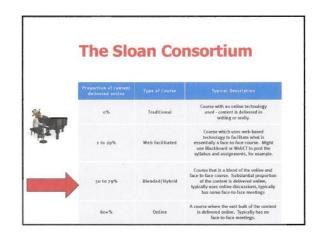
Masterclass Part 5 (Not Used): Blended Learning

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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)

Where is Blended Beneficial?

- Large Classes (spanish, intro psych, algebra, elementary statistics, biology)
- · Classes with working students
- · Students spread over a distance
- · Classes with certification
- · Classes with need for standardization
- New requirements for a profession
- · Writing intensive classes
- Theory classes



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

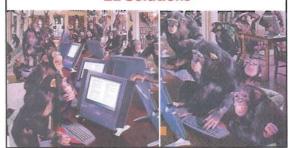
- · Put assessments/reviews online
- Follow-up in community of practice
- Put reference materials on Web
- · Deliver pre-work online
- · Provide office hours online
- Use mentoring/coaching tool
- · Access experts live online
- Use e-mail and instant messaging

AMA Special Report, Effectively Implementing a Blended Learning Approach (Steven Shaw & Nicholas Igneri, 2006)



Source: American Management Association, AMA at Work

Part II: 13 Fully Online and Blended Learning Problems and 21 Solutions



Problem Situation #1: Brief FTF Experiences

 Face-to-face (FTF) experiences are brief, one-week journeys.
 Need to need to build selfconfidence, create social supports, teams, camaraderie, etc.

Ok, Million Dollar Question: What can you do in 1 week?



Blended Solution #1+. Sample Activities for Brief Meetings

- Assign web buddies, email pals, critical friends based on interests, confidence, location, etc.
- 2. Ice breakers—paired introductions, corners.
- 3. Solve case in team competitions with awards.
- 4. Test technology in a lab.
- Assign teams and exchange info for small teams using text messaging.
- 6. Library (digital and physical) scavenger hunt.
- 7. Do a podcast documenting the meeting.
- 8. Have everyone create a blog on the experience.
- 9. Open an e-portfolio for each student
- Brainstorm how might use technology in program.

Problem Situation #2: 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.





Blended Solution #2. Post Courses in YouTube and iTunes (e.g., Berkeley)



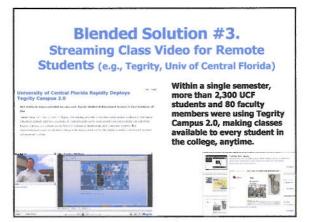




 Limited facilities or rooms for teaching. Or students cannot make it to class every week or are working full time.







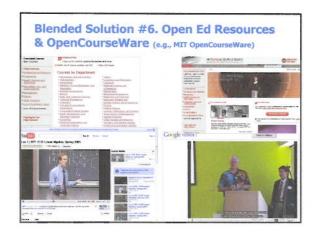
Problem Situation #4: Web Supplemental Activities

 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.



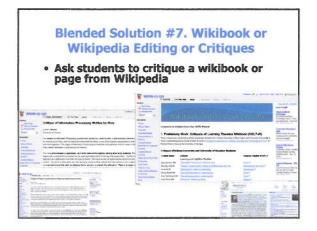






Problem Situation #5: Student Learning Control

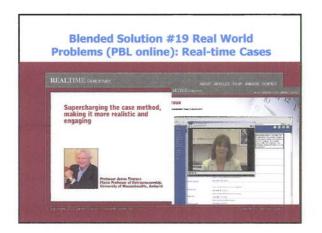
 Want to give students more control and ownership over their own learning. Want to foster student generative learning or being authors of their own knowledge.

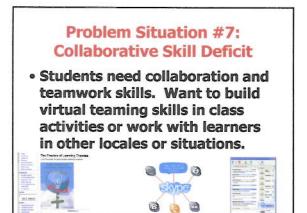


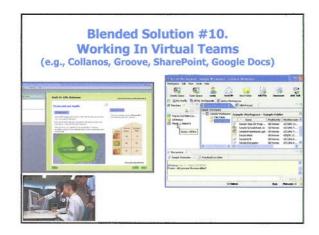
Problem Situation #6: Preparedness for the Profession

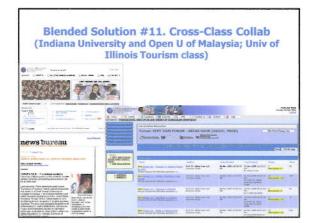
 Students are not prepared for their professions when they graduate. Or want to better apprentice students into their chosen profession. What to provide opportunities to work with practitioners, experts, mentors, and coaches in authentic learning environment.







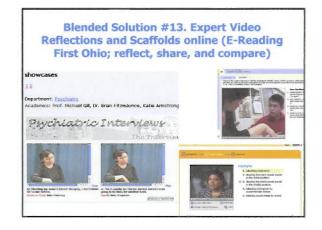




Problem Situation #8: Student Reflections and Connections

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





Problem Situation #9: 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 #10: 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.







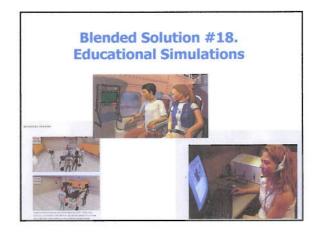


Blended Solution #16. Virtual Tours and Timelines (i.e., HyperHistory; http://simile.mit.edu/timeline/) Vitthe Folice Conduct State of the State o

Problem Situation #11: 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.





Problem Situation #12: 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.



Blended Solution #20. Self-Paced Language Programs: Listen (JapanesePod, SpanishPod, Arabic online) Online Language Learning: Practice (ECpod, Mixxer, Livemocha, KanTalk,)

Problem Situation #13: 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.



