How to design a truly blended learning experience
THANK YOU
Webinar Objectives

- Explore the true definition of blended learning
- Highlight the opportunities that come from using a blended approach for ALL lessons, courses, units, competencies.
- Explore the ways in which we design for knowledge, skills and attitude based learning outcomes
- Explore the Canvas tools that support active, social and adaptive learning and why these are important.
Bianca Raby
Founder and CEO

“It’s all about design... it always is”

Matt Darch
Learning Designer

“Let’s explore next practice rather than best practice”
Will it Blend?
A common definition

“A combination of face to face and online learning experience”

OR

“A combination of synchronous and asynchronous learning experiences”
DISCUSS

In 2020, do we really need to say digital education or blended learning?
Opportunities blended brings

● Personalised learning
  ○ Autonomy
  ○ Student driven
● Flexibility
● Data driven
  ○ Prior knowledge
  ○ Engagement (eye roll)
● Just in time feedback / support
  ○ AI
● Creativity
  ○ Gamification
Something to consider....

If Web 2.0 was the second stage of evolution of the Internet, characterized by the change from static web pages to dynamic or user-generated content and the growth of social media, then GOGY2.0 is the evolution of online education pedagogy characterized by a shift from PDF and Powerpoint downloads to active, social and adaptive learning techniques.
Teaching knowledge, skills and attitudes

<table>
<thead>
<tr>
<th>Knowledge</th>
<th>Skills</th>
<th>Attitudes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>Portfolio</td>
<td>Peer review</td>
</tr>
<tr>
<td>Video</td>
<td>Adaptive</td>
<td>Group work</td>
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<tr>
<td>Quiz (retrieval focused)</td>
<td>Case studies</td>
<td>Reflections</td>
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<tr>
<td>Discussion (synthesis)</td>
<td>Branded scenarios</td>
<td>Self assessments</td>
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<tr>
<td></td>
<td>Gamification</td>
<td>Scenario</td>
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<td>Role plays</td>
<td>Mentoring</td>
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<td>Demo videos</td>
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Using Canvas for GOGY2.0

**Active**
- Discussion boards
- Unmarked surveys
- H5P
- Conferences
- Quizzes and Quizzes.Next
- Studio

**Social**
- Collaborations
- Wiki’s (open page)
- Discussion
- Peer review assessments
- Chat

**Adaptive**
- Mastery Paths
- Gradebook
- Analytics
<table>
<thead>
<tr>
<th>Canvas Feature</th>
<th>Benefits</th>
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</thead>
<tbody>
<tr>
<td><strong>Active</strong></td>
<td><strong>Unmarked Surveys</strong></td>
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<tr>
<td></td>
<td>Get to know your students and useful for self-assessments</td>
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<tr>
<td><strong>Active</strong></td>
<td><strong>Studio</strong></td>
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<tr>
<td></td>
<td>Interactive video with questions</td>
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<tr>
<td><strong>Active</strong></td>
<td><strong>New Quizzes</strong></td>
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<tr>
<td></td>
<td>Drag &amp; Drop, Fill in the Blanks, Hotspot, Matching</td>
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<tr>
<td><strong>Social</strong></td>
<td><strong>Discussions</strong></td>
</tr>
<tr>
<td></td>
<td>Can be graded, assigned to groups, rich content editor</td>
</tr>
<tr>
<td><strong>Social</strong></td>
<td><strong>Peer Reviews</strong></td>
</tr>
<tr>
<td></td>
<td>Peer review assessments</td>
</tr>
<tr>
<td><strong>Social</strong></td>
<td><strong>Conferences/Chat</strong></td>
</tr>
<tr>
<td></td>
<td>No need to navigate out of Canvas</td>
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<tr>
<td><strong>Adaptive</strong></td>
<td><strong>Mastery Paths</strong></td>
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<tr>
<td></td>
<td>Branched scenarios</td>
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<tr>
<td><strong>Adaptive</strong></td>
<td><strong>Analytics</strong></td>
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<tr>
<td></td>
<td>Message students based on conditions</td>
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Active example- Studio

Using Studio to turn a passive video into an Active learning experience
### Social example - Peer Assessment

Peer reviews

- Require peer reviews

**How to assign peer reviews**

- Manually assign peer reviews
- Automatically assign peer reviews

**Anonymity**

- Peer reviews appear anonymously

Using the Peer Reviews function when creating assessments.
Adaptive example- Mastery Paths

Pre-Assessment Quiz

Stream 1
- Videos (20 min)
- Reading (20 min)
- Quiz

Stream 2
- Videos (10 min)
- Reading (10 min)
- Quiz

Stream 3
- Reading (10 min)
Thank you!

If you think we can help you- get in touch!

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