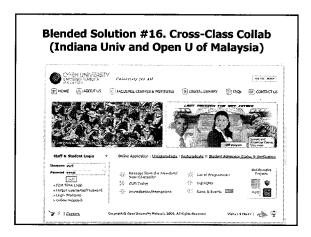


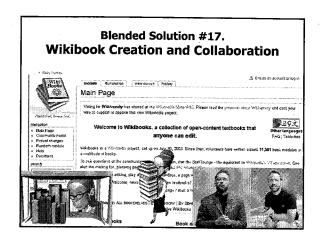


Problem Situation #6: Collaborative Skill Deficit

 Students need collaboration and teamwork skills. Want to build virtual teaming skills in class activities or work with learners in other locales or situations.

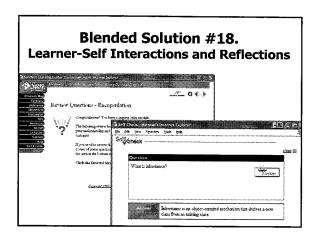


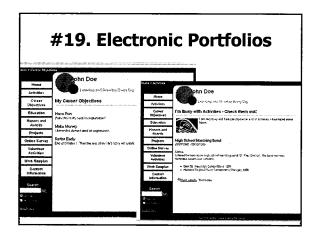


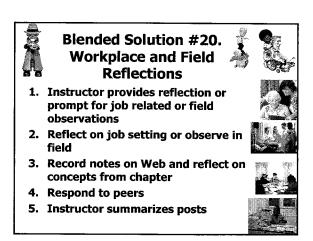


Problem Situation #7: Student Reflections and Connections

 Students are not connecting content. They are just turning pages and going through the motions. Minimal student reflection is seen.

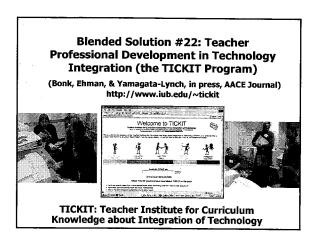






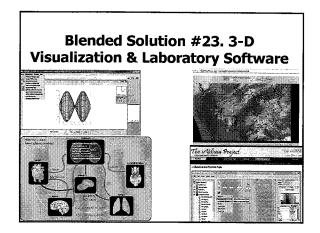
Problem Situation #8: Learning Community

 There is a preference for creating an online learning community in order to increase student learning and retention in the program. Such a community might be in a single class or across a series of classes.



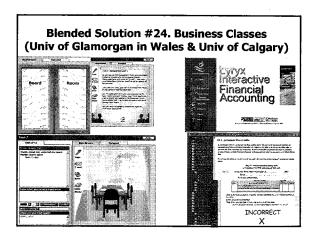
Problem Situation #9: Need to Visualize Content

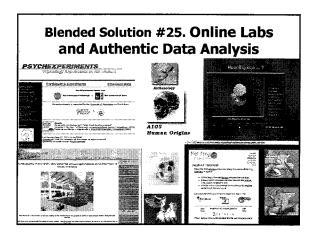
 Content is highly visual in nature and difficult to simply discuss in class. Or students have a preference for visual learning.



Problem Situation #10: Need for Hands-On Learning

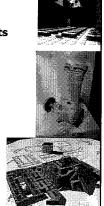
 To learn the material requires that students try it out in a lab or real-world situation. Or students prefer hands-on learning activities.





Blended Solution #25. Online Historical Documents discoverbabylon.org

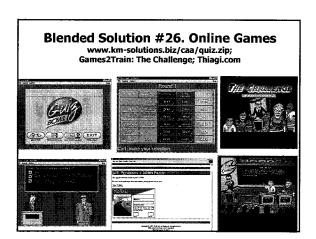
 In its final form, the multiplayer game will let you march through threedimensional recreations of the first city-states, around 3000 B.C., the first empires, around 2300 B.C., and finally the famous Iron Age empire of Assyria, which once stretched from modern-day Iran to Egypt, figuring prominently in the Old Testament.

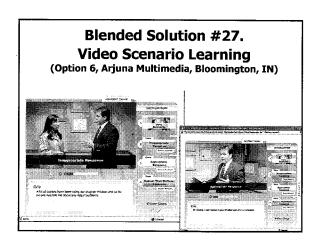




discoverbabylon.org

Discover Babylon® will facilitate public understanding of the significance of this material for world culture, science and mathematics. It will explore new ways to reassemble and restore the material culture now spread across many different museum and library collections, contribute new research on information management, and encourage interdisciplinary collaboration.



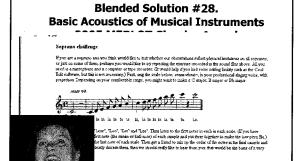


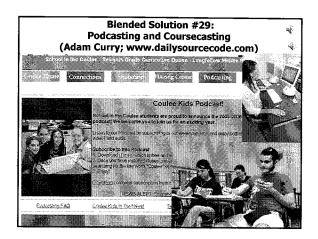
Blended Solution #27. Digital Storytelling



Problem Situation #11: Preference for Auditory Learning

 The content is heavily verbal or words. Or students have a preference to listen to a lecture or hear an instructor deliver a lecture.

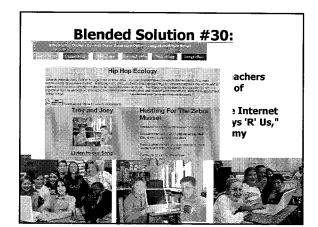


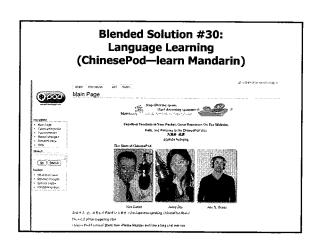


Educational Applications

- Recordings of lectures (Coursecasting)
- Textbook text
- Student projects
- Interviews
- Language lessons
- Oral reports
- K-12 classroom interactions
- Downloadable library
- Recordings of performances







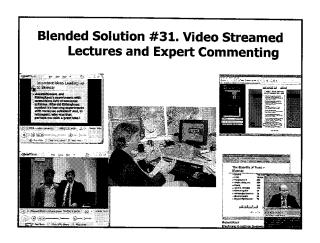


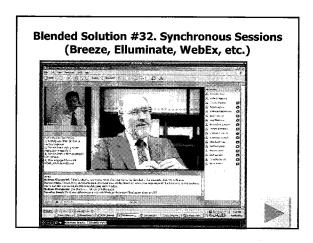
 Maxwell Gigle, a sophomore majoring in political science and international relations, uses a podcast and a computer learning program as part of his study of the Arabic language.

(IPods, iBook laptops help students learn critical languages; by Cindy Weiss - April 17, 2006, The UConn Advance, phooto by Jordan Bender.)

Problem Situation #12:Lack of Instructor Presence

 Students need to see or hear from the instructor. They need a sense that the instructor is supporting their learning. They prefer face-to-face but are willing to try online.





Blended Solution #33. Videocasts (April 21, 2006)

As I was drinking my coffee and reading my email this morning, I stumbled on ComVu PocketCaster. Here is a link to my blog post about it in case you haven't heard of ComVu. While there are several bells and whistles, in a nut shell it provides an incredibly simple hosted service for LIVE (yes, at the very moment) videocasting from a mobile phone for access by anyone with an Internet connection. So, now you can do on the spot Live video lectures from a mobile phone while in your car, your back deck, your beach chair...

Implications and Challenges for Blended Learning in Higher Education

- · Faculty and students are more mobile.
- · Student expectations rise.
- Greater self-determined learning.
- · More corporate university partnerships.
- Courses increasingly modular.
- · Less predefined schedules.
- · Scheduling much more complex.

Our Challenge

- Our challenge is to learn how to design effective blended learning systems
 - For a wide variety of contexts (tech impoverished to tech rich)
 - For a wide variety of learners
 - With a broad range of constraints
- There are many possible solutions we should look at many cases – and draw the best, most innovative practices from them to try in our own contexts.

