F2F AND ON-LINE CURRICULUM: CASE STUDIES & INSIGHTS

Dr. Osnat Dagan

Al Qasemi
Presentation timetable

- Insights - Active Learning characteristics

  Active tasks in F2F
  
  Design thinking
  Collaborative learning

  Active tasks in On-Line learning
  
  Design Process in 7-8 grade
  Developing an online course
  
  Video as part of the student’s lesson plan
  Creating a reflective poster

- Summarize and insights
- Re thinking - Active Learning characteristics
Active learning characteristics

Identify the most important Active Learning characteristics by fill in the sentence: active learning is...
Active Learning is...

- Scan the Answer garden QR Code with QR Reader.
- And answer the question with one or two words.
- Answergarden.ch/396252
Active tasks in F2F

The problems:
How to help students to construct their knowledge?
How to keep the engagement of the students during the lesson?

Two examples:
- Design Process
- Collaborative summarize and presenting.
Active tasks in F2F Design Process

- The aim of the activity: The students will understand that design process is an iterative and differ from each person and problem, by experience it.

- The assignment:
  - Building the tallest tower
  - Document by taking pictures
  - Reflection by choosing the picture that reflect the process
  - Creating a video
  - Present to the class
  - Compare the processes of the groups

Example 1

Example 2
Active Learning in F2F
Collaborative learning of literature

- The aim of the activity: The students will be able to collaborate while reading a literature in English.
- Group of three students cooperate and read one of the core papers of the course.
- They summarize it according to given questions on Google Doc that is open for all the students in the class.
- They have to present and teach it to the class.
- Summarize by comparing the papers through a shared table during the lesson.
- Next semester – the student will arise questions.
Examples from On-Line learning

- Design Process in 7-8 grade
- Steps in the developing process of on-line course
  - Examples of students’ activities:
    - Developing a video as part of the lesson plan.
    - Creating a reflective poster on the course.
On-Line learning
Design Process for secondary school

The aim: Student will be able to design while using the design non-linear website
On-Line course

- Identifying the aims of the course — skills and contents.
- Constructivist approach.
- Taking into consideration the advantages and limitations of distance learning.
- Dividing the subject into modules (four module for each semester).
- Time-table
- Each module contains: an assignment, reading and watching materials, help forum, forum for delivering the product and a rubric with assessment indicators and their weight.
The assignments

- Courses that deal with integrating pedagogy with technology.
- Most assignments: developing a lesson plan that the technology has added value for teaching and learning processes.
- Examples of assignment:
  - Video as part of the students’ lesson plan
  - Creating a reflective poster
On-Line learning
developing an online course

Video as part of the student’s lesson plan

Cyber Bullying
The aim: The students will evaluate and reflect on their learning process during the course, and present it in a poster.
On-Line learning

Creating a reflective poster – example 3

Monopoly
Summarize and Insights

• Cooperative learning – Team work
• Each assignment require:
  • learning content and technology tool (Knowledge)
  • developing curriculum by integrating pedagogy and technology (implement and create) analyzing the added value of the technology
• The last assignment is personal reflection on what they learnt during the course (evaluation).
• The use of: constructing knowledge, understanding, analyzing, synthesizing, evaluating and creating while acting this is active learning for me.
What do think now?

- Scan again the Answer Garden QR Code with QR Reader.
- Do you like to add something to your previous answer?