

Blended Learning

- Digital Citizenship and Online Communities

- Adapted from Catlin Tucker's *Blended Learning in Action*



Establishing the Online Community



Routines and Structures



Student voice and choice



Accountability
(self, peers, teacher)

Digital Citizenship and Online Community

- Establishing norms and expectations provides common language for all learners
 - Communicates care and a safe space
 - Holds students accountable for their behaviours, interactions and self
 - Builds a sense of community – we are working and learning together
- Co-created

What are the expectations
for working with others
offline and how can we
apply these to digital
learning spaces?

Essential
Question

Face to Face vs. Online Learning

What similarities between the offline and online environments can we draw to further understand digital learning spaces?



Small groups



Individual reflection



class discussion



Mad Tea (chat function)

- Venn Diagram
- Three Column Notes
- Jamboard
- Padlet

Scaffold or follow-up question: What are the expectations for working with others in a face-to-face classroom? How can we apply these to digital learning spaces?

What opportunities are presented in online learning? What roles and responsibilities accompany those opportunities?

Opportunities

- Work at our own pace

Roles & Responsibilities

- Time-management

What skills from
our experience
as face to face
learners can we
apply to new
online learning
experiences?

- Learning Inventory
- Strengths
- likes/interests

Brainstorm how they can use these attributes in the online
classroom

What can we do to maximize our learning in both face-to-face and online spaces?



Encourage students to reflect upon or think about face-to-face learning:

- What can we do in online spaces to maximize our learning?
- How will learning feel, look and sound like when we are online?
- Think about a time when you were engaged in your learning? What made it work?

What can we do to stay connected with our teachers and get the support needed in both offline and online learning spaces?

Mircosoft Form (ticket out the door – revisit at start of next class)

What challenges have you faced with online learning?

(Microsoft Form – see link in notes of this presentation)

Use the responses from the form to help students consider actions they can take to be successful online

Online Troubleshooting Challenge (next slide):

break-out rooms – students work through challenges

small groups – assign a challenge to solve

independent – complete a line (write answer in the square – student will need to copy the document)

Debrief as a Whole Class – generate a list of ‘common’ solutions (post in Tech Support Channel of your class Team)

Online Troubleshooting Challenge

Chris cannot find the most recent assignment from Ms. Tang. What should he do before he messages

You are having difficulty completing this week's assignment. How and where can you get help?

Ms. Tang has told you to complete a reflection in the Notebook. How do you complete a Notebook activity?

OneNote is not working on Gurjot's phone? What steps should she take before contacting Ms. Tang?

Shawna's brother has class at the same time as she does. The WIFI in their house only supports one device. What can Shawna do?

I missed today's class meeting? Where can I find the recording? How can I keep track of meetings?

During the class meeting, Ms. Tang uses the whiteboard. Everyone can see the writing but you. What steps can you take before telling Ms. Tang?

Lisa wants to change her background so nobody can see her room. How can she do it? Does she have to use the Microsoft backgrounds?

Your assignment is due in 3 days. You do not understand the instructions and you are afraid to ask in the class meeting. What should you do?

Digital Citizenship – Student Generated Criteria

Invite students to generate a “Class Contract”

- Roles and responsibilities
- Norms for online collaboration
- Teachers can use to as a self-assessment after activities
- Small groups – brainstorm or list ideas
 - Share with whole group
 - Collaborative document
 - Return to main room and list Top 5 in chat (students can then like and react to each others ideas. Those with the most reaction = contract)
- Collaborative Notebook, Word or PowerPoint document