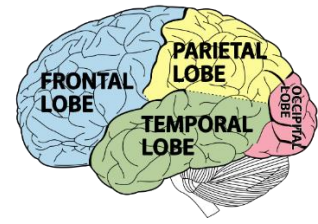




# Brain Expander



**Time:** 1:00-2:30, Friday June 7<sup>th</sup>, 2019

**Title:** *Ultra-Engaging Online and Blended learning: Introducing the TEC-VARIETY and R2D2 Models*

## Description:

**Abstract:** Everyone is talking about the need to motivate and engage students. This is true in face-to-face classrooms and is even more true in online environments. Blended and fully online learning environments offer clues on just how to engage the learners and move them from bland online content and unimaginative activities to offering flexibility, choice, and creativity. Some learners are bored since they want their instructors to utilize their smartphones, tablets, and other wireless and mobile technologies. Many want hands-on activities where they produce something meaningful as well as time to explore the resources that they find the Web. In response, instructors throughout the world are seeking to integrate technology in effective and creative ways. In response, Professor Bonk will detail one of his designs for engaging online learning. He believes that learners simply want more variety, or more specifically, they want 'TEC-VARIETY'. Fortunately, his "*Adding Some TEC-VARIETY: 100+ Activities for Motivating and Retaining Learners Online*" book is free to download in both English and Chinese at: <http://tec-variety.com/>. To simplify Web-based learning possibilities, each letter of the TEC-VARIETY model stands for a well-known motivational principle, including:

- (1) **T**one or climate,
- (2) **E**ncouragement or feedback,
- (3) **C**uriosity,
- (4) **V**ariety,
- (5) **A**utonomy or choice,
- (6) **R**elevance and meaningfulness,
- (7) **I**nteractivity and collaboration,
- (8) **E**ngagement,
- (9) **T**ension, and
- (10) **Y**ielding products and goal setting

In addition, he will discuss his model called Read, Reflect, Display, and Do (R2D2) from his book, "*Empowering Online Learning: 100 Activities for Reading, Reflecting, Displaying, and Doing*." This model for online and blended learning can address different student learning strategies or preferences. When combined, R2D2 and TEC-VARIETY can enhance, elevate, and even transform the quality of technology-enhanced FTF classrooms as well as fully online and blended courses to meet diverse learner needs around the planet.

## Learning Objectives:

By the end of this session, you should be able to:

- Obj 1: Utilize two different models/frameworks (i.e., R2D2 and TEC-VARIETY) from

which to interpret and take advantage of technological and pedagogical trends.

- Obj 2: Create engaging, interactive, and collaborative fully online and blended learning experiences.
- Obj 3: Identify and select pedagogical ideas that can nurture learner interaction and engagement.
- Obj 4: Share online resources, tools, and instructional strategies with colleagues.

### Active Learning Activity (activities):

- **Bingo board:** All session participants will complete a Bingo game board for each idea that they can use from this session. When participants complete a line or row, they will yell “BINGO!” and read their items. If correct, they will win a free book.
- **Commitment cards:** Session participants will write 3-4 pedagogical activities that they intend to try out in the coming year and on a second notecard with 1-2 questions for the presenter.
- **Post-it evaluations:** Everyone will get one green, one yellow, and one red/pink post-it. They will write down ideas and strategies that they can use from the session on the green = go post-it, ideas and strategies that they might use on the yellow = caution post-it, and ideas and strategies that they cannot use on the red or pink = stop/no way post-it. Participants will place these post-its on the door or wall when the session ends.
- **Session Ending Brain Teaser:** Who can list the 10 motivational principles in the TEC-VARIETY framework without looking? First one wins a book.

### Directions:

Session outline:

1. Dr. Bonk will explain and show ideas from the TEC-VARIETY framework.
2. Participants will write down strategies that they can use on the Bingo Board sheet and on the post-its.
3. Same as above for the R2D2 model.
4. As people complete a row or column, they yell Bingo and receive a signed TEC-VARIETY book.
5. Near the end of the session, participants will reflect on possible commitments and questions on the notecards.

### Facilitators:

**Session Facilitator:** Curtis J. Bonk, Professor, Instructional Systems Technology Dept., Indiana University

**Assistant:** Yating Teng, PhD, Assistant Professor, Graduate Programs in Health Professions Education, Uniformed Services University of the Health Sciences

### Resources needed for session:

Notecards and post-it notes.