Continuing professional development in digital education for VET

COVET

Module 3: Online Resources & Activities
Unit 3.2: How to design online activities

This training material is a part of the
Continuing Professional Development (CPD) training program:
Digital Training Delivery in Vocational Education and Training.

Entire training program is available at: https://www.covet-project.eu/

Module 3: Online Resources & Activities
Unit 3.2: How to design online activities

COVET

At the end of this Unit you will be able to:

…differentiate between the 5 stages of the instructional model presented.

… design an online aktivity.

Learning outcomes

…identify appropriate online tools for your aktivity.

…develop an online lesson in a better way.

COVET

The second part represents a delving into the issue that collects suggestions, ideas, and more details to explore.

The third part is a collection of videos, testimonials, written documents, cartoons, etc. to explore the focused issue surfing the Internet.

Each Unit is composed of 4 parts

The first part lets you to focus on the issue by an analysis of the Unit key words and by an expositive short text.

The fourth part is a testing section through which you can test yourself and reflect on what you learnt.

COVET

Content of the Unit

- Designing online activities framework

- The 5 Es instructional model

- The 5 Es <u>online</u> instructional model

Created by Tomas Knopp
from the Noun Project

COVET

"

"The sole purpose of eLearning is to teach."

- Christopher Palm

COVET

Designing online activities framework

Teaching online activities for your students does not mean putting aside the textbook and reinventing your whole teaching approach. Most of the already proposed activities to teach in class can be recycled and adapted for online activities as long as they remain student-centred. But you need to take into account some teaching models when designing a certain type of lesson whether online, hybrid or on site.

Created by monkik

COVET
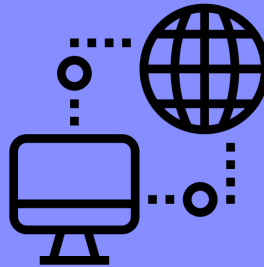
Designing online activities framework
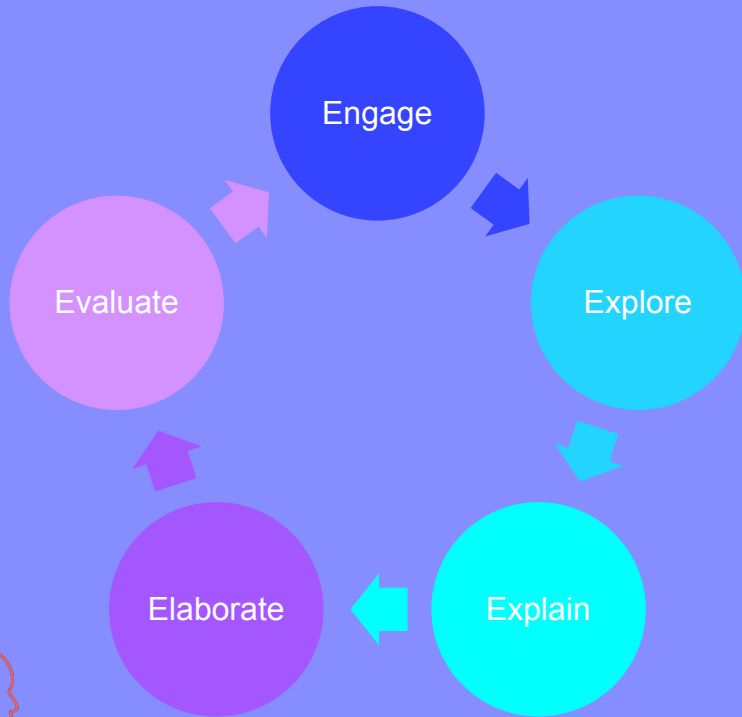
A constructivist instructional model based on five elements for the development of an online lesson: the 5 Es model

It is an example of inquiry-based learning, in which students ask questions, decide what information enhances their understanding, and then self-assess. This model underlies on the principles of cognitive sciences developed by the Biological Sciences Curriculum Study (BSCS) in 1987, later the proposal drew on other teaching models such as the Atkin-Karplus Learning Cycle, or the Science Curriculum Improvement Study (SCIS) learning cycle. The adaptation for online teaching has been developed by Catlin Tucker.

- Engage
- Explore
- Explain
- Elaborate
- Evaluate

COVET

Designing online activities framework ENGAGE

Online activities	Online tools
Brainstorm ✔ What do you think? Ask questions ✔ What do you wonder? What are you curious about? Access prior knowledge ✔ What do you know? How did you learn it? Pique their interest ✔ What do you see, think, wonder when you see this image, watch this video, or hear this story?	Padlet Google Classroom Question Jamboard Learning Management System (LMS) online discussion feature Mentimeter

COVET

Designing online activities framework EXPLORE

Online activities	Online tools
Conduct research Explore teacher-curated resources • Watch videos • Read Articles • Listen to podcasts Offline Task • Conduct fieldwork • Make observations • Interview a family member Crowdsource	Google Search YouTube Newsela, Smithsonian Tween Tribune InsertLearning Google Classroom Question LMS Online Discussion Shared Google Slide Deck Wakelet

COVET

Designing online activities framework EXPLAIN

Online activities	Online tools
Live presentations in class or in video conferencing session Recorded video explanations	Google Hangout or Zoom Screencastify (Chrome Extension) • Share videos directly from Google Drives FlipGrid • Allow students to teach each other concepts by recording videos

COVET

Designing online activities framework ELABORATE

Online activities	Online tools
Make connections - Connect concepts - Connect concepts to life beyond the classroom - Connect concepts to art, literature, music Apply the learning to new or novel situations - Tackle quirky real-world problems - Document your process as a group Explain how - Articulate the process you would use to solve a problem or approach a particular situation Student-created study materials and resources - Take the information and design a review resource	Quizizz Shared Google Docs, Slides, Drawings, Spreadsheets FlipGrid Quizlet Kahoot!

COVET

Designing online activities framework EVALUATE

Online activities	Online tools
Assessments • Project-based assessments • Performance-based assessments • Tests and quizzes Video reflections Digital exit tickets	Quizizz Kahoot! Schoology quiz Google Forms Socrative

COVET

Here is your interactivity! Be creative!

A college professor holds online lecture from an empty classroom in Milan.
Photograph: Matteo Corner/EPA

Interesting sources

Catlin Tucker defines here the 5Es to take into account when designing an online lesson

Youtube video on engage stage

Youtube video on explore stage

Youtube video on explain stage.

Youtube video on elaborate stage.

Youtube video on evaluate stage

COVET

Test yourself

A good teacher adapts quickly and becomes very flexible in time. Taking into account the 5 stages of the instructional model presented, choose a stage and design an online activity for a group of 15 students, any subject.

Allowed time: 15'

- Detail the tools used

- Involve all types of interaction

- Plan the activity in an engaging and meaningful manner.

Summary – key take-aways

- The instructional model proposed has been adapted by Catlin Tucker for online activities

- Engaging stage - teacher works to gain an understanding of the students' prior knowledge and identify any knowledge gaps.

- Exploration stage - students actively explore the new concept through concrete learning experiences.

- Explanation stage - students synthesize new knowledge and ask questions if they need further clarification.

- Elaboration stage - gives students space to apply what they've learned.

- Evaluation stage - allows for both formal and informal assessment.

COVET

Continuing professional development in digital education for VET

This training material is one of the outcomes of the Erasmus+ project: **"Continuing professional development in digital education for VET"** and it has been created to help teachers across Europe to address the challenging situation in online training delivery in VET.

The CPD program consist of three independent parts:

- Training modules
- Instruction set of sample online lessons
- Guide to the CPD training program

All project outputs have been produced by seven partners from seven European countries working together:

- ProEduca z.s., Czech Republic
- Archivio della Memoria, Italy
- Asociatia Pentru Sprijinirea Initiativelor Educationale, Romania
- Solution Based Training & Consultancy (SBTC), Turkey
- CEBEM FORMACIÓN PROFESIONAL SL (Daniel Castelao), Spain
- TUS Midwest, Ireland
- Northern Regional College, UK

All materials are available (downloadable) free of charge from the project web-page: https://www.covet-project.eu/

COVET

COVET

Erasmus+
Continuing Professional Development
in Vocational Education and Training
2020-1-CZ01-KA226-VET-094350

Co-funded by the
Erasmus+ Programme
of the European Union

© 2023 Continuing Professional Development in Vocational Education and Training