Online Learning Strategies: Theory Overview

Webinar Handout for June 13, 2013

Presenters

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Dianne McKee has an extensive background in K-12 STEM education, teacher professional development, program development and management, and post-secondary course development and instruction. Prior to joining Maricopa Community Colleges as Project Coordinator for the ST4STEM Project, she spent over 11 years at Arizona Science Center, from classroom instructor to Sr. Director of Guest Experience. Dianne holds a B.S. in Physical Geography, and a M.Ed. in Science Education, Curriculum and Instruction, both from Arizona State University, Tempe.

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Dr. Jeannette Shaffer serves as the Instructional Technologist for the Maricopa Center for Learning and Instruction at Maricopa County Community Colleges. She has 10 years of experience designing and teaching online courses for The Online Academy with George Mason University and North Tier Partnership. Jeannette holds a B.S. in Art Education, M.S. Computer Education, and Ph.D. in Education with a major in Instructional Technology and minor in Curriculum and Design.

Description

This webinar takes an in-depth look at online learning from an instructional perspective. Several learning theories including constructivism, experiential, and contextual learning will be discussed along with the implications for online learning. What works the best and how do we know? This webinar can help any instructor design their online courses to encourage more student interaction and include meaningful learning activities for students.

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Webinar Resources

The webinar recording, slides, and handout will be available in the NetWorks Digital Library. To access, go to www.matecnetworks.org, and Keyword Search: **Webinar Online Learning Strategies: Theory Overview**

Resources

Great for "Get Inspired!" video presentations on 1000's of topics: www.ted.com/talks

Quest-Based Learning: http://gogolabs.net/wp-content/uploads/2013/01/QBL-Whitepaper_Haskell-final.pdf

Canvas as a gaming platform: http://help.instructure.com/entries/21688962-instructurecon12-level-up-canvas-as-an-educational-gaming-platform-gerol-petruzella-massachusetts-co

A user guide for implementing Google Plus Communities to connect with your online students: http://www.martinshervington.com/complete-user-guide-to-google-plus-communities

Presenter Challenge

Ready?! 8 Challenges…for developing a student-centered online course

#8: Provide an opportunity for students to reflect on an experiential learning activity or other assignment.

#7: Evaluate course content for opportunities to chunk content and add multimedia to engage students and enhance learning.

#6: Integrate several of the Quality Matters components into your course design such as:

- Providing activities that support active learning
- Ensuring that navigation is logical, consistent, and efficient
- Course design minimizes distractions to improve readability

#5: Provide at least one opportunity in your online course for students to fail, fail again, and then succeed without penalty.

#4: Participate daily in course community by posting questions, responding to posts, and prompting discussion among students.

#3: Increase interactions with students in the course by creating a weekly "coffee break" video, gentle reminder emails, virtual classroom/conference, etc.

#2: Permit students to build upon personal interests and knowledge to create more meaningful learning experiences in at least one unit/module.

#1: Beat your institution's response and feedback policy by interacting with students sooner than required!

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