June 10, 2020

FLIPPING THE CLASSROOM WITH EDTECH TOOLS

Learning Through Experience and Collaboration

eLearnit 2020 Virtual Conference | Kaye Leah C. Sitchon

"If we teach today's students as we taught yesterday's, we rob them of tomorrow."

JOHN DEWEY

WORLD ECONOMIC FORUM

COMMITTED TO IMPROVING THE STATE OF THE WORLD

Top 10 skills

in 2020	in 2015
1. Complex Problem Solving	1. Complex Problem Solving
2. Critical Thinking	2. Coordinating with Others
3. Creativity	3. People Management
4. People Management	4. Critical Thinking
5. Coordinating with Others	5. Negotiation
6. Emotional Intelligence	6. Quality Control
7. Judgment and Decision Making	7. Service Orientation
8. Service Orientation	8. Judgment and Decision Making
9. Negotiation	9. Active Listening
10. Cognitive Flexibility	10. Creativity

Source: Future of Jobs Report, World Economic Forum

https://www.weforum.org/agenda/2016/03/21st-century-skills-future-jobs-students/

https://www.uctoday.com/collaboration/team-collaboration/team-collaboration-101/

"By 2022, Gartner believes that 70% of teams will be relying on workstream collaboration technology to complete their daily work.

- Rebekah Carter, Unified Communications -

EXPERIENCE

"Learning is the process whereby knowledge is created through the transformation of experience" (Kolb, 1984, p. 38).

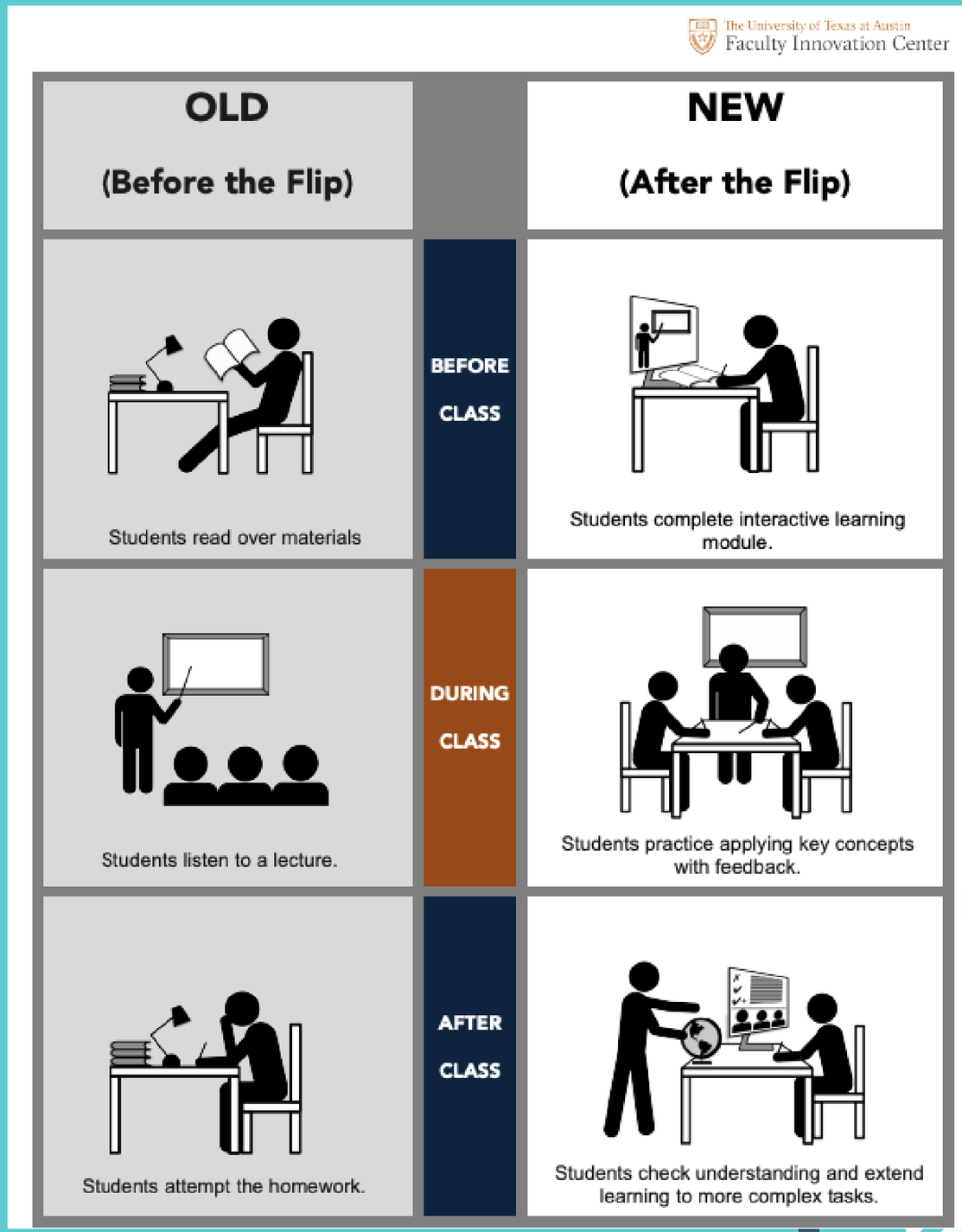
FLIPPED LEARNING

A blended learning approach where face-to-face interaction is mixed with independent study–usually via technology.

In a common Flipped Classroom scenario, students might watch pre-recorded videos at home, then come to school to do the homework armed with questions and at least some background knowledge.

Teach Thought

WHAT DOES FLIPPED LEARNING LOOK LIKE?

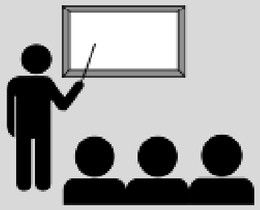


"Flipping the classroom" means:

- students gain first exposure to new material outside of class via reading or lecture videos
- use class time to do the harder work of assimilating that knowledge, perhaps through problem-solving, discussion, or debates.

WHAT DOES FLIPPED LEARNING LOOK LIKE?

The University of Texas at Austin
Faculty Innovation Center

OLD (Before the Flip)		NEW (After the Flip)
 Students read over materials	BEFORE CLASS	 Students complete interactive learning module.
 Students listen to a lecture.	DURING CLASS	 Students practice applying key concepts with feedback.
 Students attempt the homework.	AFTER CLASS	 Students check understanding and extend learning to more complex tasks.

In terms of Bloom's revised taxonomy (2001), this means that students are doing the lower levels of cognitive work (gaining knowledge and comprehension) outside of class, and focusing on the higher forms of cognitive work (application, analysis, synthesis, and/or evaluation) in class, where they have the support of their peers and instructor.

Cynthia J. Brame,
Assistant Director
Center For Teaching
Vanderbilt University

SYNCHRONOUS & ASYNCHRONOUS LEARNING

STEFAN HRASTINSKI

ASYNCHRONOUS E-LEARNING:

- commonly facilitated by media such as e-mail and discussion boards, supports work relations among learners and with teachers, even when participants cannot be online at the same time.
- It is thus a key component of flexible e-learning

SYNCHRONOUS E-LEARNING:

- commonly supported by media such as videoconferencing and chat, has the potential to support e-learners in the development of learning communities.

Synchronous learning is online or distance education that happens in real time, whereas asynchronous learning occurs through online channels without real-time interaction.

https://er.educause.edu/articles/2008/11/asynchronous-and-synchronous-elearning

eLearnit 2020 Virtual Conference | K.Sitchon

HOW TO DESIGN A

FLIPPED CLASSROOM

outside of class

Identify student learning outcomes (1)
Use lower-order objectives such as remember, understand & apply.

Select Content (2)
Such as new concepts, review, fundamentals or demonstration.

Select Delivery Method (3)
Such as videos, simulations, interactive modules or online research.

Create or Find Content (4)
Create your own videos or leverage existing content.

Identify student learning outcomes (5)
Use higher-order objectives such as analyze, evaluate & create.

in class

Select Assessment (6)
Use low-stakes assessment so students come to class prepared.

Select Activity (7)
Such as problem solving, team based learning & hands-on activities.

Coach Students (8)
Guide students and provide feedback as they work.

STUDENT LEARNING OUTCOMES

The design process can begin with either outside of class content (1) or in class activities (5). These starting points are interchangeable as long as one informs the design of the other.

INNOVATIVE LEARNING INSTITUTE
TEACHING AND LEARNING SERVICES

SELECTING FLIPPED CONTENT

Out-of-Class
Lower Order
Thinking Skills
(Blooms)

In-Class
Higher Order
Thinking Skills
(Blooms)

Course Content and Activity	Course Concepts/Topics/Activities that apply
Concepts or topics students grasp easily	
Concepts or topics you feel students learn well outside of class (via homework) with very little guidance from you	
Concepts and topics that are taught best through direct instruction or via 'one-way' communication (teacher-to-student)	
Instruction/ activity that does not necessarily require your physical presence and could be shifted to out of class in order to give more class time to activities that are enhanced by your presence	
Course concepts or topics students struggle with the most	
Course activity that you feel is being rushed because there is not enough time to do it well	
Practice that students need inside of class to prepare them for the larger assignment that will be completed after-class?	
Course concepts or topics you feel students learn best by 'doing' in the class with your guidance and coaching	

INNOVATIVE LEARNING INSTITUTE
TEACHING AND LEARNING SERVICES

If you would like to work with an Instructional Design Consultant, please visit the Teaching and Learning Studio: rit.edu/tls

OUTSIDE OF CLASS:

1.Identify student learning outcomes	- Understand the basic elements of feature writing
2. Select Content	- The Elements of Feature Writing
3. Select Delivery Method	- Youtube Video and Online Articles (given via Edmodo)
4. Create or Find Content	- Tools 5: Writing Features - Oxford University Press - Sample Feature Article: Mario's in Baguio City: Experiencing the Timeless Heritage of Family Recipes Served The Mario's Way - Sample Feature Story in Video: Erwan Heussaf's "81 Provinces: Nueva Ecija"

IN CLASS:

5. Identify Student Learning Outcomes	- Demonstrate the skills required to conceive of, research, write, and edit their own feature article.
6. Select Assessment	- Short Answer Forum via Padlet *(Other Options: Kahoot, Edmodo, Google Forms)*
7. Select Activity	- In groups of 5, create a food vlog about 5 best selling dishes in a local restaurant. Each member of the group should write a feature on one of the five dishes. These articles will be presented in the form of a vlog. Write the draft via Google Docs and then publish the vlog via your group's Youtube Channel.
8. Coach Students	-As students collaborate and write their first draft in class, the teacher goes around, checks on their progress and gives feedback. - Additional Resources will be given before the class ends for continuous learning

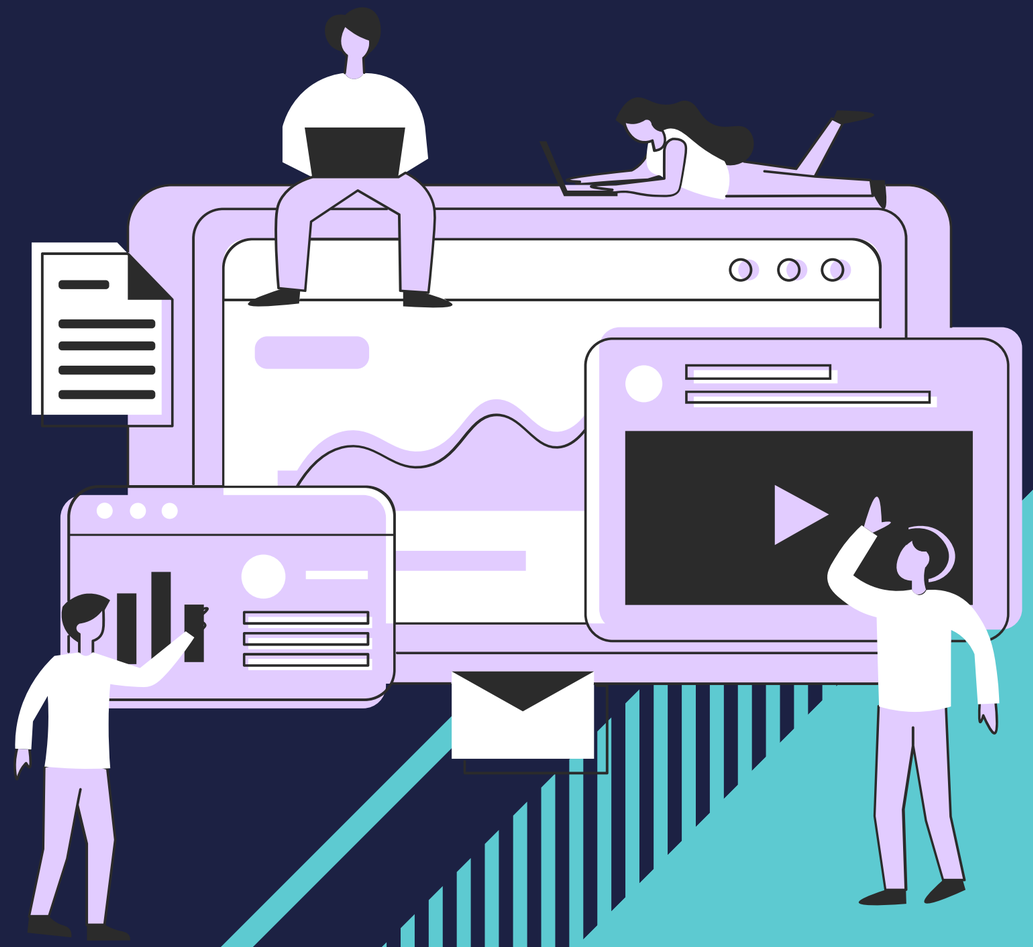
KEY ELEMENTS OF THE FLIPPED CLASSROOM

- Provide an opportunity for students to gain first exposure prior to class.
- Provide an incentive for students to prepare for class.
- Provide a mechanism to assess student understanding.
- Provide in-class activities that focus on higher level cognitive activities.

Cynthia J. Brame, CFT Assistant Director

https://cft.vanderbilt.edu/guides-sub-pages/flipping-the-classroom/

FLIPPED LEARNING AND EDTECH TOOLS: WHAT TO KNOW



EDUCATIONAL TECHNOLOGY:

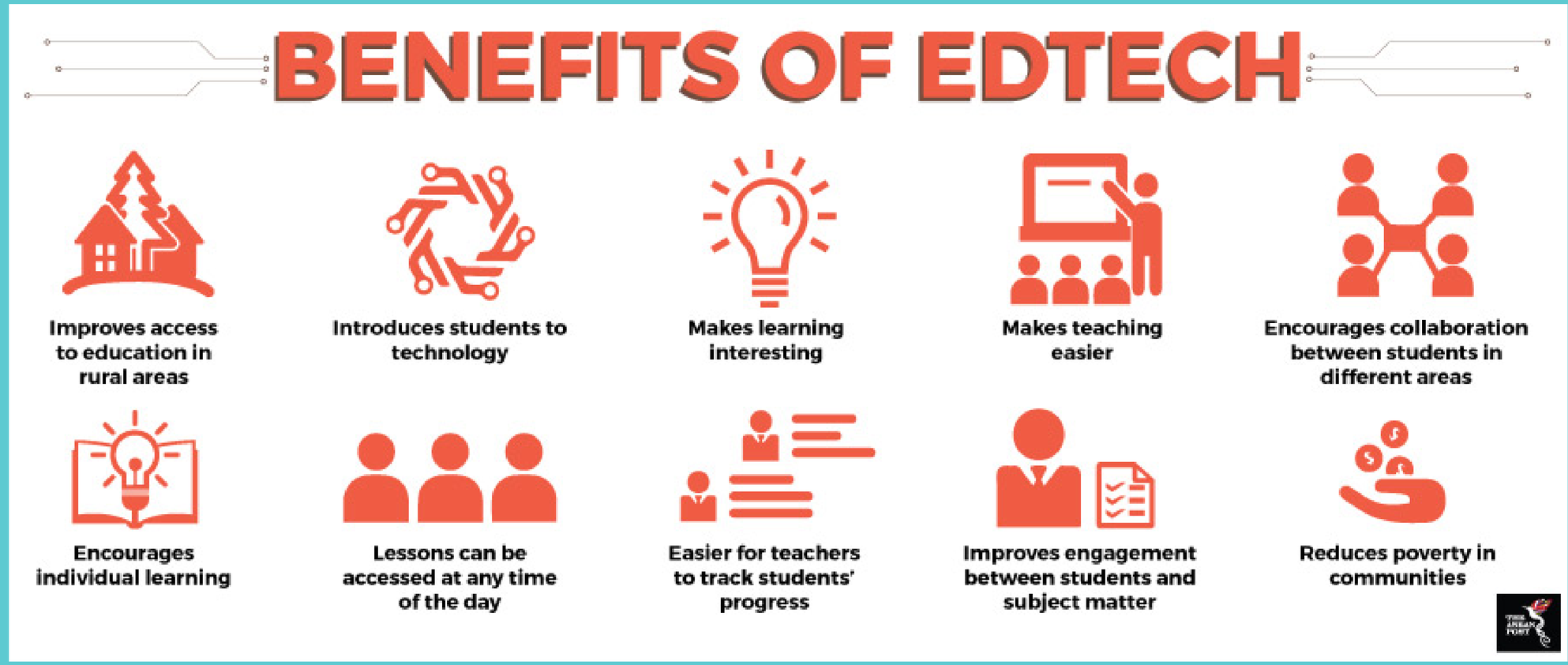
a field of study that investigates the process of analyzing, designing, developing, implementing, and evaluating the instructional environment and learning materials in order to improve teaching and learning.

- *Educational Technology Consulting Services* -

https://educationaltechnology.net/educational-technology-an-overview/

The Purpose: Improve Education

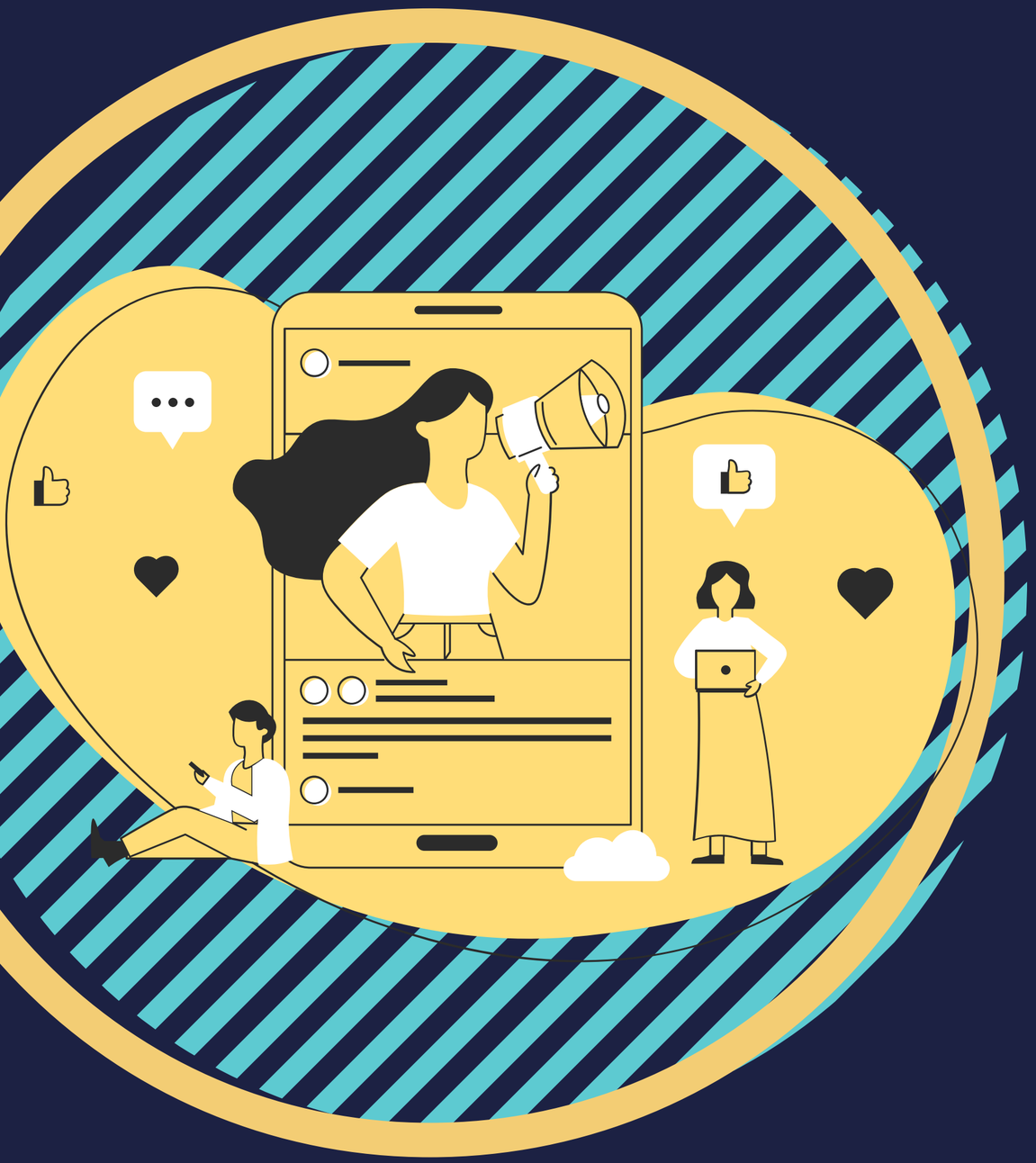
Define the learning goals and needs first and then use all knowledge, including technology, **to design the most effective learning environment** for students.



THE ASEAN POST:

https://theaseanpost.com/article/using-technology-better-education

- Edtech can help fill the gaps to accessible learning as well as meet the United Nations' Sustainable Development Goal 4, which is to ensure inclusive and equitable quality education and promote lifelong learning opportunities for all by 2030.
- With all the recent advances made in technology, it is only natural that they are fully utilized to plug the holes in Southeast Asia's education systems and ensure education for all.



WHAT EDTECH TOOLS DO I NEED?

CLASSROOM MANAGEMENT (LMS)

INSTRUCTION AND PRODUCTIVITY

FORMATIVE ASSESSMENT

COLLABORATION AND FEEDBACK

CLASSROOM MANAGEMENT (LMS)

Important Factors in Choosing an LMS

- Student and Teacher Collaboration
- Quizzes and Tests
- Data and Reports
- Mobile Access

EDMODO'S CORE FEATURES

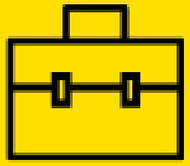
Communication Stream

Teacher Libraries

Student Backpacks

Planner

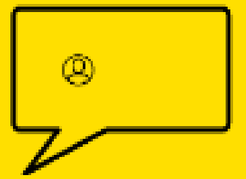
Badges and Gradebook



Assignments

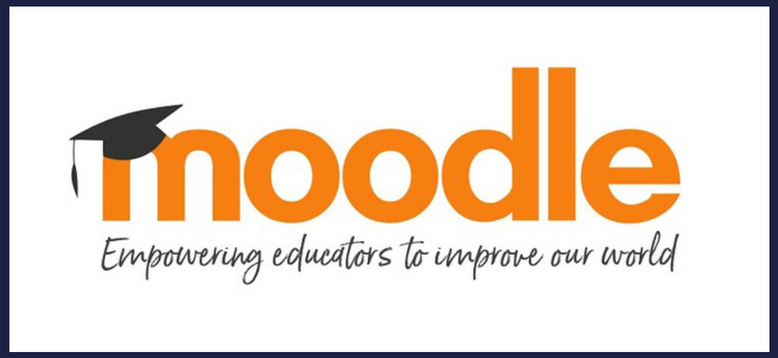
Polls

Groups

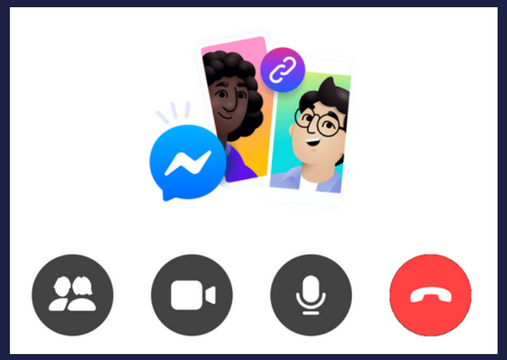


Profile Page

CLASSROOM MANAGEMENT



PRODUCTIVITY & INSTRUCTION



FORMATIVE ASSESSMENT

bulb
digital portfolios

formative
Real-time student responses.
Long-term student growth.

EdPuzzle
Crop, customize, and remix online videos for your classroom
common sense education

STUDENT
Socrative

TEACHER
Socrative

COLLABORATION & FEEDBACK

VoiceThread
Easily collaborate and create with voice, video, or image
common sense education

padlet

Trello

miro

scribblar.com
simple, effective online collaboration

FLOOP
Meaningful feedback, faster

Collaborize Classroom
Education to The Power of We

Poll Everywhere

KEN ROBINSON

**"Teaching is a creative profession,
not a delivery system.
Great teachers do pass on information,
but what great teachers also do is
mentor, stimulate, provoke, engage."**

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THANK YOU!

Let's Connect!

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