

Creating Effective Learning Environments at a Distance

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July 31, 2020

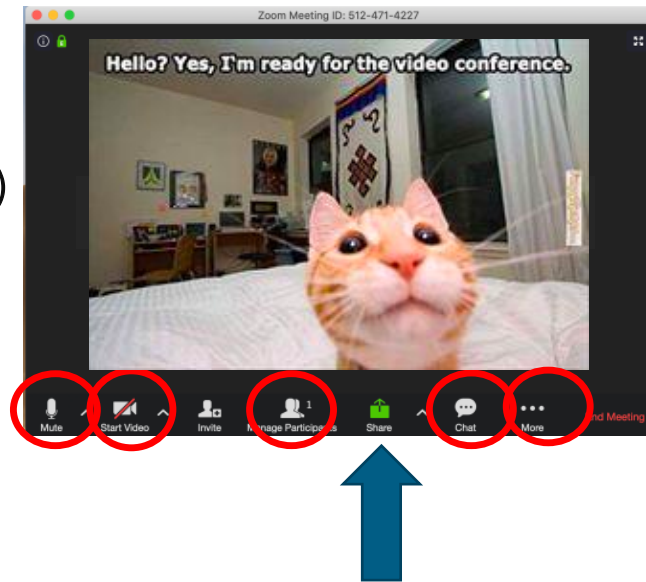
@dcmathpathways

#mathpathways

@utdanacenter

Tech Norms for Virtual Collaborative Work

- Mute audio line when not talking.
- Click “Participants” if you want to:
 - Rename your image (Hover over your name and click Rename.)
 - Raise your hand, etc.
- Use the “chat” feature when you have additional remarks to add but the conversation has moved on
- Speak clearly
- Join a breakout room when you are invited to it.
- When possible:
 - **Select “start video” (especially when in breakout groups)**
 - **Minimize background distractions.**



Group Norms

Make equity central.

Focus on fulfilling our charge.

Understand that those who work, learn.

Seek clarification in language and ideas.

Look for solutions, not blame.

Focus on systems, not people.

Recognize that everyone has expertise.

Be honest.

Share talk time.

Objectives of the session:

- Explore strategies for creating an effective virtual learning environment through content and pedagogy.

Icebreaker!

Go get an object that in some way symbolizes you.

You have 60 seconds.

GO!

Breakout 1: Object that symbolizes you

- Quick introductions.
- What object did you choose and why?
- Choose a timekeeper.



Benefits of icebreakers:

1. Reduces both student and instructor anxiety prior to introducing the course.
2. Fosters in a powerful way both student-student and faculty-student interactions.
3. Creates an environment where the learner is expected to participate and the instructor is willing to listen.
4. Actively engages students from the onset.
5. Conveys the message that the instructor cares about getting to know the students.
6. Makes it easier for students to form relationships early in the semester so they can work together both in and out of class.

- Lansing Community College Center for Teaching Excellence



Tools

“It’s easy to look around a college campus and think – there’s no digital divide here.... [But] the divide has shifted from one of technology access to one of technology maintenance... .”

“[And] college students who have older, less-reliable technology also have lower grades and higher stress levels.”



Calarco, J. blog post (2020).
See also Gonzales, A., Calarco, J., & Lynch, T. (2020)

BYOT: Students may have:

- Machine differences: laptops, tablets, cell phone only
- No or outdated machines
- No or slow internet access
- No webcam or microphone
- No printer
- No access to software applications such as Microsoft Word
- No private area for joining synchronously

Top-Level Considerations for Technologies:

- What does it cost? (Instructors OR students)
- Does it work on a smartphone? How well?
- Does it meet accessibility requirements for all learners?
- What are your campus guidelines?
- Does it embed in your LMS?
- Is it sustainable?



Student Engagement and Instruction

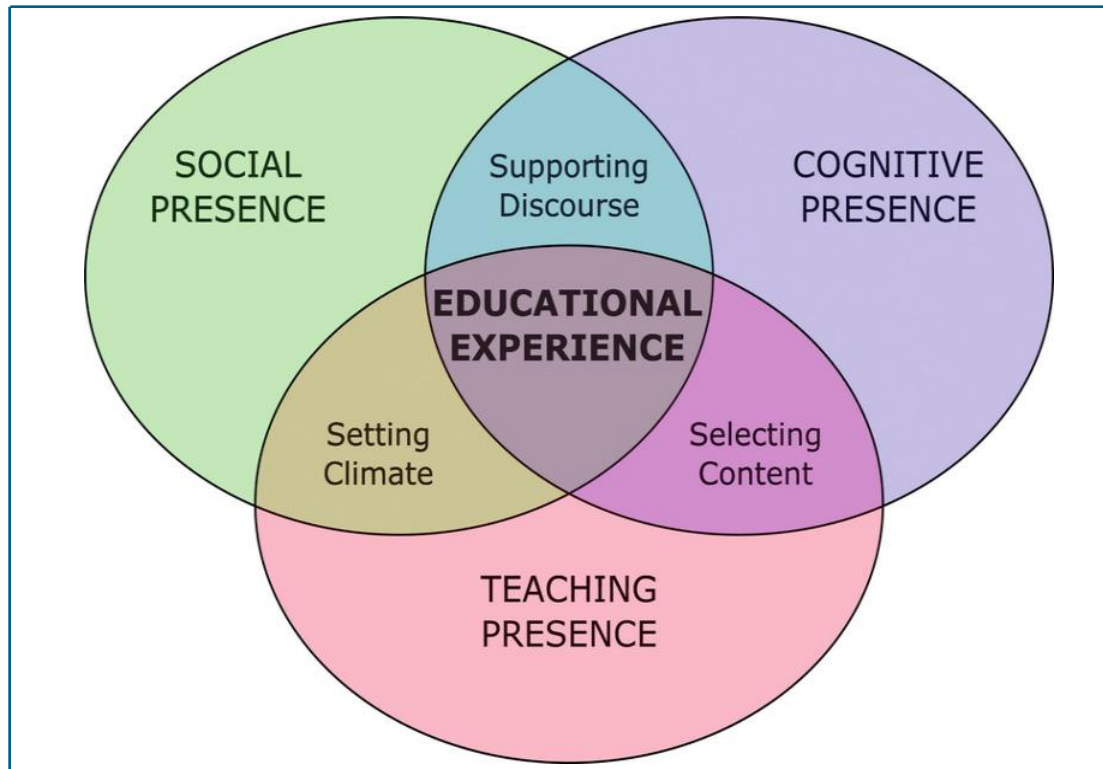
Good Practice in Undergraduate Education

- Encourages contacts between students and faculty.
- Develops reciprocity and cooperation among students.
- Uses active learning techniques.
- Gives prompt feedback.
- Emphasizes time on task.
- Communicates high expectations.
- Respects diverse talents and ways of learning.

Chickering, A., & Gamson, Z. (1987)


Chickering, A., & Ehrmann, S. (1996)

Community of Inquiry



Garrison, Anderson, Archer, 1999

Teaching Presence

- Design and Organization
 - Facilitating Discourse
 - Direct Instruction
- 
- Assessment

Garrison (1999)

Teaching Presence

Embedding course design with scaffolded learning and formative assessment

If you want students to....

1. Upload a photo of handwritten work for their first exam
2. Create a video presentation as part of a major project
3. Email you through the class LMS when they have an issue

First, ask them to....

1. Upload a photo of a homework problem during week 1
2. ?

Darby <https://www.chronicle.com/interactives/advice-online-teaching>

Cognitive Presence is enhanced by teachers:

- Providing feedback through multimedia
- Encouraging students to peer facilitate
- Prompting construction:
 - Problem-based or project-based prompts
 - Debate prompts
 - Challenging stance

*** Careful assessment guidelines should be set!***

Creating Teaching and Cognitive Presence

- **Create a dialog between the instructor and student**
 - Module introduction videos
 - Provide opportunities for instructor feedback and share with students when to expect feedback
 - Checking in reports or muddiest point
- **Present material in “chunks”**
 - Record short videos and then be available at least once a week to answer questions during online office hours
- **Provide multiple avenues to contact the instructor**
 - Respond in a timely manner (i.e. within 24 – 48 hours)

Macro-level Instructional Strategies:

1. Ignite – Getting the brain's attention
2. Chunk – Making information digestible
3. Chew – Actively processing the information
4. Review – Having a chance to apply new learning

Each chunk is 5-7 minutes.

There is **one** takeaway.

Hammond, Z., (2015, p.128).

Sample template:

Exhibit 3.2: Sample Course Template Menu

Content

Course Home Page
Syllabus and Schedule
Weekly Folders
MY GRADES

Communication Tools

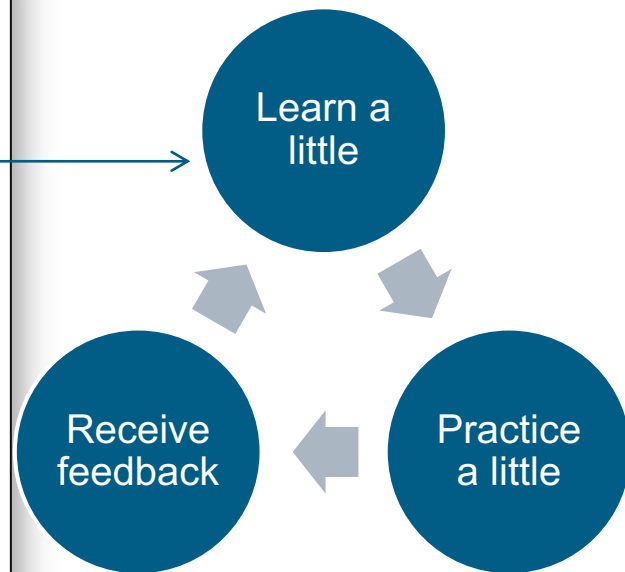
Online Office
Announcements
E-mail
MY GROUP

Support Resources

Student Support Services
Blackboard Help

Instructor Areas

Instructor Guide
Online Course Design Standards
Course Notifications
Discussion Forums
Tools



Nilson & Goodson (2018, p.43)

Breakout 2: Teaching and Cognitive Presence

- Quick introductions if needed.
- The reporter is the person whose first name comes first in the alphabet
- The timekeeper is the person whose first name comes last.
- The timekeeper also ensures everyone gets a chance to speak.

What are strategies you use for teaching and cognitive presence?



Share-out 2: Teaching and Cognitive Presence

- Reporters:

What strategies are you using for teaching and cognitive presence?

Other participants:

- If there are any important ideas that haven't yet been mentioned, please type them in the chat box.



Creating Social Presence

Provide opportunities for discussion

- Create a “Virtual Cafe” space
- Create an “Ask Questions” space
- Use discussion forums or other collaborative tools to share time management and other study skill strategies

Assign “support groups” to meet once a week

- Encourage video

Psychosocial Factors

Capability

Growth Mindsets (Dweck)

Self-efficacy (Bandura)

Purpose

Relevance to program of study

Relevance to self/lives/family/community

Belonging

To the class

To the institution

To the field





Psychosocial Factors

I depicted myself in a suit of armor to reflect the way I feel in being at this school; too shy to connect with my peers, and not very open about my life outside of my studies. The shield raised in front of my body is also a reflection of my stubbornness to open up to people. The tower and castle walls in the background are representative of my school life, as well as my worklife surrounding me, as I "do my duty" to both each day. You may have noticed the dragon in the skies above. I like to think the dragon represents my free spirit, and emulates my excitement when it comes to thinking about what's next for me and what my future could hold.



Developing Learner Strategies

Provide explicit instruction in:

How the brain learns.

What it means to come to class prepared.

When and how to seek help.

How to monitor your own learning.

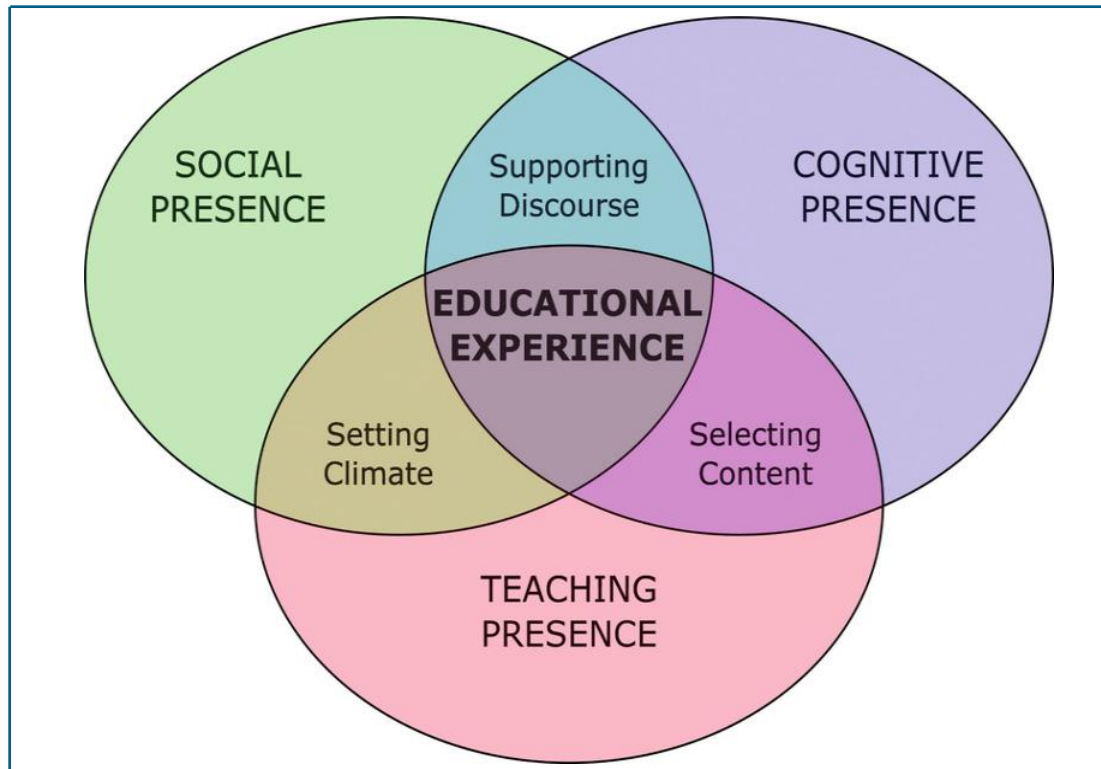
Strategies to Create Community & Social Presence

Share in the chat box:

How do you create community and social presence?



Community of Inquiry



**Equity
Presence**

Garrison, Anderson, Archer, 1999
Adapted by Harris and Wood, 2020

Five Equity-Minded Practices for Teaching Online



Harris and Wood, 2020

Cognitive Frames

Deficit Cognitive Frame

- Inequality is attributed to cultural stereotypes, cultural deficits, inadequate socialization, or lack of student motivation and self-initiative
- Inequality is attributed to external causes beyond the control of practitioners.

Equity Cognitive Frame

- Inequality is viewed as unnatural and as a problem of institutional accountability
- Inequality is viewed as a product of unconscious racism in practices and beliefs
- Inequality is viewed as solvable by practitioners

Bensimon (2006)

Universal Design for Learning



Universal design for learning is a framework to improve and optimize teaching and learning for all people based on scientific insights into how humans learn... . As part of its mission to bust all barriers to learning, CAST researches and develops innovative solutions to make education more inclusive and effective.

www.cast.org

Universal Design for Learning

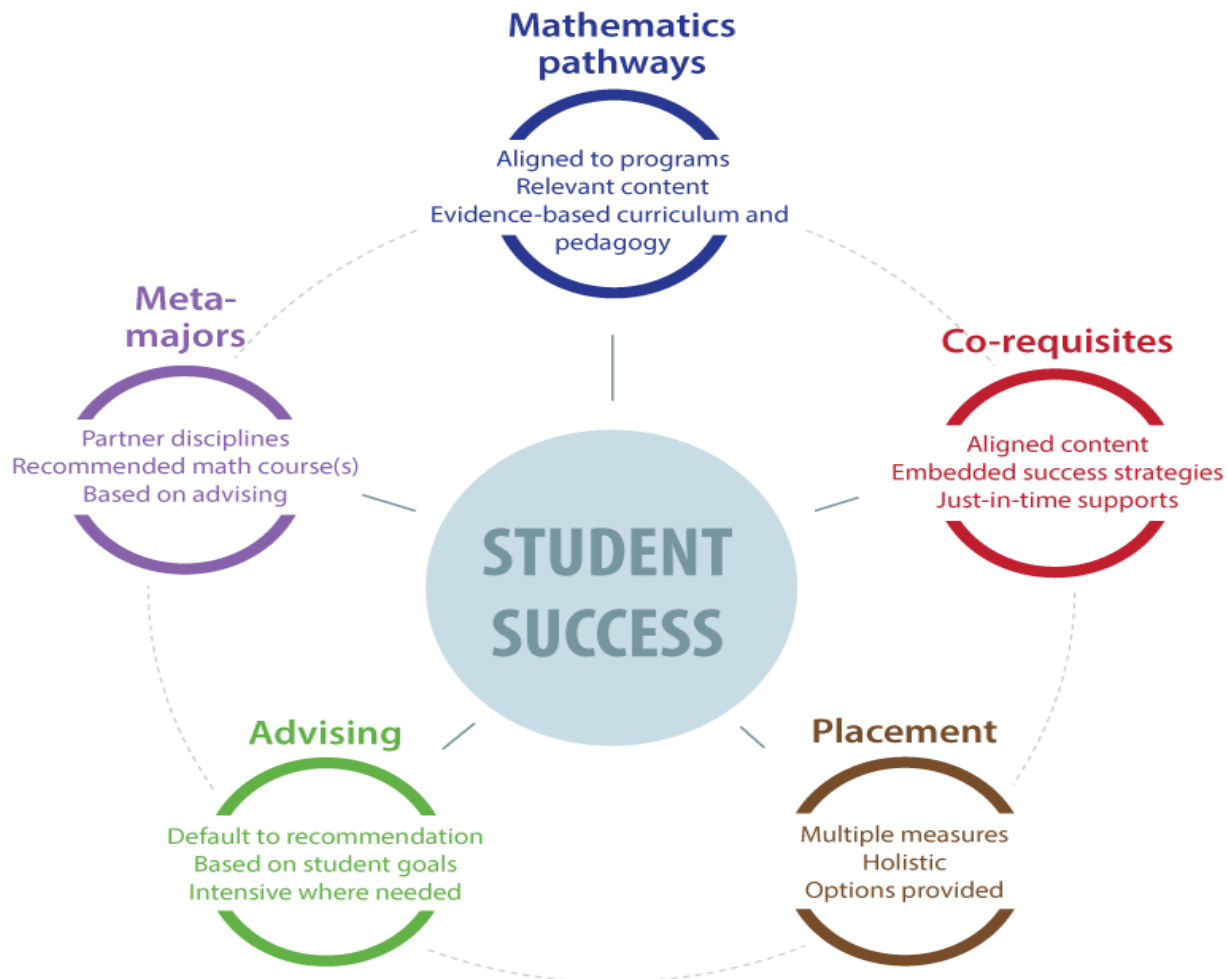
- Providing multiple means of engagement
- Providing multiple means of representation
- Provide multiple means of action and expression

After this session, think about an assignment or learning outcome with which your students have routinely had challenges. How could you redesign that assignment or outcome by adding another stream?



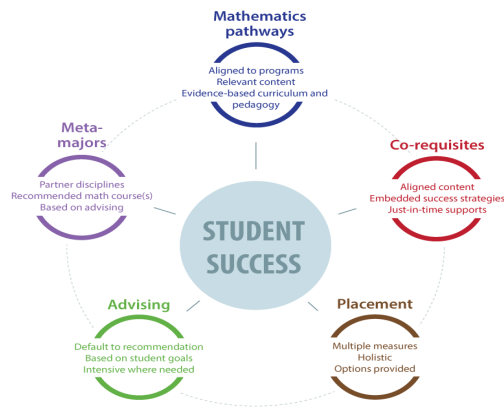
Comprehensive Redesign

Comprehensive Redesign



Course redesign considerations

- Evidence-based curriculum and pedagogy
- Relevant content (alignment to programs)
- Attention to learning science and psychosocial factors
- Co-requisite content:
 - Aligned to gateway course
 - Just-in-time
 - Embedded success strategies



Best Practices for Co-Requisites

Adopt:

- ☐ Align content so that students are truly getting just-in-time remediation.
- ☐ Provide a sufficient number of hours of support, based on student need.
- ☐ Require structured content.
- ☐ Run side-by-side or embedded remediation.
- ☐ Inspect data regularly.

Avoid:

- ☐ Run a traditional Intermediate Algebra course side-by-side with the college-level course.
- ☐ Determine hours of support based on what is easiest to schedule.
- ☐ Run an unstructured homework hour.
- ☐ Focus solely on individual course pass rates (rather, inspect throughput).

Backward mapping to define content

- What are the readiness outcomes for each gateway course?
- What will help underprepared students achieve readiness for the college-level course?
 - Mathematical/English content
 - Learner success strategies

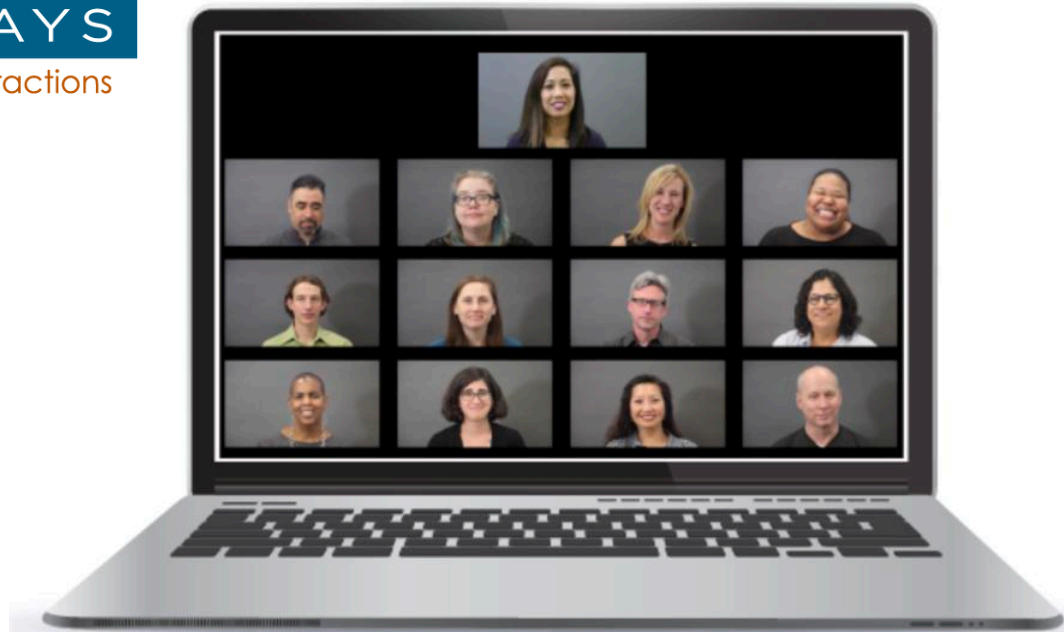
Ensuring Support: Aligned Course Calendar

Introduction to Statistics and Co-requisite Support Course Sample Timeline
Adapted from and with thanks to Roane State Community College

Day	Co-requisite Notebook Topics	On-line Lab	<i>Essentials of Statistics</i> Triola 5 th ed.		MyLabsPlus Assignment
1	Orientation, study habits, time mgmt.; converting between fractions, decimals, percentages; finding a percentage of a number	1	1.1 – 1.2	Orientation; introduction to statistical terms and statistical thinking	1
2	Rounding; estimating; calculating means,	2	1.3 – 1.4	Types of data; collecting sample data	2
3	Decimals, ratios, percent, conversions	3	2.2 – 2.3	Frequency distributions; histograms	3
4	Applications of percent, squares, square roots; order of operations	4	2.4	Graphs that enlighten and graphs that deceive	4
5	Operations on real numbers	5	3.2	Measures of center	5
6	Review of types of data, sampling methods, types of graphs	6	3.3 – 3.4	Measures of variation; measures of relative standing and boxplots	6
7	Review of measures of center and variation	7	Practice Test 1		
8	Comprehensive review of chapters 1 – 3 & basic skills	8	Test 1		

Factors of an effective virtual learning environment

- Creating a community.
- Promoting active learning and student engagement.
- Ensuring inclusivity and access for every student.
- Leveraging research-based instructional design.
- Addressing student needs.
- Evaluating tools for appropriateness and effectiveness.
- Supporting faculty in continuous improvement.



Our goal is departmental engagement

- Shared learnings with colleagues
- Implement practices
- Create a framework of continuous improvement



Our strategy is collegial learning distributed over time

- Six virtual meetings, two hours each
- Interactive
 - Facilitated
 - Peer-to-peer small group discussions
- Assignments in between
 - Digging into research
 - Put research into practice

The screenshot displays the user interface for the 'FOCI 4 - Arkansas Tuesdays' course. The top navigation bar includes 'Home', 'Announcements', 'Assignments', 'Discussions', 'People', 'Pages', 'Files', 'Syllabus', and 'Modules'. The main content area features a large 'FOCI' logo and the text 'Focused Online Collaborative Interactions'. Below this, a message states: 'The University of Texas requires that all meeting participants have their own Zoom account. You can sign up for free at [zoom.us](#).' It further instructs users to 'sign in to your account at [zoom.us](#), choose "join a meeting" and enter meeting number 6197057354'. A list of links follows: 'Welcome - Start Here!', 'Session 1 - Meets May 19', 'Session 2 - Meets June 2', 'Session 3 - Meets June 16', 'Session 4 - Meets June 30', 'Session 5 - Meets July 14', and 'Session 6 - Meets July 28'. A red arrow points to the 'Welcome - Start Here!' link. On the right side, there are buttons for 'View Course Stream' and 'View Course Calendar', and a 'To Do' section with a 'Welcome!' notification for May 15 at 11:24am. A sidebar on the left contains icons for 'Account', 'Dashboard', 'Courses', 'Calendar', 'Inbox', and 'Help'.



Open upcoming series.....

Series 4: Creating Effective Learning Experiences at a Distance *Fostering a Community of Engaged Learners in a Virtual Environment*

www.UTDanaCenter.org/foci

What questions or comments do you have?




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UTDanaCenter.org/foci

 Facebook.com/utdanacenter

 Twitter.com/DCMathPathways/

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Additional UDL Resources from cast.org

Universal Design for Learning: Theory & Practice -- <http://udltheorypractice.cast.org>

CAST Science Writer -- <http://sciencewriter.cast.org>

CAST UDL Editions -- <http://udleditions.cast.org/>

iSolveIt math puzzles -- <http://isolveit.cast.org>

UDL Curriculum Toolkit -- <http://udl-toolkit.cast.org>

UDL Book Builder -- <http://bookbuilder.cast.org>

UDL Curriculum Self-Check -- <http://udlselfcheck.cast.org>

UDL Exchange -- <http://udlexchange.cast.org>

UDL Journal -- <http://udljournal.cast.org>

UDL Studio -- <http://udlstudio.cast.org>

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