

Transmission
 Passive learning
 teacher-centred
 content-coverage



Collaborative
 active
 student-centred
 discovery/application



Flipped classroom

“make learning
 V.I.S.I-B.L.E”

“make learning
 A.C.T-I.V.E”



YouTube
 Poll Everywhere

Getting Content
 to students

Engaging
 students
 in class

use content

- Utilize assessments in D2L
- Student response system strategies

Engagement tracking with attendance tool or seating chart

“e.gold”: Give students currency to trade, use for instructor's time, etc.

FUSIONE
 JULY 15, 2013

HOW TO MOTIVATE STUDENTS?

R.I.P
 “PLACE”
 R.I.P
 “CONTENT”

learning done outside the classroom helps students learn for the engagement of the in-class learning

- Khonda Blackburn
- Ian Story
- Ian Smitsen
- Mark Jones

Host original content
 Link to curated content
 Portal to Publisher

“What to LEAVE OUT?”

outside the classroom

What can students do without you?

- deep discussions
- active learning
- group activities
- project work time
- shared reflections
- quizzes
- lectures
- readings
- reflections
- videos
- non-active things

IT'S ABOUT engagement NOT TECHNOLOGY

Hold your ground... don't let students dictate the class time to do work they were assigned to do outside of class

... Just stand there and let them feel uncomfortable... then strategize to help them be better prepared in the future



How/When/Why

New!

Educational Need

If you want to create new content

1. video
2. podcast
3. infographic
4. quiz
5. game

Resources:

Creating New Content

1. video | use your smart phone and free editing app like iMovie for quick videos, excellent for filming sim scenarios + procedural skills

2. podcast | work towards developing podcast content

3. Infographic |

<https://www.canva.com/create/infographics/>

<https://piktochart.com/>

4. Quiz |

<https://www.surveymonkey.com/mp/quiz/>

5. Games |

<https://icenetblog.royalcollege.ca/2015/12/18/its-all-fun-and-games-until-someone-learns-then-its-education/>

How/When/Why

FOAM!

Educational Need

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Resources:

1. Video |

<https://ed.ted.com/> (uses any Ted talk to build a lesson

<https://learn.playposit.com/learn/> (creates learner engagement)

Also, Osmosis (free trial and then a yearly fee)

2. Podcast |

You can search podcasts on sound cloud, iTunes, etc. and post with a link to a Survey Monkey or Google Forms questionnaire for interaction.

3. Rather than YOU design the infographic, you can create the assignment of the learner designing an infographic following an assignment.

4. Quizzes | easily added using above (#1) creators as well as survey monkey and google forms.

5. Games | <https://www.heacademy.ac.uk/knowledge-hub/gamification-and-games-based-learning>

Platforms

It is easier to plan first and create later rather than change midstream! The following platforms are easy to use and are FREE. There are more indepth platforms for a fee listed below.

1. Padlet : bulleting board, like Pinterest.
2. Google Classroom : Can assess interaction, can create dated assignments and a course calendar.
3. Moodle + Blackboard : Traditional Platforms

Apps

These useful apps are available for Apple, I am sure there are similar ones for Android.

Explain Everything

Whiteboard

Padlet