OnlineHE project

A practical toolkit for integrating eLearning in Higher Education Curricula

Building the capacity of HE teaching staff, academics, and learning designers in integrating eLearning into their educational programmes

Axis 5: Design and develop activities for e-Learning

Overview of Module 5

Introduction to a process for designing and developing learning activities for online courses

- ➢ **Theoretical part**: 3 Topics – about 45'

- ➢ **Practical part**: scenario activity in groups – about 45'

Learning outcomes

Knowledge

➢ define the process of designing eLearning activities

➢ identify the most common types of eLearning activities used in HE

➢ explain the criteria used to select tech tools for eLearning activities

Skills

➢ design eLearning activities, following a consistent process

➢ select suitable tech tools to develop eLearning activities

➢ create eLearning activities using selected tech tools

Attitudes

➢ plan the development of eLearning activities

➢ share ideas regarding the creation of eLearning activities

➢ collaborate with colleagues to create eLearning activities

Overview of Topics

➢ *Topic 1: Overview of design and preparation process*

➢ Topic 2: Types of eLearning activities

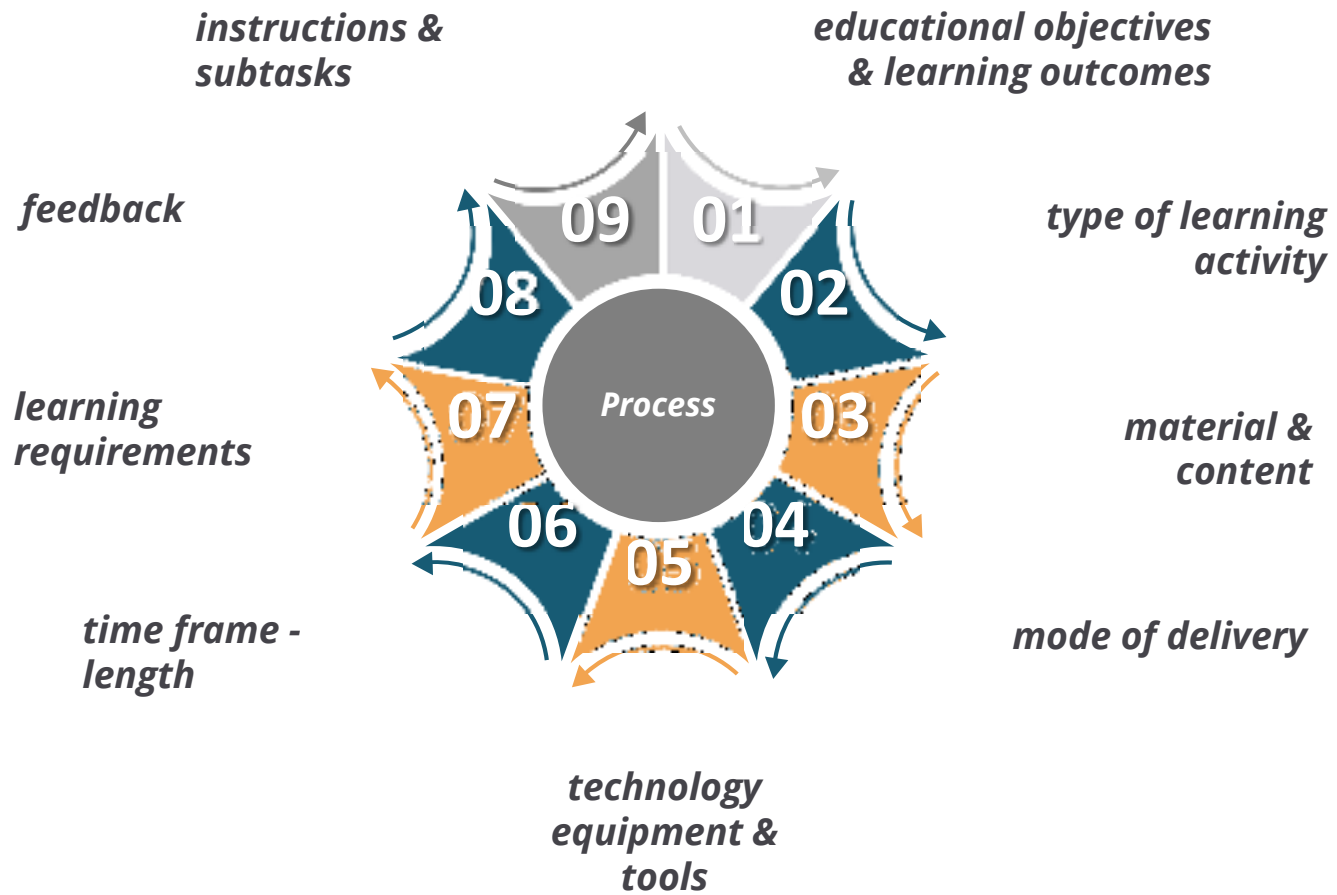➢ Topic 3: Selecting tech tools for eLearning activities

Topic 1: Overview of design and preparation process

***Poll in* [Mentimeter](#)**

Do you follow a specific process when you have to create
eLearning activities?

Topic 1: Overview of design and preparation process

- **09** instructions & subtasks
- **01** educational objectives & learning outcomes
- **08** feedback
- **02** type of learning activity
- **07** learning requirements
- **03** material & content
- **06** time frame - length
- **04** mode of delivery
- **05** technology equipment & tools

Process

Topic 1: Overview of design and preparation process

1. Educational objectives and learning outcomes

Educational objective = aim of an activity

- ✓ warm up/pre instructional
- ✓ presentation of the learning content
- ✓ practice

Topic 1: Overview of design and preparation process

1. Educational objectives and learning outcomes

Learning outcomes = specific knowledge/skills that students will acquire

Audience: who

Behaviour: what

Conditions: under which conditions/how

Degree: how well

Example*:* By the time the students finish this tutorial, they should be able to successfully find relevant material in the university's e-library, on their own.

Topic 1: Overview of design and preparation process

2. Type of learning activity

For example: case study, blogging, or interactive presentations.

Topic 1: Overview of design and preparation process

3. Material and content

- ✓ from scratch

- ✓ adapted

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4. Mode of delivery

Synchronous

work together, at the same time

(e.g., web conferencing, chatting).

Asynchronous

work individually, at your own time

(e.g., watching recorded lectures, email/forum communication)

Topic 1: Overview of design and preparation process

5. Technology equipment and tools

- ✓ Devices

- ✓ Software and applications (e.g., Learning Management System, a content creation tool etc.)

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6. Time frame - length

✓ How long?

✓ Feasible?

✓ Flexible, with deadlines, specific in minutes/hours?

Topic 1: Overview of design and preparation process

7. Learning requirements/prerequisite

✓ Students' prior skills/knowledge (e.g. digital, hard, and soft skills)

Scrum vector created by vectorjuice - www.freepik.com

8. Feedback

- ✓ How? (e.g., by the teacher, the technology, other peers)

- ✓ On time, with meaningful guidance

- ✓ Positive + recommendations for improvement

9. Instructions and subtasks

✓ What do students need to know for the completion of the activity?

✓ Specific and clear instructions

✓ Subtasks – steps (open for problem-based approach)

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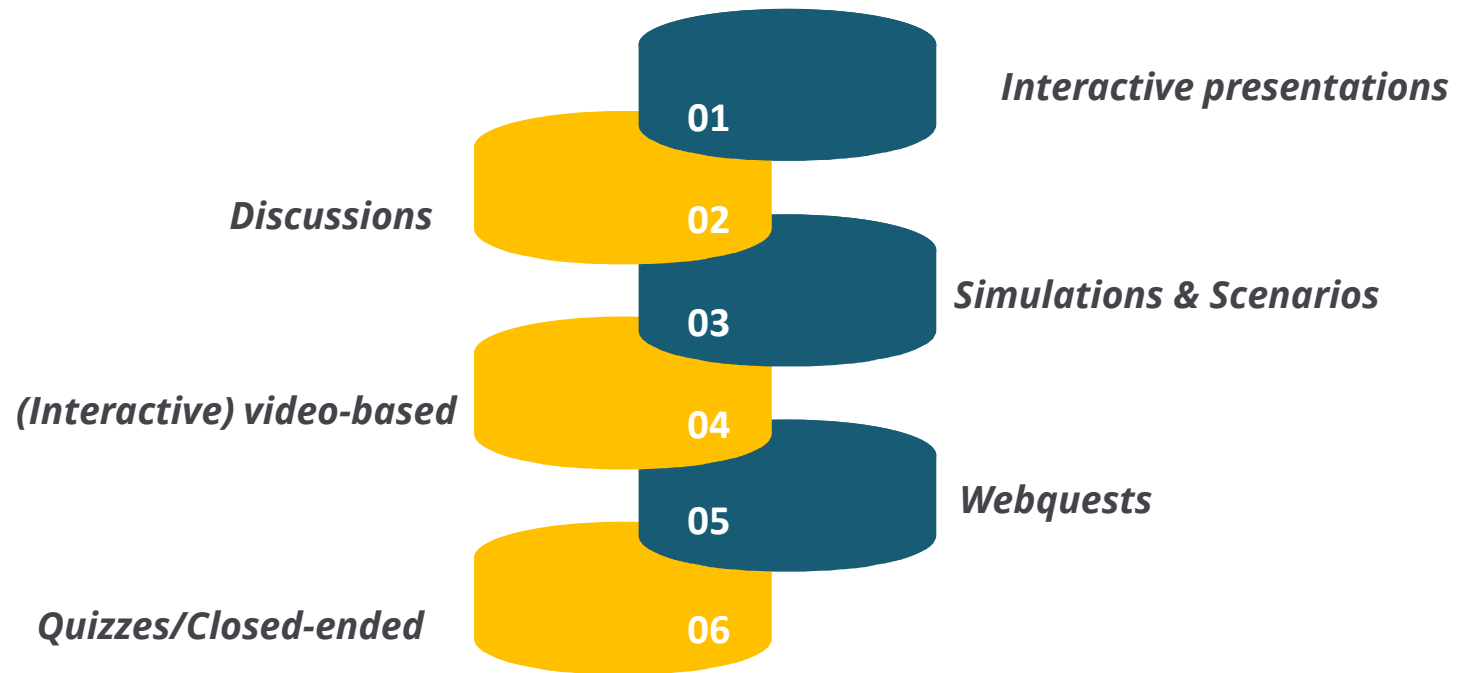
➢ Topic 3: Selecting tech tools for eLearning activities

Topic 2: Types of eLearning activities

Poll in **Mentimeter**

Select the types of eLearning activities you have used.

Topic 2: Types of eLearning activities

01 Interactive presentations

02 Discussions

03 Simulations & Scenarios

04 (Interactive) video-based

05 Webquests

06 Quizzes/Closed-ended

Topic 2: Types of eLearning activities

1. Interactive Presentations

When:

➤ present
➤ revise
➤ track students' progress (e.g., quiz)

What:

✓ simple language
✓ representative graphics
✓ questions to check understanding/reflect (e.g., polls)
✓ Videos
✓ links/additional resources

2. Discussions

When:

- introduction/practice/revision
- develop students' higher order thinking skills
- reflection
- collaboration and communication skills
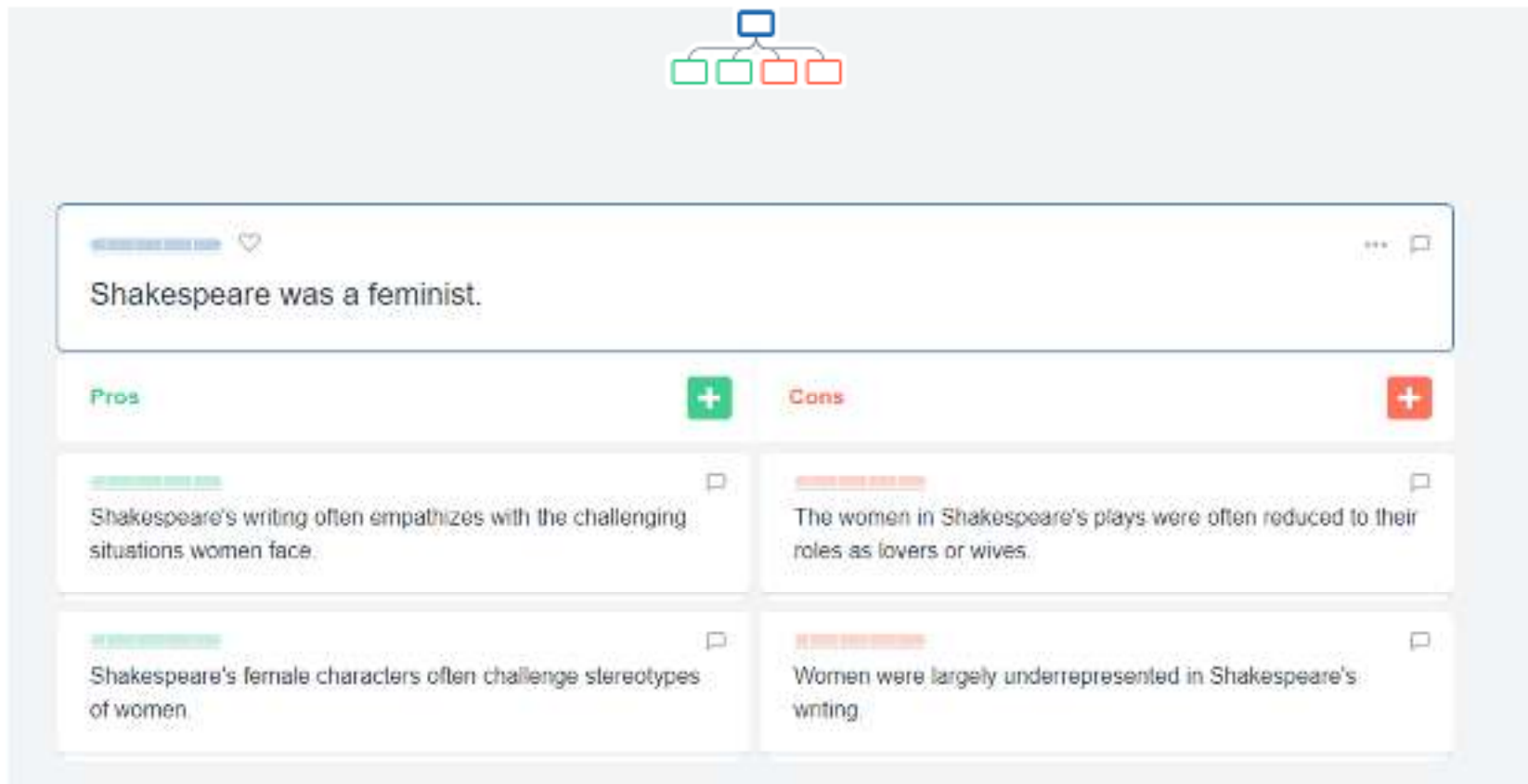
What:

- open-ended questions
- debating format

Topic 2: Types of eLearning activities

Example: debate in Literature class with the [Kialo](#) tool

3. Simulations & Scenarios: a "Watch-Try-Do" approach

When:

➢ practice complex processes, for practice-oriented subjects
➢ experiential learning
➢ engage and motivate

What:

✓ real life problems/situations
✓ tools and behaviours that resemble real life
✓ immersive audiovisual material (e.g., graphics, audio)

Topic 2: Types of eLearning activities

Examples:

-students explore basic electricity relationships in [an online simulation lab](#).

- case study in medicine (simulation on how to diagnose a patient) with [Thinglink](#)

4. (Interactive) video-based activity

When:

➢ present

➢ revise

➢ track students' progress

➢ students to self -reflect

What:

✓ simple language and sentences

✓ less text, more oral explanation

✓ representative graphics

✓ reflective questions

✓ engaging voice and tone

✓ short videos or sections within a video

Topic 2: Types of eLearning activities

Example:

an interactive video for medical students about medical terminology developed with EdPuzzle.

Topic 2: Types of eLearning activities

5. WebQuests: inquiry-based activities where students solve a task by exploring a collection of specific Internet-based resources

When:
➢ presentation/practice
➢ develop students' higher order thinking skills
➢ students self-reflect

What:
✓ real life tasks
✓ innovative
✓ clear instructions
✓ good resources

Topic 2: Types of eLearning activities

Examples:

- webquests about Financial Literacy

6. Quizzes/Closed-ended activities

When:
➢ practice/revision/assessment
➢ students self-reflect
➢ lower-order thinking skills (recalling)

What:
✓ not too-easy-to-guess options
✓ to-the-point questions
✓ to-the-point automatic feedback

Topic 2: Types of eLearning activities

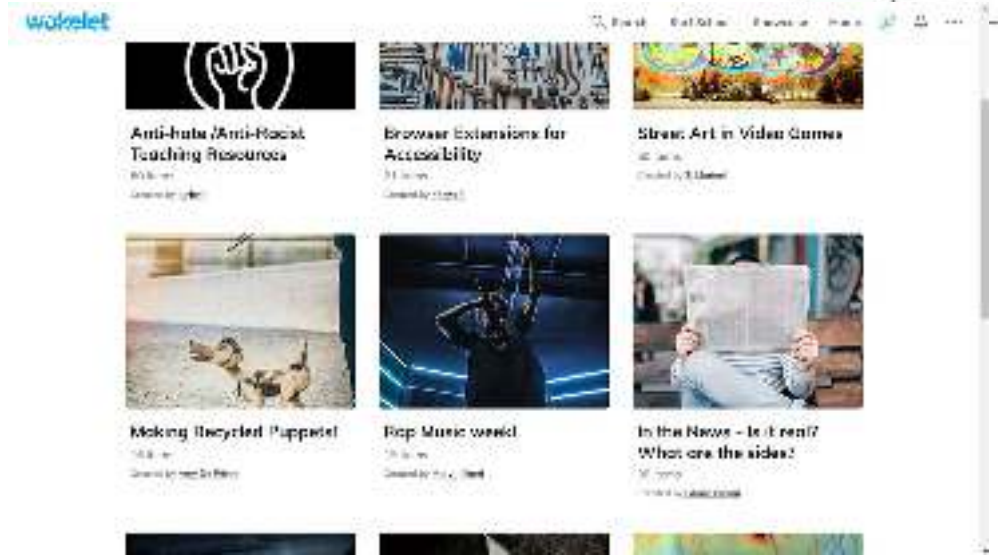*Example:*

- a quiz set with H5P, a quiz set with Kahoot! in Biology

Topic 2: Types of eLearning activities

Additional activities:

- ✓ icebreakers/team-building
- ✓ mindmapping
- ✓ interactive worksheets
- ✓ infographic creation
- ✓ (micro)blogging

Overview of Topics

➤ Topic 1: Overview of design and preparation process

➤ Topic 2: Types of eLearning activities

➤ *Topic 3: Selecting tech tools for eLearning activities*

Topic 3: Selecting tech tools for eLearning activities

How do you choose which tech tools to use for your eLearning activities?

Discuss and note down some selection criteria in [this Padlet](#)

Topic 3: Selecting tech tools for eLearning activities

Criteria to evaluate the available software and select tools carefully

- **Objective**
- **Thinking skills** (lower-level or higher-order?)
- **Literacy skills** (listening, speaking, etc.)
- **Digital literacy** (research, content creation, etc.)
- **Interactivity with content**
- **Accessibility** (easy-to-use, navigate, easy-to-read graphics/links etc.)
- **Delivery mode** (synchronous/asynchronous, individual/collaborative, teacher-led/student-led)
- **Assistance** (chat support with technicians, links to external websites, additional material)

Topic 3: Selecting tech tools for eLearning activities

Criteria to evaluate the available software and select tools carefully

- **Tracking and monitoring**: (e.g., reports for what students see, how much time they spend, etc.)
- **Feedback** (in real-time or prepared in advance)
- **Multimedia** (if any) high-quality
- **Adaptability** to students' learning needs (speed, acquired skills, etc.)
- **Required equipment** (computer, internet connection, etc.)
- **Required skills** (advanced skills, learn it through tutorials, simple experimentation, etc.)
- **Sharing options & LMS integration** (insert the tool into the LMS/platform and/or sharing options such as link of the final content)

Topic 3: Selecting tech tools for eLearning activities

Example:

In your activity, your students will co-write a text.

Choose tools where:

➢ students can use and develop their writing skills

➢ users can collaborate/ in what format (e.g., text and voice)

➢ other users can access the content and share feedback (e.g., teacher)

➢ users can share the work in progress or results

➢ accessibility is evident (easiness to use etc.)

Any questions?

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