Teaching Future Educators to Develop, Design, and Deliver an Online Learning Module

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At the conclusion of the session, the attendee will be able to describe pedagogical approaches used to teach future educators how to develop, design, and deliver an online learning module in a learning management system.
The Course

- Educating future educators
- 7 weeks asynchronous courses
- Curricular threads
  - Learning theory
  - Curriculum development
  - Assessment and evaluation

Scaffolding & Applied Learning
Blogging All the Way to Development

<table>
<thead>
<tr>
<th>Learning Objective(s) (SMART)</th>
<th>Outline of Content</th>
<th>Instructional Strategies</th>
<th>Resources</th>
<th>Assessment of Learning or Evaluation of Project</th>
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Draft → Blog → Peer Review → Finalize
Playing All the Way to Design

Design Sandbox

Separate Course Shell

Safe Space to Play

Instructor Access

http://www.chatsworthcommunications.com/the-fca-sandbox-a-question-of-fair-play/
Sandbox Design - Step by Step

1. Claim their own module
2. Make time for play
3. Be brave & try new things
4. Build as they design
Sandbox Support

Based on Evidence
- Learning Theories & Frameworks
  - Instructional Design Models
  - Quality Indicators

Module Development Resources
- Bb Tutorial Videos
  - Sandbox Q&A Forum
  - Faculty Tutorial/Tips Video
Geared for Applied Learning

- Discussion Boards
- Blogs
- Journals
- Create videos
- Narrated PowerPoints
- Closed-captions
- Hyperlink
- Embed
- Surveys
- Assignments
- Exams
- Outside resources
Delivery

- “Gazzera” occurs last week of course
- Participate as teacher and student
- Evaluate modules from student and educator perspectives
  - Continuous improvement

An important message in preparation for Gazzera!

Gazzera is our class version of Coursera, which is an online company that provides online modules on a variety of topics for a variety of learners. During Module 7 you will function in the role of teacher and student. You will teach your module and you will be a student in at least 3 of the online modules being taught by your classmates. Because you will be in the sandbox as a teacher for some activities and a student for others, you must change your role within the course. The attached video was created for me when I explored how to make this happen in this course but it will work for you too so that can see where to click to make the change from teacher to student. [https://www.screencast.com/v/VdKIRmOn](https://www.screencast.com/v/VdKIRmOn)

Teacher Role: When you enter your module as a teacher, you do so the same as you have up to this point. You know you are the teacher because you can create content and see the full gradebook. So, when you enter the sandbox to TEACH your class, you do not need to do anything different than you have been.

Student Role: When you enter the sandbox as a student, you need to change to Student Preview User. You will enter the course as usual and click the icon in the top right corner of the screen that resembles an eyeball (see screen shot below). You will then be functioning as STUDENT in the full sandbox. You must be in the student role in order to complete assessments of learning and for your data to be entered into the gradebook.

IMPORTANT LAST STEP: when you are finished being a student and want to return to the teacher role, you must again click the eyeball icon and then select ‘Keep the preview user and all data’ and click continue (see screenshot below). This will keep your assessment data in the module. The teacher of the module will then be able to see results of the assessment and use the data in the continuous improvement process. If you leave without choosing ‘Keep the preview user and all data’ option, your assessment data will be lost and it cannot be retrieved. A score on the assessment means nothing in terms of your grade in this course but it means something to the teacher of the module so please be sure to ‘Keep the preview user and all data’ option.
CLABSI Online Learning Module

Learning Objectives
- SMART
- Bloom’s Taxonomy

Video
- Introduction
- Demonstration of technique

Lessons
- Domains of Learning
- Diagram

Assessment
- Quiz
- Rubric
Let’s Hear from YOU!
Let’s Hear from the Student
Let’s Hear from the Student
Final Questions and Comments

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Session Evaluations & Drawing

• Download and open OLC Conferences mobile app
• Navigate to specific session to evaluate
• Select “Evaluate Session” on session details screen (located under session type and track)
• Complete session evaluation*

*Each session evaluation completed (limited to one per session) = one contest entry

Five (5) $25 gift cards will be awarded to five (5) individuals
Must submit evals using the OLC Conferences mobile app or website