

Part I: 10 Learning Centered Technology Ideas



Experience. The difference.

1. Anchored Instruction (find anchoring event (CTGV, 1990?) (L/M = Cost, M = Risk, M = Time)

- In a synchronous lecture interrupt it with a summary video (could be a movie clip) explaining a key principle or concept.
- Refer back to that video during lecture.
- Debrief on effectiveness of it.



2. Cool Resource Provider Cool Stuff (Bonk, 2004) Capture and Videostream Lectures (e.g., Apreso CourseCaster)

- Have students sign up to be a cool resource provider once during the semester.
- Have them find additional paper, people, electronic resources, etc.
- Share and explain what found with class via synchronous meeting or asynchronous discussion post.



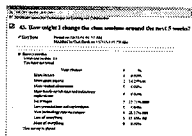
3. Volunteer Technology Demos (Bonk, 1996)

- Take students to a computer lab.
- Have students conduct a technology demonstration that relates to something from the class (replaces an assignment).
- Include handout
- Debrief

4. Class Voting and Polling (face-to-Face or electronic)

1. Ask students to vote on issue before class (anonymously or send directly to the instructor)
2. Instructor pulls our minority pt of view
3. Discuss with majority pt of view
4. Repoll students after class

(Note: Delphi or Timed Disclosure Technique: anonymous input till a due date and then post results and reconsider until consensus
Rick Kulp, IBM, 1999)



5. ORL or Library Day (L = Cost, M = Risk, M/H = Time) (Bonk, 1999)

- Have students spend a day in the library or online finding and summarizing a set number of articles.
- Have them bring to class or post abstracts to an online forum.
- Share in small groups interested in similar topics.
- Perhaps give each student 1-2 minutes to describe what found in a chat.



6. Survey Research and Market Analysis

(e.g., WebSurveyor, Zoomerang, SurveyShare, SurveyKey)

The image displays four different online survey platforms. SurveyShare.com features a 'Share Your Survey' section. Surveyor offers 'Online Surveys without Limits'. Zoomerang provides 'Create Surveys & Get Feedback'. SurveyConsole is a comprehensive survey management tool.

7: Warm-ups Online

Just-In-Time-Teaching (JiTT)

<http://webphysics.iupui.edu/jitt/jitt.html>

The image shows a person in a white lab coat, likely a physicist, and a computer monitor displaying the text 'JUST-IN-TIME TEACHING'. The monitor also shows a graph with a value of 5.30%.

8. Concept Mapping Tools

The image shows several examples of concept mapping tools. One interface shows a hierarchical map with nodes like 'Virtual Globe Tools' and 'Virtual Globe Capabilities'. Another shows a complex network of interconnected concepts.

9. Exploration and Demonstration:

Virtual Fieldtrip, Tours, Timelines

The image displays several virtual fieldtrip and tour software interfaces. One shows a 3D terrain model with a 'Virtual Field Trip of the Landscapes of New York State'. Another shows a 'Virtual Squally Point' with a 3D model of a coastline.

10. Online Groups...

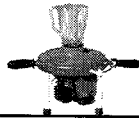
The image shows the Google Groups website interface. It features the Google logo and a search bar. Below the search bar, there are links for 'Web Images Groups News People Local Scholar more...' and 'Learn more about Google Groups'. The page lists various categories of groups, including 'Arts and Entertainment', 'Business and Finance', 'Computers', 'Health', 'Home', 'News', 'Recreation', 'Regional and Phrases', 'Science and Technology', and 'Sports and Hobbies'.

Part II: 10 Blended Learning Solutions for English Language Learning

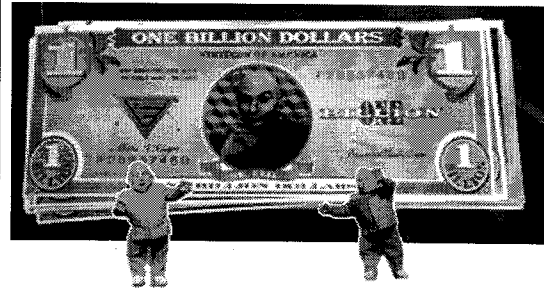
The image is a collage of several black and white photographs showing students in a classroom. Some students are sitting at desks with computers, while others are standing and interacting. The images illustrate various blended learning environments.

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)



Ok, Million Dollar Question: How can you blend learning?

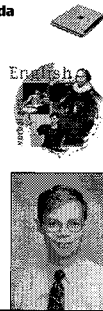


Blended Solution #1.

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).



Blended Solution #2. Video Streamed Lectures and Expert Commenting

Department	Course ID	Section	Date	Part	Media Type	Stream (click to play)	Download
EDUC-P	546	00009	01/25/2005	Rec	RealPlayer	Download 1941 KB	
EDUC-P	546	00700	01/15/2005	Rec	RealPlayer	Download 1941 KB	

Blended Solution #3. Apprenticeship: Electronic Guests & Mentoring

(Simon Fraser University News:
<http://www.sfu.ca/mediaprisfnews/2001/Sept6/hightech.html>)

- He has also found the competition's mentor program, in which contestants are matched with industry experts, to be invaluable.

The mentors to his team are now intimately involved with his company and passionate about its success, he says. "Their business connections and experience have opened our eyes to new opportunities."



Blended Solution #4. Instructor Presentation in Synchronous Sessions (Breeze, Elluminate, WebEx, etc.)

Solution #5. Instructor Portal: e.g., self study in anatomy

Solution #6. Referenceware and Terminology Exercises Online (puzzles, games, etc.)

Solution #7. Cross-Class Collab (Indiana Univ and Open U of Malaysia)

Blended Solution #8. Sharing in Virtual Teams (e.g., Collanos, Groove, SharePoint)

Blended Solution #9. Art and History Exhibits

Blended Solution #10. Workplace and Field Reflections

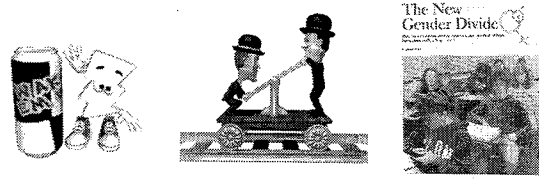
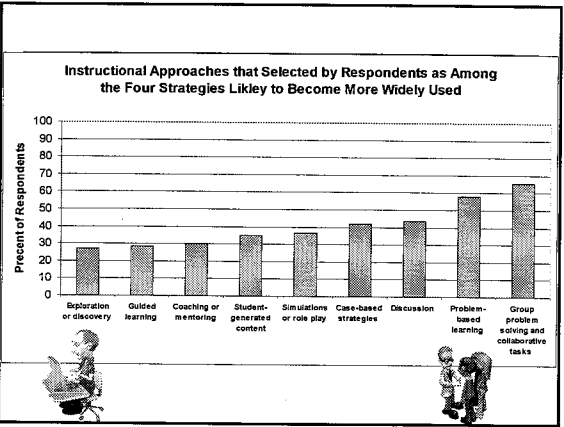
1. Instructor provides reflection or prompt for job related or field observations
2. Reflect on job setting or observe in field
3. Record notes on Web and reflect on concepts from chapter
4. Respond to peers
5. Instructor summarizes posts

3

**Reflection: What are 3 things
you learned so far?**

3

**Part III. 25 Motivational Ideas
for Reading and Writing
(with links to Tapestry Series)**

**TEC-VARIETY Model for
Online Motivation and Retention**


1. **Tone/Climate: Psych Safety, Comfort, Belonging**
2. **Encouragement, Feedback: Responsive, Supports**
3. **Curiosity: Fun, Fantasy, Control**
- ...
4. **Variety: Novelty, Intrigue, Unknowns**
5. **Autonomy: Choice: Flexibility, Opportunities**
6. **Relevance: Meaningful, Authentic, Interesting**
7. **Interactive: Collaborative, Team-Based, Community**
8. **Engagement: Effort, Involvement, Excitement**
9. **Tension: Challenge, Dissonance, Controversy**
10. **Yields Products: Goal Driven, Products, Success, Ownership**

1. Tone/Climate:

A. Coffee House Expectations

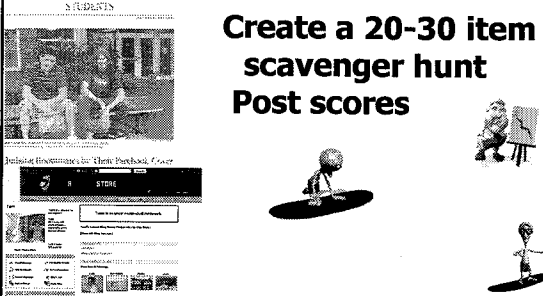
1. Have everyone post 2-3 course expectations
2. Instructor summarizes and comments on how they might be met

B. Public Commitments: Have students share how they will fit the coursework into their busy schedules



**1. Tone/Climate: C. Scavenger Hunt
(Find Fellow Students Social Networking Software)**

**Create a 20-30 item
scavenger hunt
Post scores**



Oct 6, 2006, Chronicle

