Wednesday 26th August 3-5 CET



GEORGE DE JONGH Dirksen Opleidingen

Marketing Opportunities

How to Create Presence

and Interactivity Online



NIELS HENRIK HELMS University College Copenhagen

PROFESSOR GILLY SALMON Education Alchemists Ltd Learning Online - New & Old Challenges

Q&A Session



MODERATOR Ellen Gunning PR Training Academy

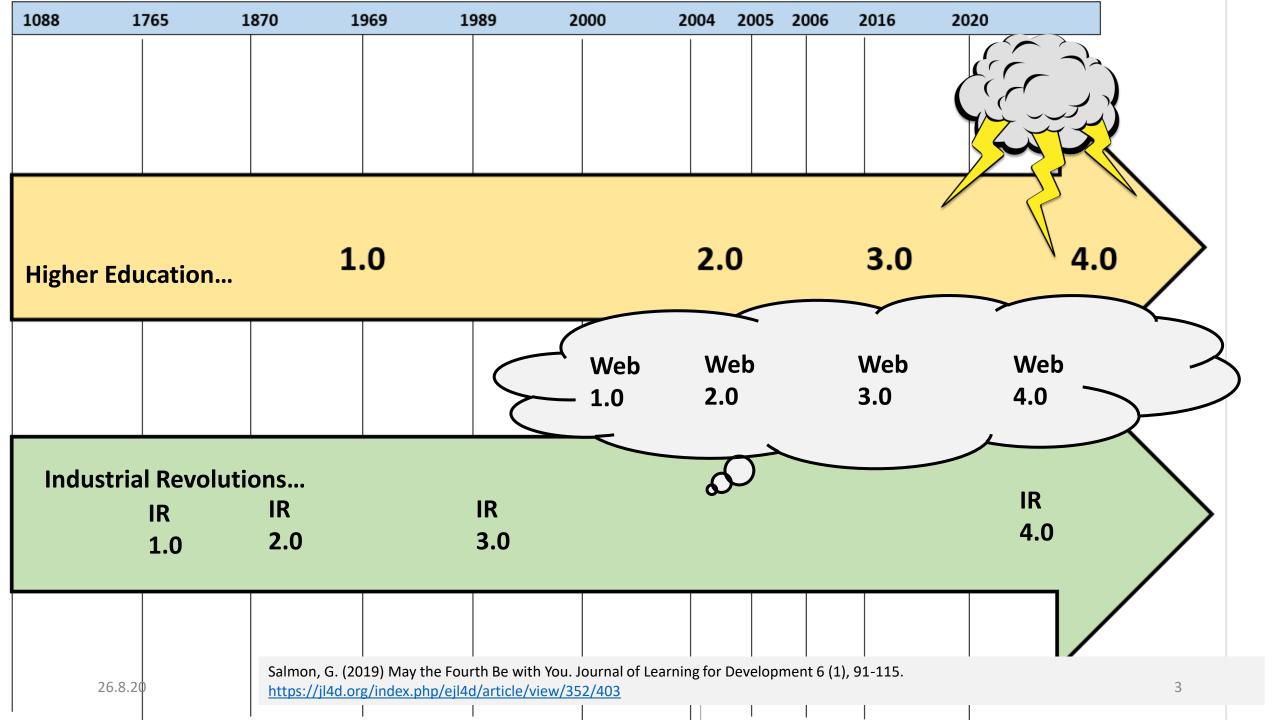


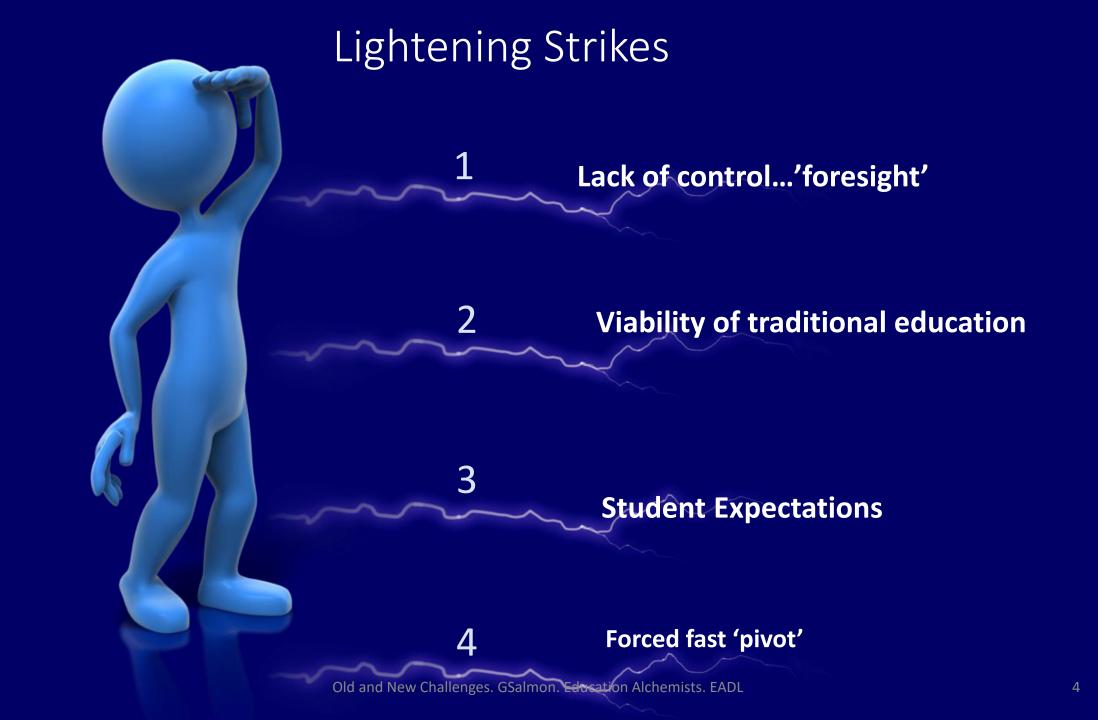
Wednesday 26 August, 3-5pm CET European Association for Distance Learning



Professor Gilly Salmon www.educationalchemists.com







Education in 'emergencies' - Emergency 'education'

STAFF

- Lack knowledge/practice of DL/OL concepts
- Communication
- Deadlines
- Assessment integrity
- Availability & hours
- Life pressures

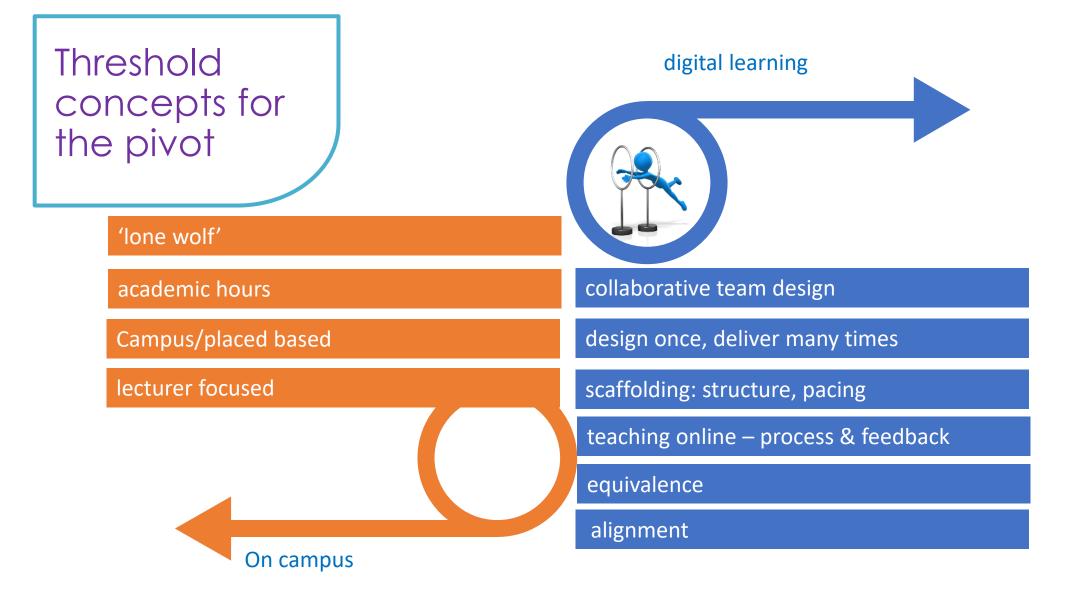
STUDENTS

- Expectations
- Space to work
- More self direction
- Equipment
- Isolation
- Value for money

¹Threshold Concepts' may be considered to be 'akin to passing through a portal or 'conceptual gateway' that opens up 'previously inaccessible way[s] of thinking about something'

Meyer and Land

Threshold knowledge: the 'rite of passage' Core concepts that once understood, transform perception of a subject



www.gillysalmon.com/carpe-diem



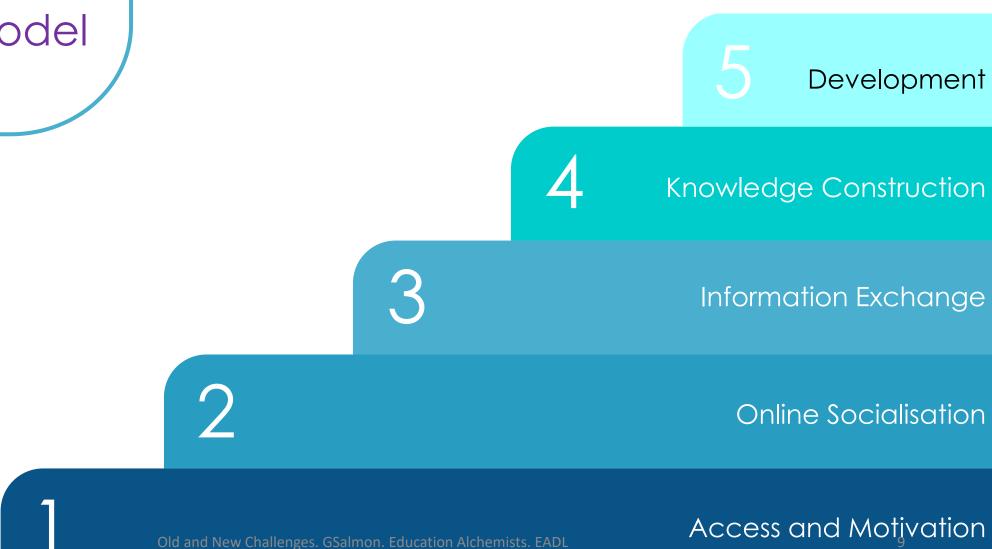
Carpe Diem - A team based approach to learning design



A good way of creating fast, effective, forward looking learning design is to use a team-based learning design process called Carpe Diem. The idea behind Carpe Diem is that every moment of the time during the workshop is spent on designing something that can be put into immediate use with learners – so I use the term 'Carpe Diem', Latin for 'Seize the Day'.

Salmon, G. (2013) E-moderating: the key to teaching and learning online. 3rd Edition. London and New York: Routledge. See also <u>www.gillysalmon.com</u>

Scaffolding Learning: 5 stage model

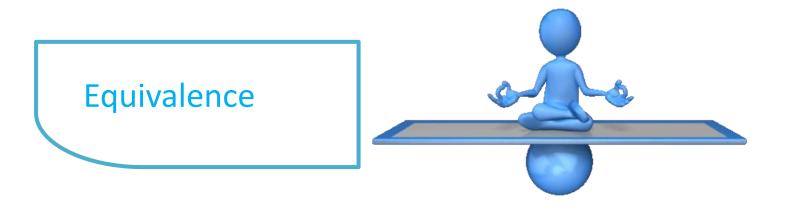




- A small piece of information, stimulus or challenge (the 'spark')
- Online activity which includes individual participants posting a contribution
- An interactive or participative element- such as responding to the postings of others
- Summary, feedback or critique from an emoderator

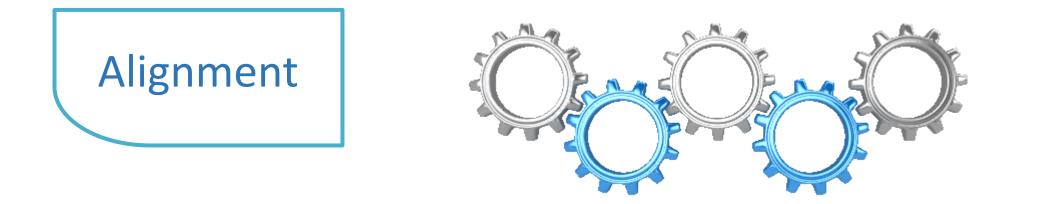
All the instructions to take part are available in one online message.

Salmon, G. E-tivities (2013) the key to active online learning 2nd Edition Routledge: London & New York https://www.gillysalmon.com/e-tivities



- Equivalent experiences = same learning outcomes.
- Events that provide experiences with equal value for learners regardless of mode
- Delivery should lead to key threshold concepts and desired outcomes

https://wonkhe.com/blogs/testing-the-equivalence-of-online-and-on-campus-learning/

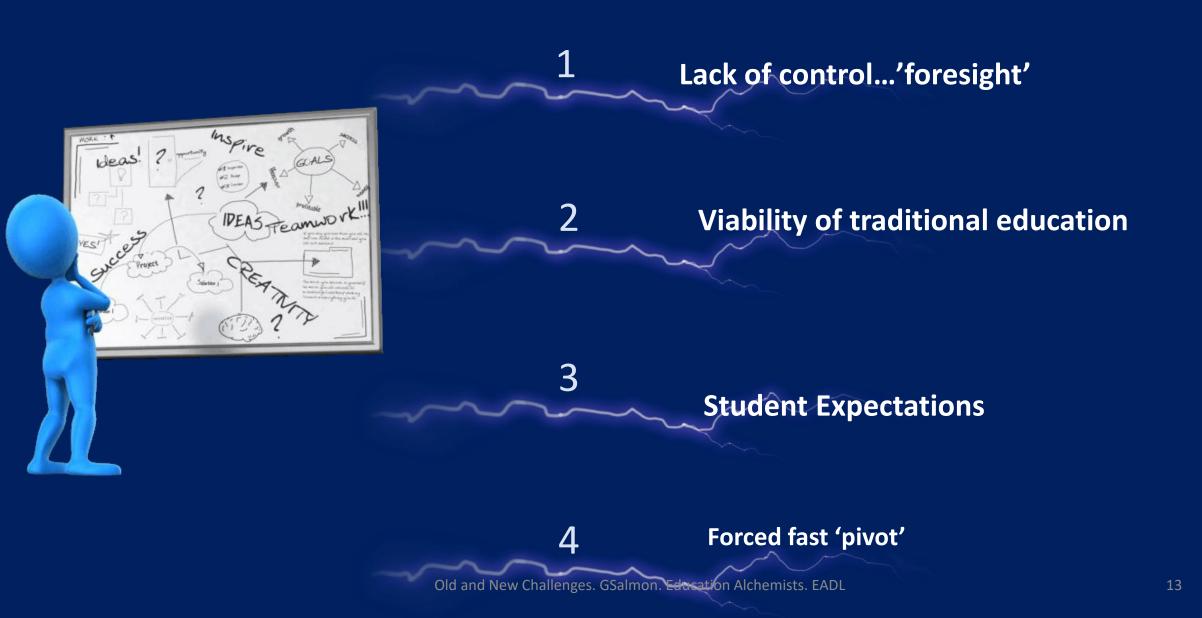


'Constructive alignment' means:

- the learner constructs his or her own learning through relevant learning activities.
- The designer creates a 'learning environment' to 'support the activities to achieve the learning outcomes.
- The key the curriculum, the intended outcomes, the design, the delivery ,the assessment tasks are connected to each other to make a coherent pathway-the meaning of 'pedagogy'.

https://www.advance-he.ac.uk/knowledge-hub/aligning-teaching-constructing-learning

Lightening Strikes





"Never doubt the power of a small group of people to change the world. Nothing else ever has". Margaret Mead Thanks for Listening Let's discuss !

www.gillysalmon.com www.educationalchemists.com

No budgets or humans were harmed in the making of this presentation