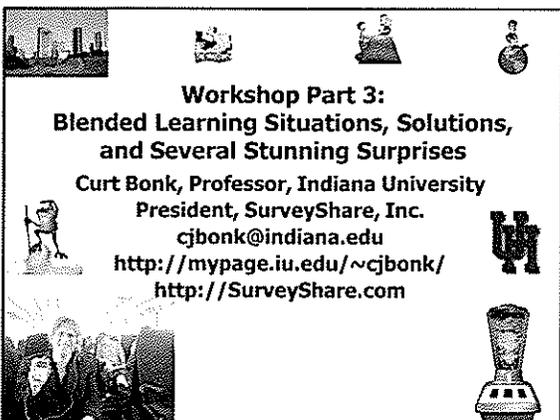


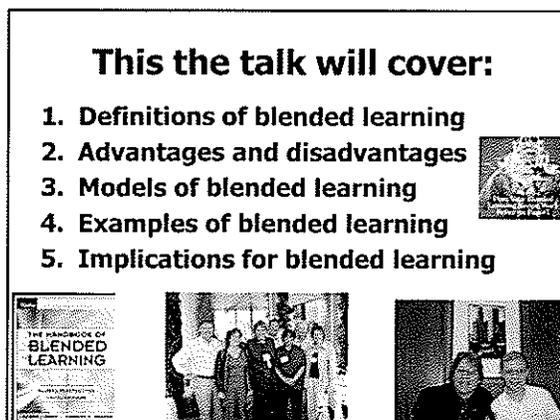
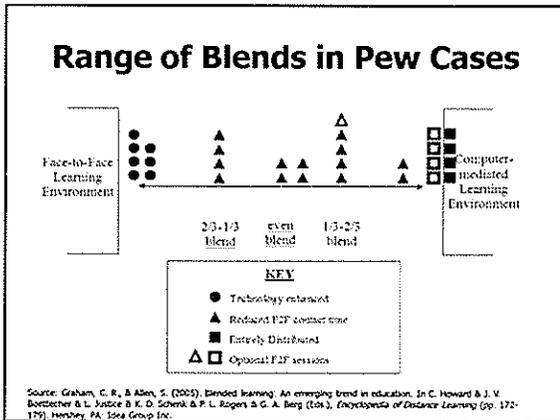
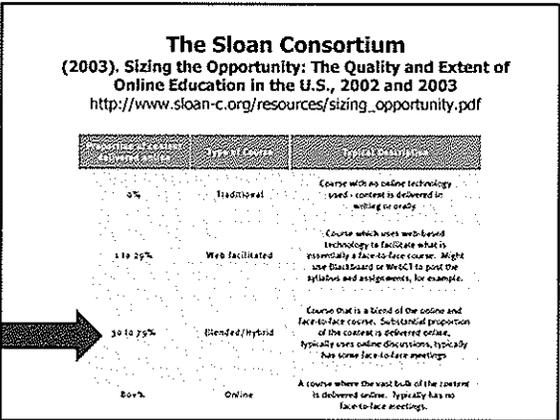
**Workshop Part 3:
Blended Learning Situations, Solutions,
and Several Stunning Surprises**

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<http://mypage.iu.edu/~cjbbonk/>
<http://SurveyShare.com>



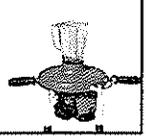
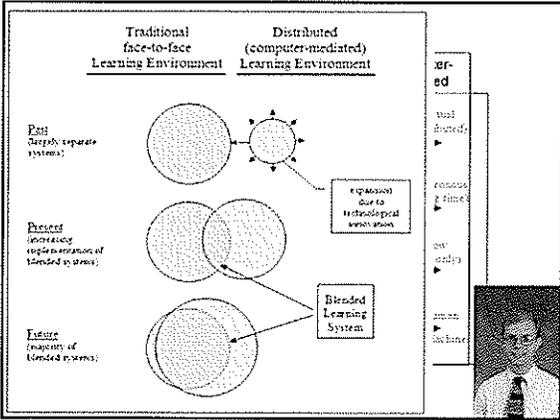
This the talk will cover:

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

**Definition:
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?

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

- 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



Fully Online and 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 objectives)
4. Reduction in physical class or space needs, commuting, parking
5. Increased opportunities for human interaction, communication, & contact among students
6. Introverts participate more



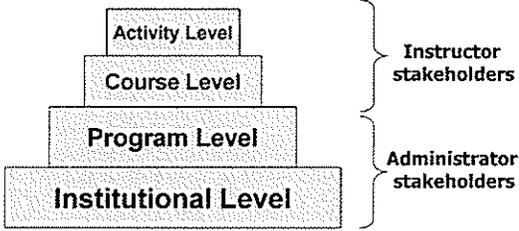
Examples of Blended Learning, Margaret Driscoll, e-Learning, March 2002

- 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



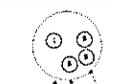
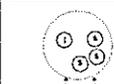

Models of Blending

Blending occurs at the following four levels:



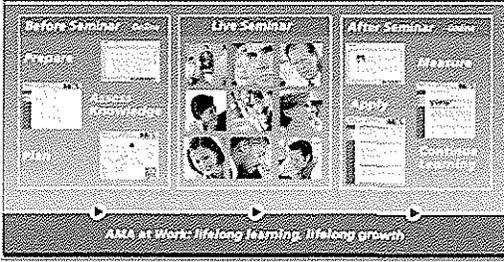
Activity- and Course-Level Blends

Blended learning systems: Definitions and directions (Osguthorpe & Graham, 2003)

Learning Activities	Students	Instructors
 Face-to-face classroom	 Blended classroom	 Fully online classroom



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



AMA at Work: lifelong learning, lifelong growth

Source: American Management Association, AMA at Work

Blended Solution #1+. Sample Activities for Brief Meetings

1. 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.
5. 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
10. 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. Video Streamed and Webcast Lectures



Problem Situation #3: 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 #3.

Divide Online and Class Experiences: English Classes Online

Graham, Ure, & Allen (2003, July). Blended Learning Environn
A Literature Review and Proposed Research Agenda

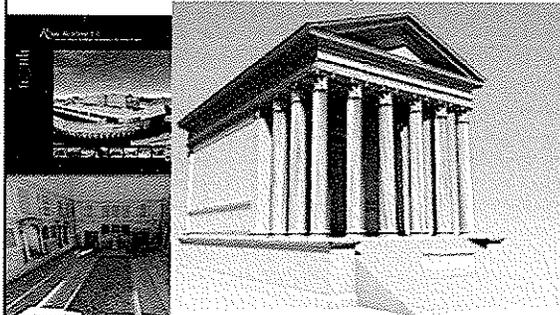
- Freshman English at BYU: Students are required to meet F2F once a week instead of three times a week. Online modules provide writing instruction and teaching assistants use online and F2F contact to provide feedback and guidance on writing (Waddoups et al., 2003).



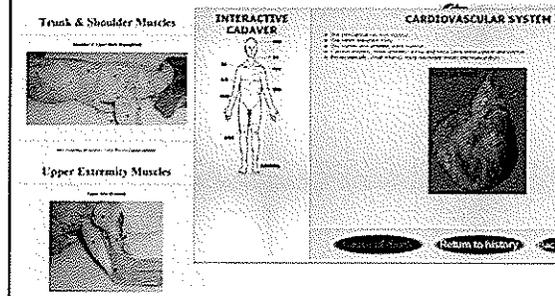
Problem Situation #4: Web Supplemental Activities

- 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.

Blended Solution #4. Online Portals & Resources
(Civil Rights Digital Library and Amistad, history, science, literature, etc.)



Blended Solution #5. Online Self-Testing (e.g., self study in anatomy or chemistry, virtual autopsy, dissection, etc.)



**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.

Blended Solution #7: Student Podcast
(in schools—kids have power!)

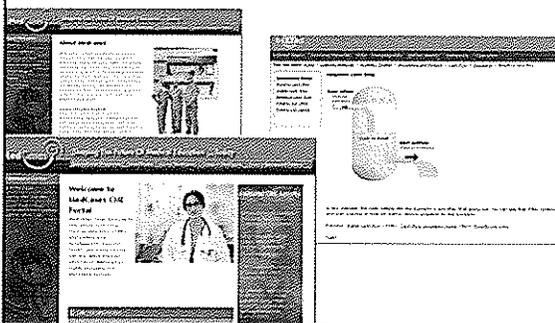
"Just the word 'podcast' scares a lot of teachers away," Ms. Schrock said. "There are a lot of misconceptions."
"All you need is a computer, access to the Internet and a microphone that you can buy at Toys 'R' Us," Mr. Warlick said. "I listen to podcasts on my computer." (NY Times, Jan 25, 2006)



**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.

Blended Solution #8. Community of Learners: Medical and Business Cases Online (problems, solutions, etc.)



Blended Solution #9. Real World Problems (PBL online): Real-time Cases

Supercharging the case method, making it more realistic and engaging

Prof. James Thomas
Fisher Professor of Entrepreneurship,
University of Massachusetts, Lowell

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Blended Solution #10. Video Scenario Learning (Option 6, Bloomington, IN)

Problem Situation #7: 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.

Blended Solution #11. Cross-Class Collab (Indiana University and Open U of Malaysia; Univ of Illinois Tourism class)

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.

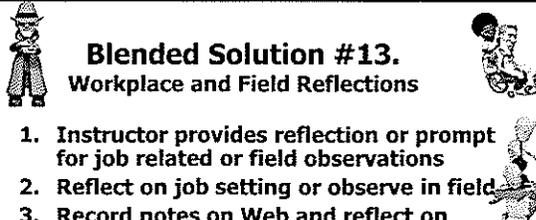
Blended Solution #12. Expert Video Reflections and Scaffolds online (E-Reading First Ohio; reflect, share, and compare)

Psychiatric Interview

This is a virtual interview project that has been developed by C&T and the Department of Psychiatry. The first interview was launched in March, 2006 for students. In this project students are given the opportunity to carry out a clinical interview with a patient. The student decides what questions are asked and with the aid of video they can listen and watch the patient responses.

Blended Solution #13.
Workplace and Field Reflections

1. Instructor provides reflection or prompt for job related or field observations
2. Reflect on job setting or observe in field
3. Record notes on Web and reflect on concepts from chapter
4. Respond to peers
5. Instructor summarizes posts




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.

Blended Solution #14. Combining Live and Online Experiences in Teacher Training



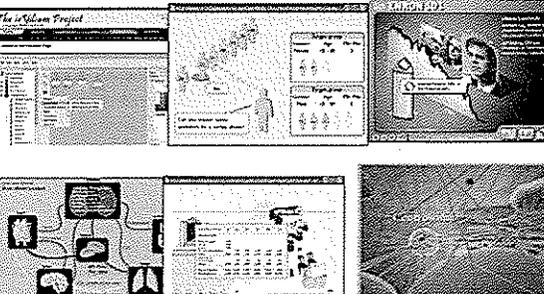
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Problem Situation #10:
Need to Visualize Content

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



Blended Solution #20. Flash, 3-D Visualization, & Laboratory Software



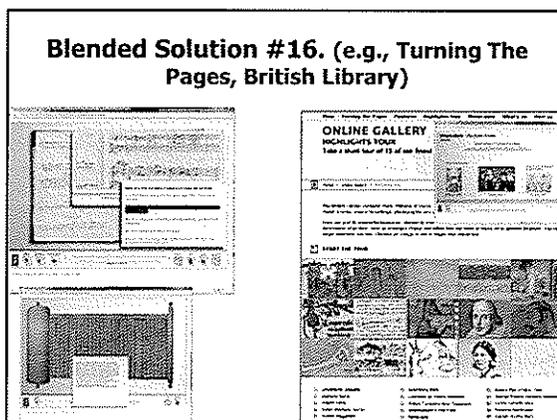
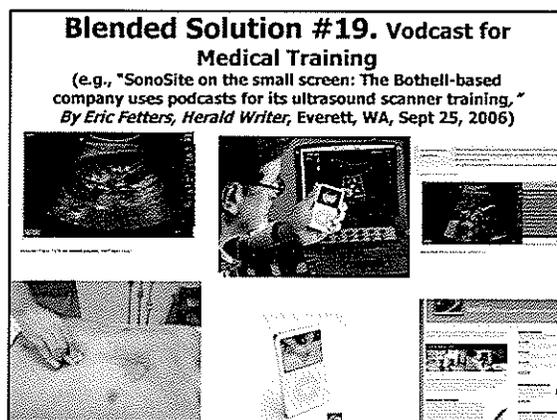
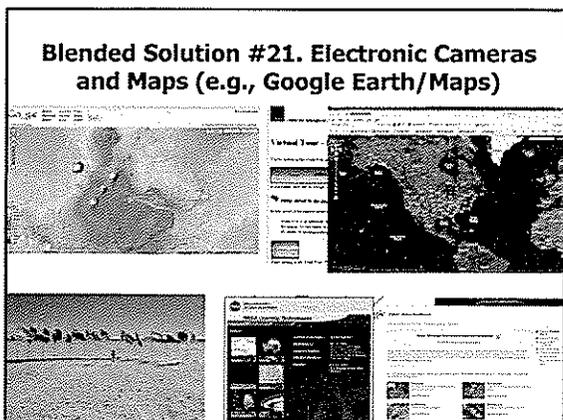
Blended Solution #17. Visual Resources (e.g., Periodic Table of Visualization; Visual Thesaurus)
<http://www.visualthesaurus.com/>; http://www.visual-literacy.org/periodic_table/periodic_table.html

A PERIODIC TABLE OF VISUALIZATION METHODS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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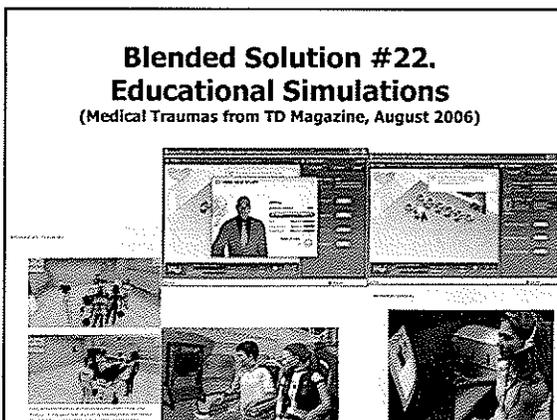
THE PERIODIC TABLE OF VIDEOS



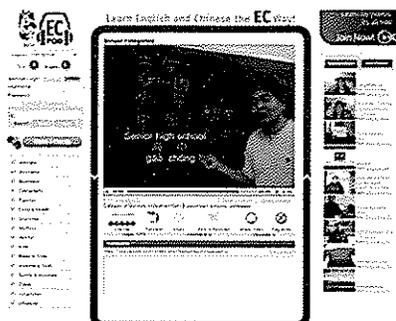


Problem Situation #11: Need for Hands-On Learning

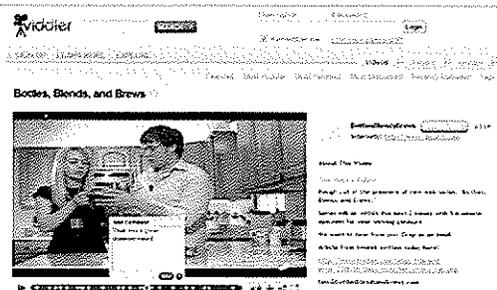
- To learn the material requires that students try it out in a lab or real-world situation. Or students prefer hands-on learning activities.



Blended Solution #23. Video Supported Language Learning (e.g., ECPod)



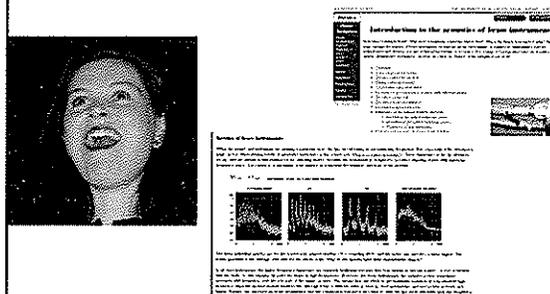
Blended Solution #24. Demonstration Videos with Commenting (e.g., Viddler)



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 #25. Basic Acoustics of Musical Instruments
2005 MERLOT Classics Award



Problem Situation #13: Lack of Instructor Presence

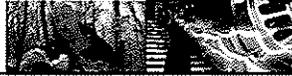
- Students need to see or hear from the instructor. They need a sense that the instructor is supporting their learning. They prefer face-to-face but are willing to try online.

Blended Solution #27. Breeze in Higher Education



Implications and Challenges for Blended Learning

1. Faculty and students are more mobile.
2. Students more choices.
3. Student expectations rise.
4. Greater self-determined learning.
5. More corporate university partnerships.
6. Courses increasingly modular.
7. Less predefined schedules.
8. When teaching less clear; when learning less clear.



Stand and Share Ideas

- Will Work: _____
- Might Work: _____
- No Way: _____



Experiencing the difference

The Evolution of Blended Learning

Blended Learning