

Professor Gilly Salmon

Designing successful e-tivities

E-Learning Day September 2018
"Now for the future –
looking for ideas, concepts, projects"





Research to 2018

- Collaboration: multi-professional
- Keeps accountability with the knowledge owner
- Opens minds & changes mindsets about what's possible in teaching
- Acceptable introduction of change with technology
- Fast & effective
- Promotes scholarship of learning & teaching
- Promotes ROI from university learning technologies



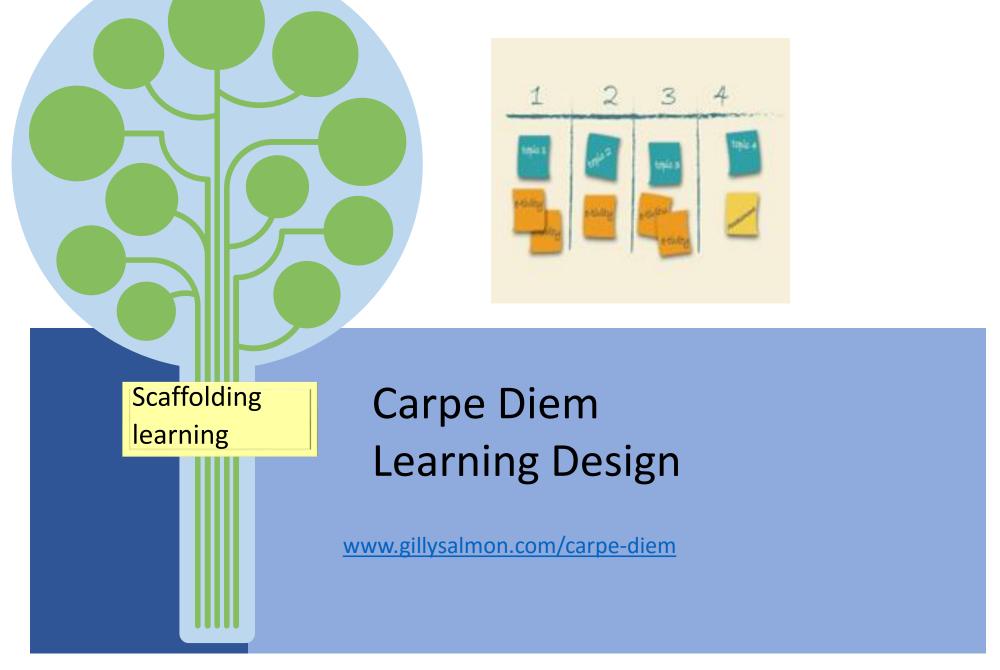
- Promotes 'satisfaction'
- Enables 'engagement'
- Supports students' 'understanding' of study
- Promotes & enables innovation
- Sustains innovation over time
- Future-proofs students' learning experiences
- Promotes action research- students: staff
- Promotes future-orientated outcomes
 & attributes

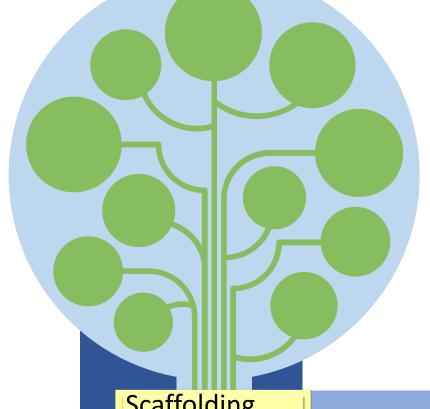
- Ecological: integration, alignment and blend
- Scaffolding
 - for assessment, knowledge and learning
- E-tivities-learning activity with frequent feedback
- Designing with the end in mind outcomes, assessment, feedback
- Design once, deliver many times

Scaffolding knowledge:

Scaffolding learning







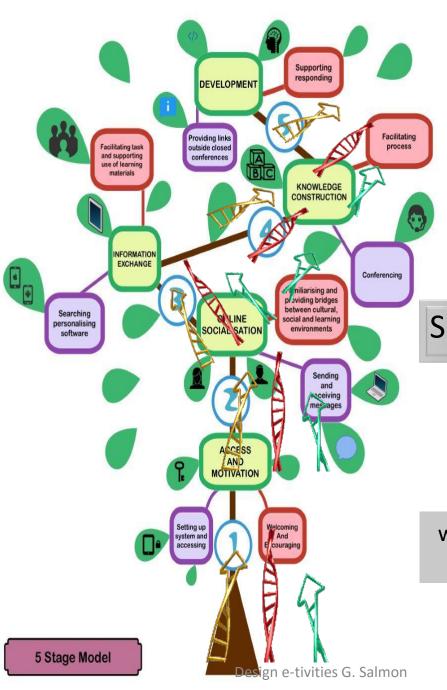


Scaffolding learning

5 stage model

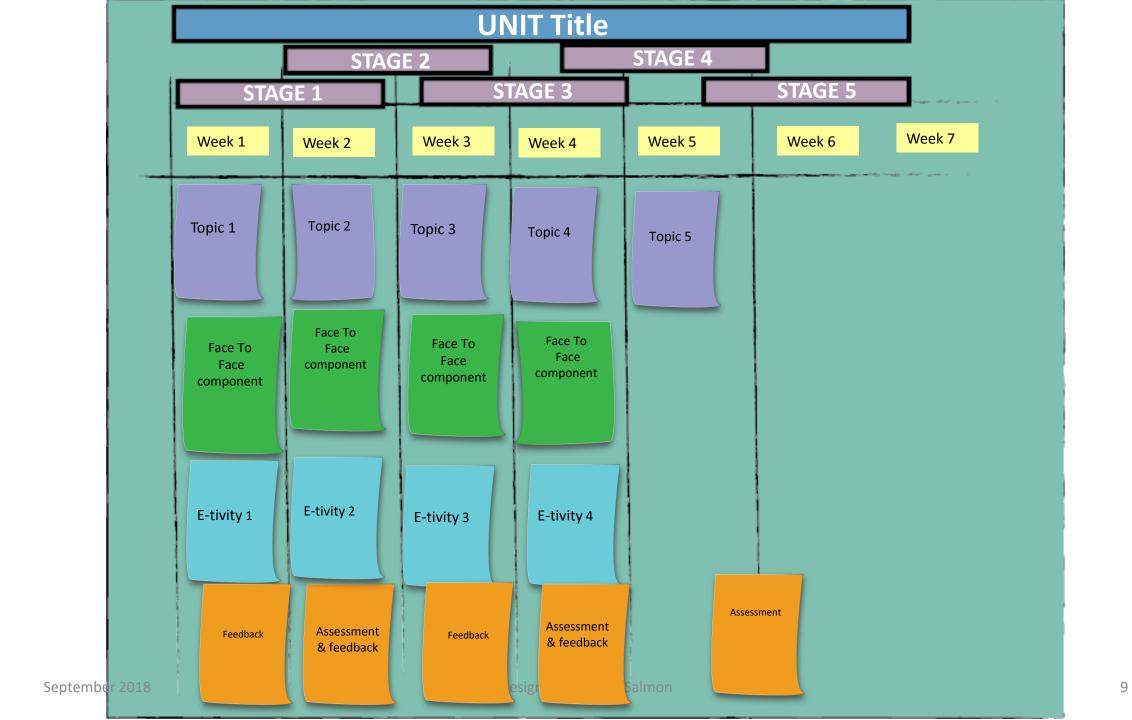
www.gillysalmon.com/five-stage-model





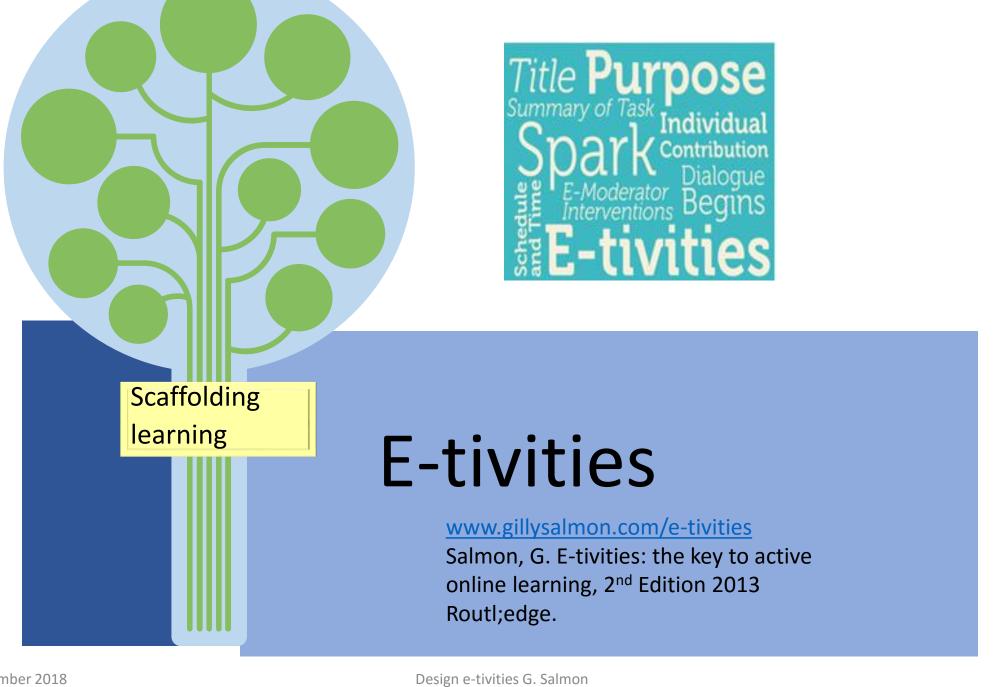
Scaffolding Learning:

www.gillysalmon.com/five-stagemodel









Carpe Diem

3 BUILD YOUR PROTOTYPE

Build your design in the online environment. Develop your e-tivities and test them in a real and practical way.



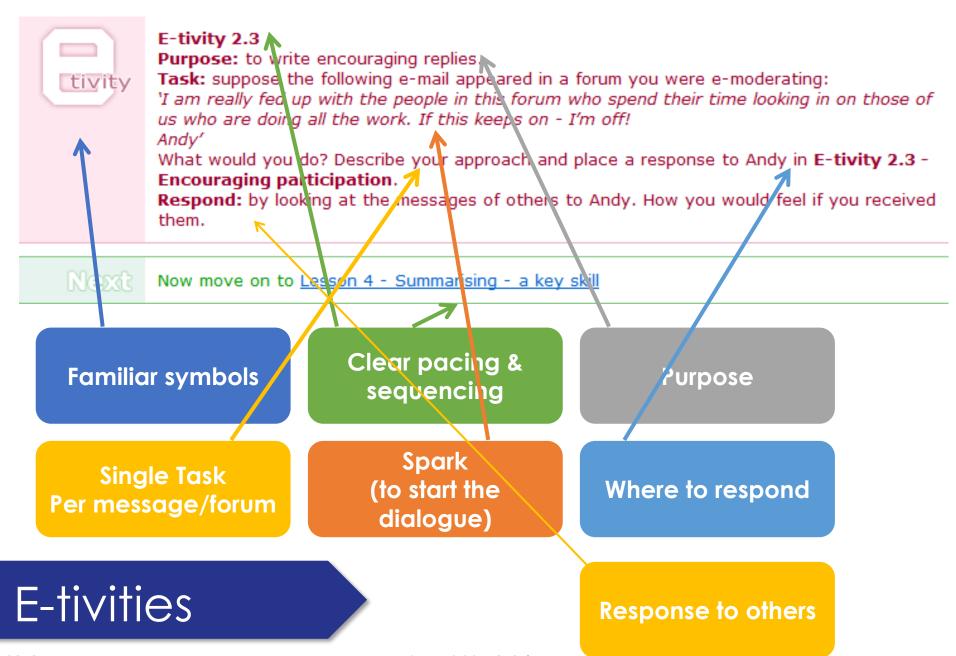


Key features of e-tivities

- Include a small piece of information, stimulus or challenge (the 'spark') that grabs attention/interest
- Online activity which includes individual participants posting a contribution
- An interactive or participative element- such as responding to the postings of others
- Summary, feedback or critique from an e-moderator
- Clear, easy to follow and quick to complete
- Aligns with assessments and learning outcomes

E-tivities invitation

Numbering, sequencing, pacing
Title
Purpose
Task summary
Spark
Individual contribution
Dialogue begins
E-moderator interventions
Schedule and time
Next



E-tivities



Links

Time

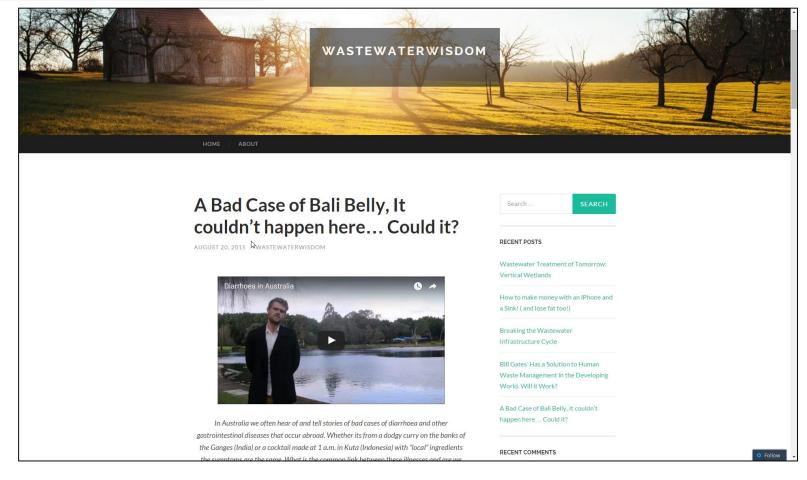


eTIVITY 2: BP Google Manipulation

Purpose:	To introduce students to the concept of ethical behaviour in business and also examine their own ethical stances.
Task:	 (1) Go to the news article discussing Google's purchase of search results during the Gulf Oil Spill of 2010. Go to the forum (as described under 'Respond' below in 1) and post your reflection op his post. (2) Now that you've considered the ethical decisions of a company, it is time to examine your own ethical stances. Complete this quiz. It is based on Kohlberg's ethical framework (which you'll encounter in the next few weeks). Then follow the instructions under part 2 of 'Respond' below.
Respond:	 (1) Once you have finished reading this, go to the forum and post your thoughts about whether this type of behaviour is appropriate? What are the consequences of BP's actions? (2) Save a copy of the results of the quiz. We'll peed this for the e-tivity in the last week of this course.
How much time:	The entire activity should take: reading (10mins), posting on the forum (15mins) and then the quiz (10mins).

September 2018 Design e-tivities G19almon

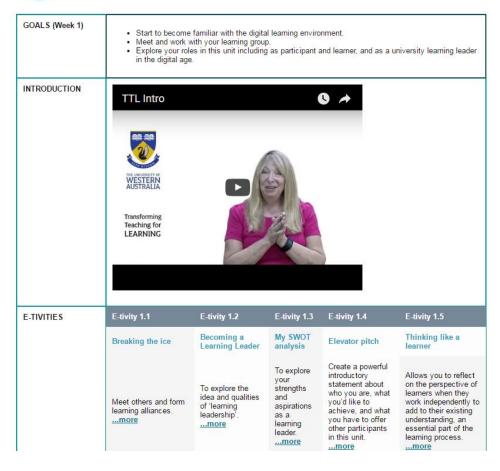
E-tivities



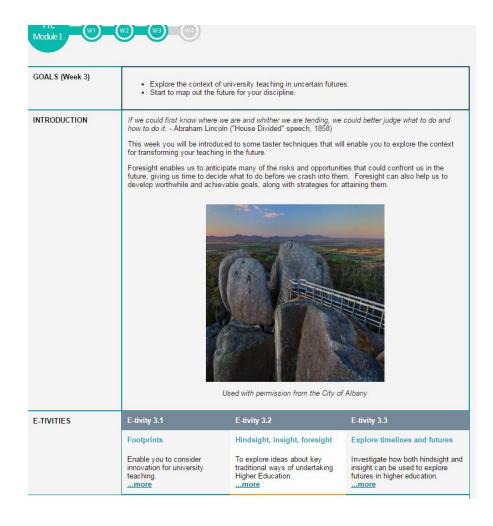
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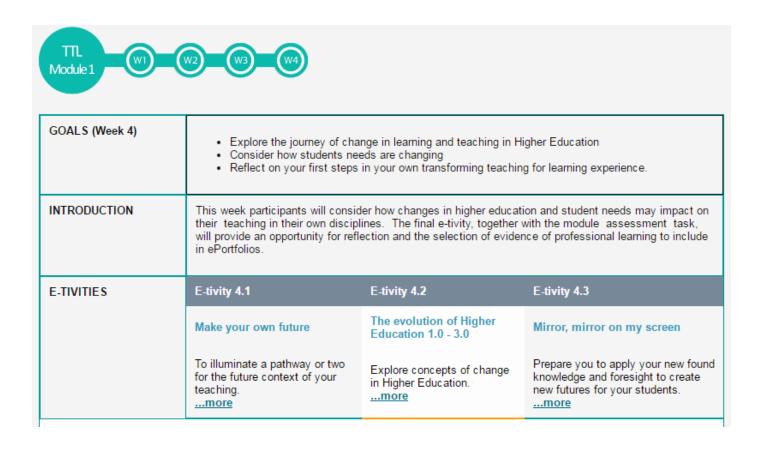
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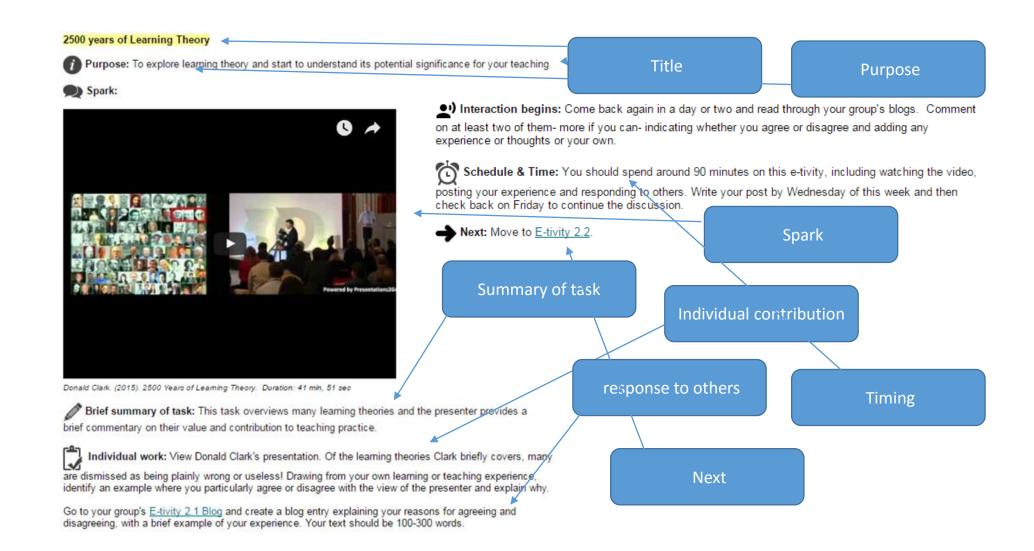




GOALS (Week 2)	Take a whistle-stop tour through theories of learning. Explore at least one theory in more depth that will inform your own teaching.	
INTRODUCTION	This week provides an opportunity for participants to appreciate the nature and scope of theories in in education. We anticipate that you will reflect on your own learning experiences and how they might relate to one or more of the theories. In addition you will explore the implications of one theory of interest to your current teaching practice and share points of views with other participants. On Thursday afternoon of this week (24th March) we will also be running a synchronous web-conference using Blackboard Collaborate. The discussion will be moderated by your tutor and will focus on the first two weeks of this module - Evolving You and Learning Theories. The session will not exceed 45 minutes. You will be notified of the link to the session on the that day.	
E-TIVITIES	E-tivity 2.1	E-tivity 2.2
E-TIVITIES	E-tivity 2.1 2500 years of learning theory	E-tivity 2.2 There's nothing so practical as a good theory







E-tivity 3.3



Explore timelines and futures

Purpose: For you to investigate how both hindsight and insight can be used to explore futures in higher education.



Brief summary of task:

Explore timelines, trends and ripples for higher education and have a try at some forecasting.



The diagram below provides an example of how timelines enable the mapping of key events in order to illuminate connections and ripple effects in the complex environment of higher education (HE). To enable this process HE has been deconstructed into seven elements. Download the pdf below to view more clearly.

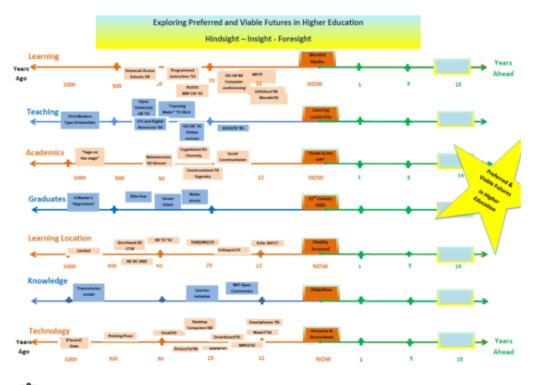
One of the strategies used by futurists to inform foresight and explore alternative futures is to build on the benefits of hindsight(s). Insight thus gained can then assist foresight.

For us, we can consider how likely a possible future scenario is based on hindsight and insight. For now you might like to start with 'possible futures' (less likely') and 'probable futures' (more likely).

Then there are other things to contemplate - is this a future that you or your discipline might prefer over another alternative.

Then, considering your preferred future- does the system you are in have the capacity and capability to create your preferred future and make it 'viable'? (if not...what would be required?).

Exploring Futures II.pdf



Individual work: Making reference to the timelines above try and bring some hindsight, insight and foresight to the following task.

Based on the confluence of factors in the timelines, what do you see as a possible or probable future for higher education? Post your brief description of this on the Group Discussion Board (about 250 words).



Explore timelines and futures

Purpose: For you to investigate how both hindsight and insight can be used to explore futures in higher education

Interaction begins: Choose at least two posts (start with one where there are no comments) and say whether this might constitute a preferred future (for you, your students and/or your discipline), and also whether you think such a future is viable (i.e. could be made to happen?). Are there any futures described by your colleagues that you think are both preferred and viable!? Any give you nightmares? Please keep your responses to 150 words max.

Schedule & Time: Post your work by Wednesday of this week and then check back on Friday to continue the discussion. This e-tivity should take about 4 hours to complete.

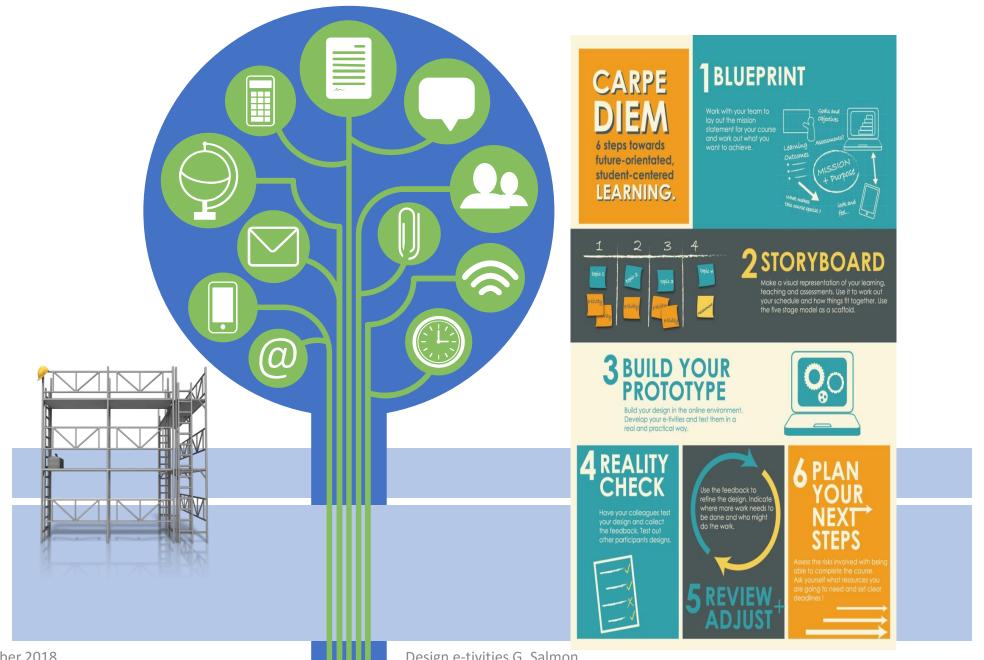
Earn a Badge: Add your work to your <u>ePortfolio</u> under Core Knowledge #4 "The use of appropriate learning technologies." Please give the artefact the title "E-tivity 3.3." Then upload your ePortfolio <u>using this link</u>. After your tutor views the submission, you will receive a badge. You can see the badges you've earned from the My Badges link on the left menu.

Next: You have finished Week 3! Week 4 will begin on Monday.



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"Never doubt the power of a small group of people to change the world."
Nothing else ever has".

Margaret Mead

"If you don't like change, you're going to like irrelevance even less". Eric Shinseki

Thanks for Taking Part

"Every society honours its live conformists and its dead troublemakers".

Mignon McLaughlin

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No budgets or human or harmed in the making of the presentation