session 2

From Principles to Strategies to Practice :
A Series on Online Course Design for Better Learning Experience

Using an Instructional Design Model to Enhance Moodle Learning Experience

10 Feb (Thu) 12:30 - 1:45pm via zoom

Speaker

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CETL, HKU

香 港 大 學
THE UNIVERSITY OF HONG KONG

cetl
Centre for the Enhancement of Teaching and Learning

Details and registration
www.cetl.hku.hk/coursedesign22

At the end of this workshop...

- List the different elements of a good instructional design
- Experience various Moodle layouts
- Identify the Moodle functions that will facilitate a good design

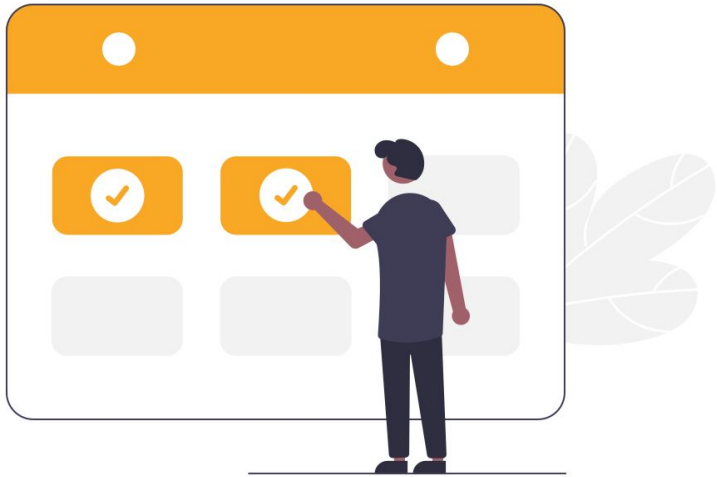
Some reminders…

- Don’t sit on the fence… **participate!**
- I do not have all the answer… but collectively, **we can find it together**
- If you have any questions, **raise your hand or post it in chat**

In Zoom chat, can you let me know if you like using (and why?) or do not like using (any alternative?)

5E model

Let’s design a better
Moodle experience



5E Model

- Roger Bybee, 1987
- Biological Sciences Curriculum Study
- Originally for Science discipline
- Based on Atkins and Karplus learning cycle

Engage

- Activity that is place-based or problem-based
- **Promotes curiosity** and elicits current knowledge

**Video, Reading, Picture, with Forum*

Explore

- Activities which **connects prior with new knowledge**
- Use prior knowledge to **generate new ideas**
- This can serve as formative assessments

**Group activity, Miro, Forum*

Explain

- Focuses students' attention on particular aspects of their engagement and exploration
- **Guide learners toward a deeper understanding**

**PDF, explanatory/demonstration videos, peer and teacher feedback,*

Elaborate

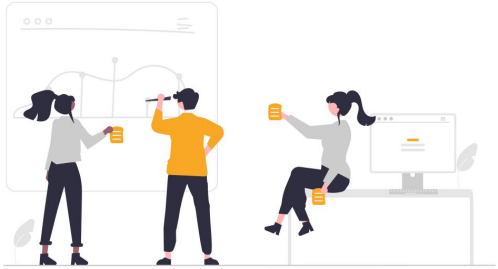
- Activities **challenge and extend students' understanding** and skills
- **Focus on knowledge and skill transfer**

**Summative assessment, group projects*

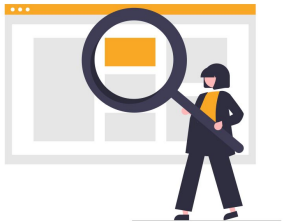
Evaluate

- **Assessing students understanding**
- Progress toward achieving the learning outcomes

*Summative assessments

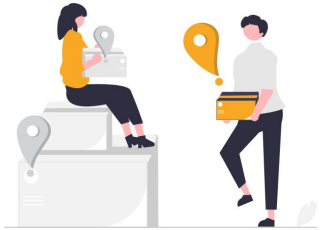


Engage

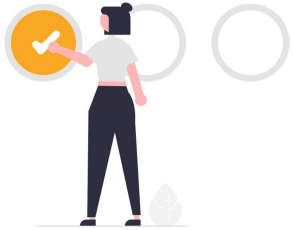


Explore

Explain



Elaborate

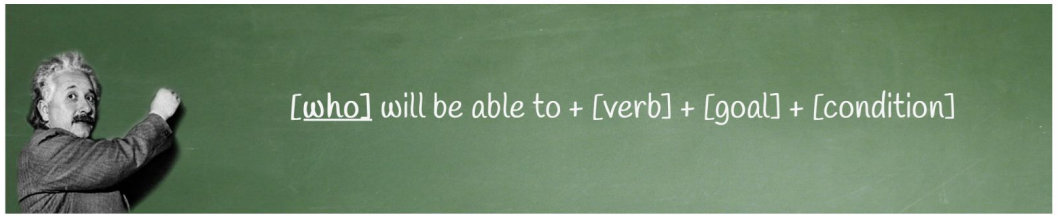


Evaluate

Engage (Scenario video + Forum)

Explore (Web-based activity)

Practice makes perfect! Try to create your own learning objective by using this simple Learning Objective Generator Tool.



WHO? › WHAT? › HOW? › GET LO

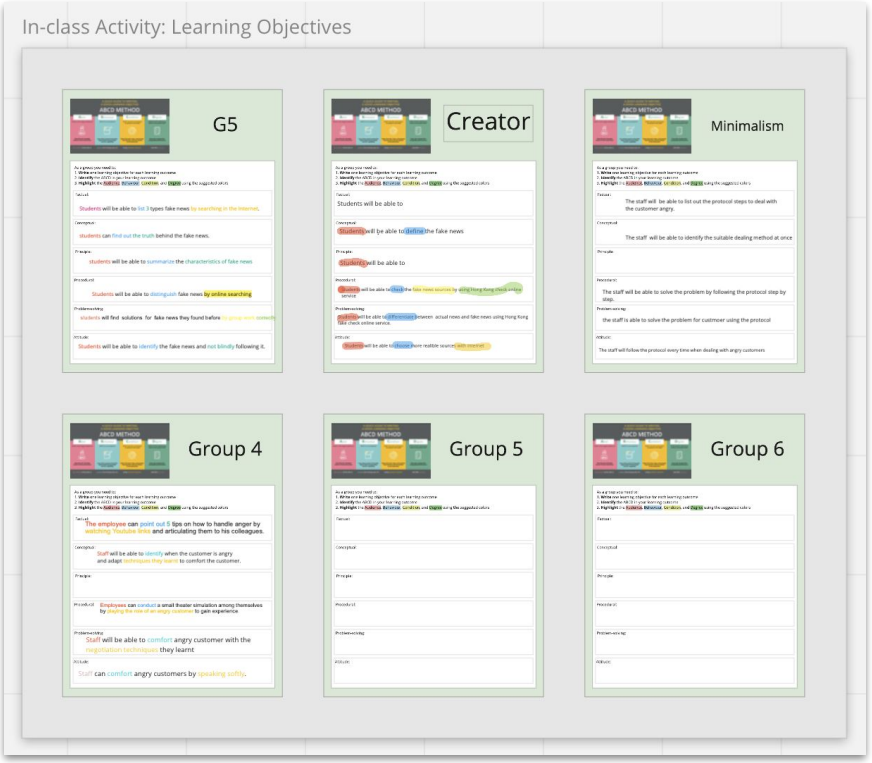
Who is the learner? ⓘ

Describe your audience in as much detail as possible

Next »

Example: **Performance Consultant**

Explain (In-class activity, Miro)



Elaborate (Google Docs)

Course Design Plan: Basic Information

Why do this: This activity will help conceptualize your final Moodle course project. However, it is worth noting that this document is not part of the official marking and will not be graded. Instead, your group will get feedback upon submission of this document. You can also use this document as a point of discussion during the consultation session or during your group meeting.

Read me: Kindly go through the Moodle (Student-led Teaching) Details and Moodle (Group Assessment, 40 points) documents before starting to work on this document.

Group Details:
Add your group details below

Group name:

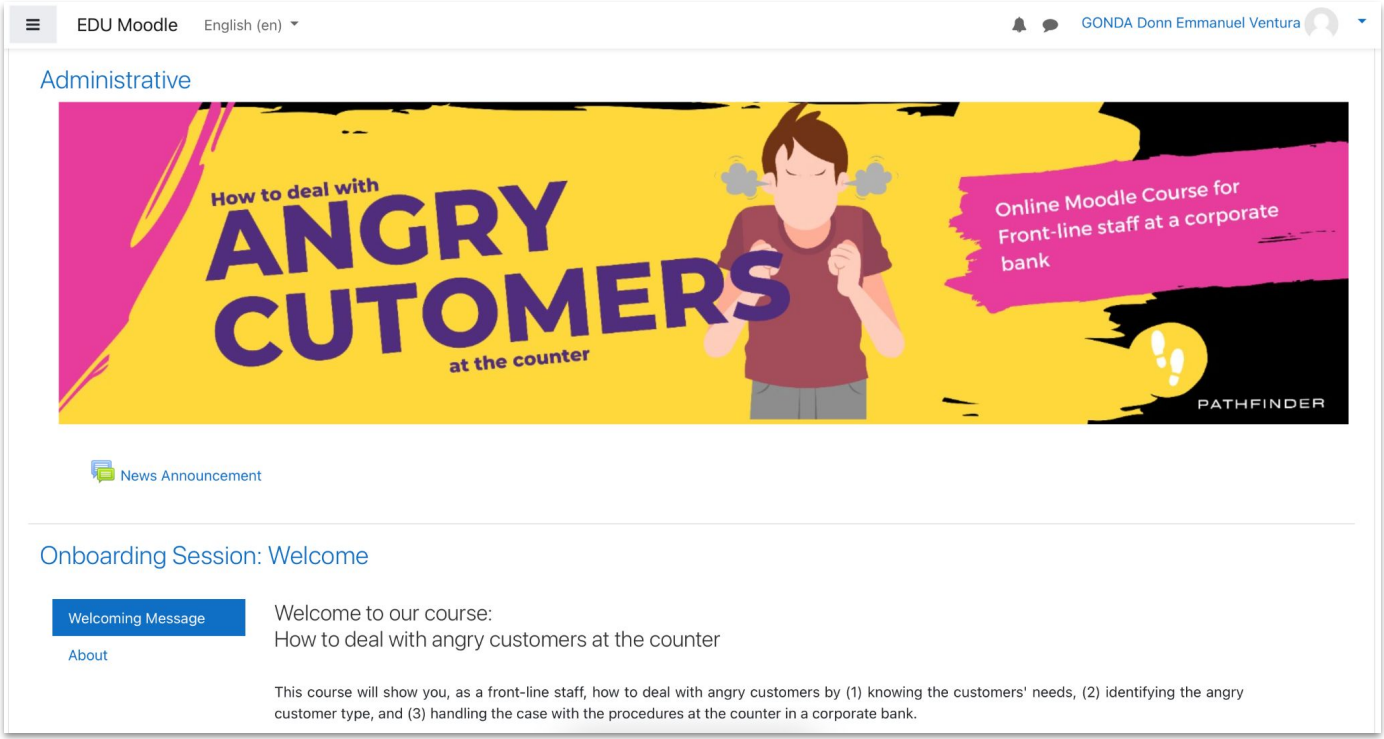
Members:
- SURNAME, Name

Scenario:
Choose a scenario by marking an "X" in the box

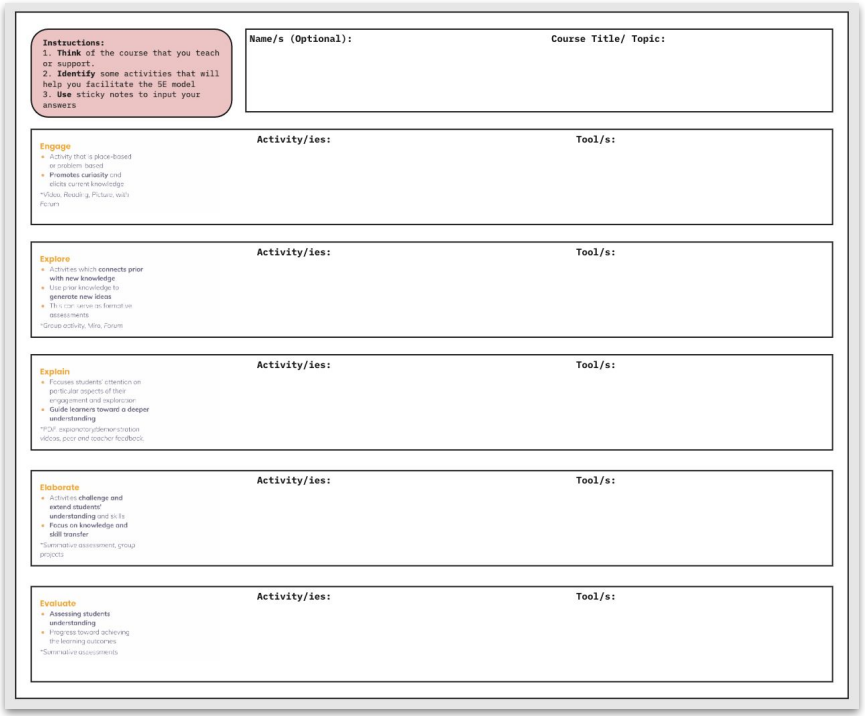
☐ Education Setting ☐ Corporate Setting

Learning Outcomes and Objectives:
Fill in the box by identifying your course's outcomes and objectives. You may add or delete rows as needed. A sample is provided to guide you. You may also refer to our slide SS-01 or watch the pre-class video on the ABCD model.

Evaluate


EDU Moodle
English (en)
GONDA Donn Emmanuel Ventura
Administrative
How to deal with
ANGRY
CUTOMERS
at the counter
Online Moodle Course for
Front-line staff at a corporate
bank
PATHFINDER
News Announcement
Onboarding Session: Welcome
Welcoming Message
About
Welcome to our course:
How to deal with angry customers at the counter
This course will show you, as a front-line staff, how to deal with angry customers by (1) knowing the customers' needs, (2) identifying the angry customer type, and (3) handling the case with the procedures at the counter in a corporate bank.

How will you use 5E model in your Moodle course?



Instructions:
1. **Think** of the course that you teach or support.
2. **Identify** some activities that will help you facilitate the 5E model
3. **Use** sticky notes to input your answers

Name/s (Optional):

Course Title/ Topic:

Engage
- Activity that is place-based or problem based
- **Promotes curiosity** and elicits current knowledge

*Video, Reddit (e.g. Picture), wikiForum

Activity/ies:

Tool/s:

Explore
- Activities which **connects prior with new knowledge**
- Use prior knowledge to **generate new ideas**
- This can serve as formative assessments

*Group activity, Mira, Forum

Activity/ies:

Tool/s:

Explain
- Focuses students' attention on particular aspects of their engagement and exploration
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Activity/ies:

Tool/s:

Elaborate
- Activities **challenge and extend students' understanding** and skills
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*Summative assessment, group projects

Activity/ies:

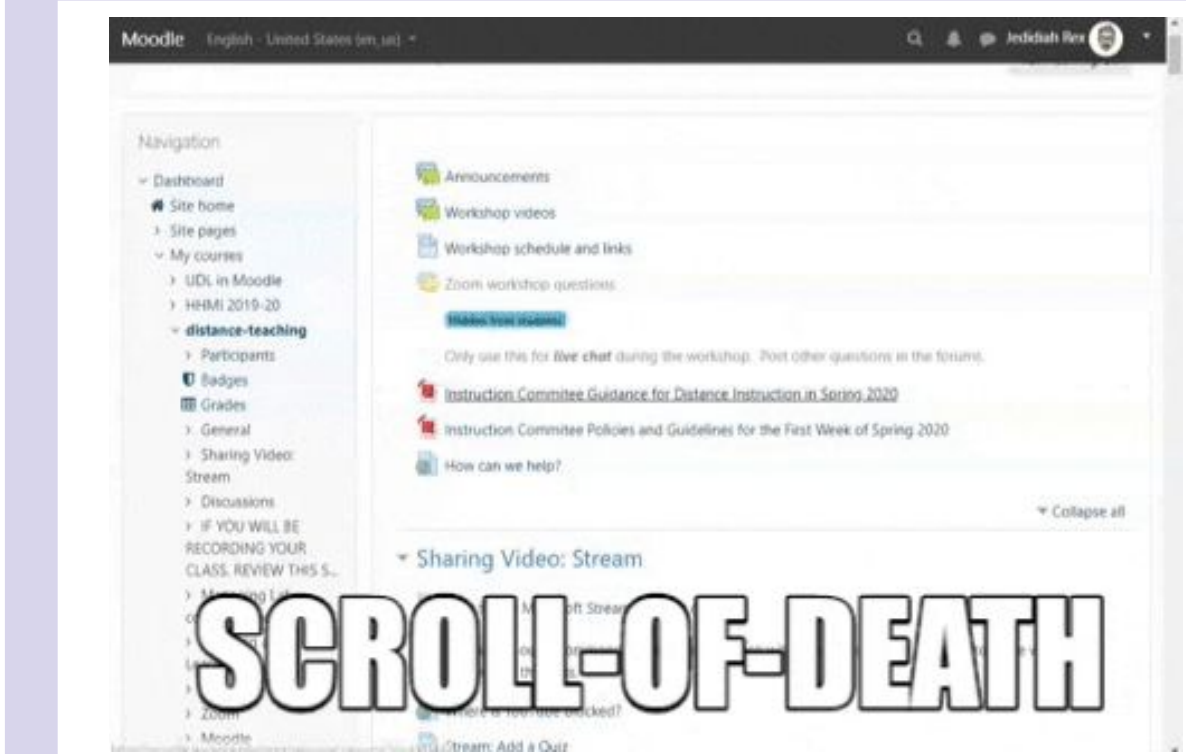
Tool/s:

Evaluate
- **Assessing students understanding**
- Progress toward achieving the learning outcomes

*Summative assessments

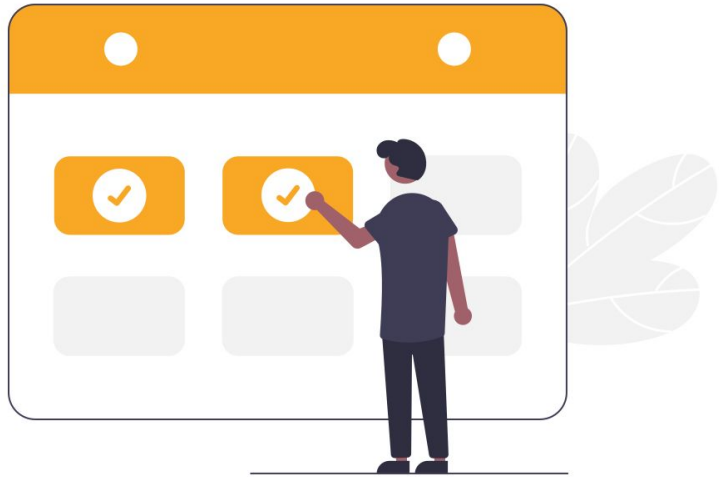
Activity/ies:

Tool/s:


Moodle
Navigation
Dashboard
Site home
Site pages
My courses
UDL in Moodle
HHMI 2019-20
distance-teaching
Participants
Badges
Grades
General
Sharing Video: Stream
Discussions
Announcements
Workshop videos
Workshop schedule and links
Zoom workshop questions
Only use this for live chat during the workshop. Post other questions in the forums.
Instruction Commitee Guidance for Distance Instruction in Spring 2020
Instruction Commitee Policies and Guidelines for the First Week of Spring 2020
How can we help?
Collapse all
Sharing Video: Stream
SCROLL-OF-DEATH

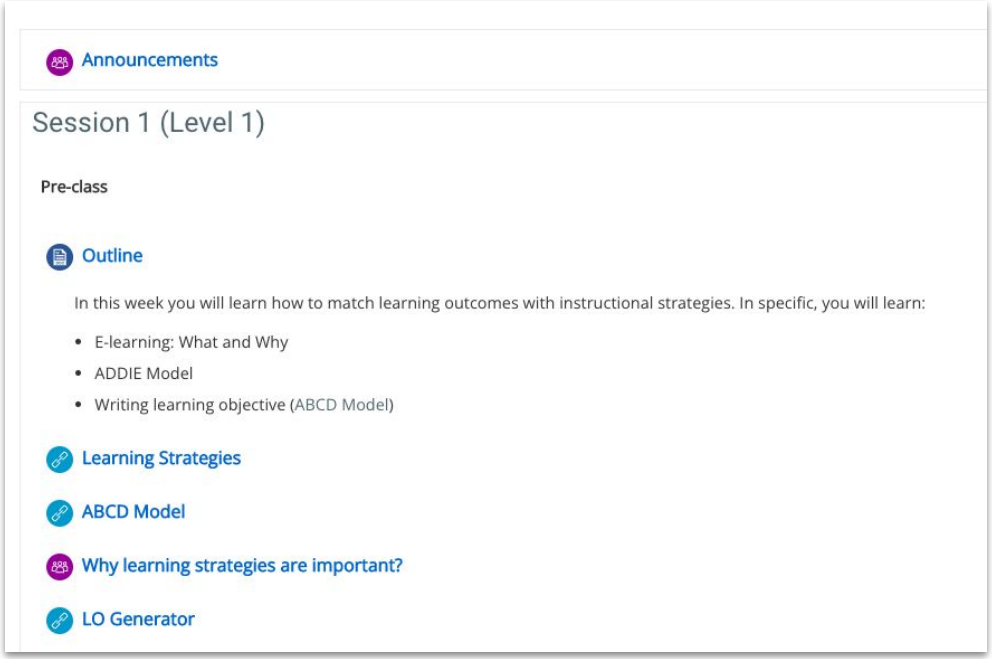
Moodle Functions

Improving our Moodle learning environment one item at a time



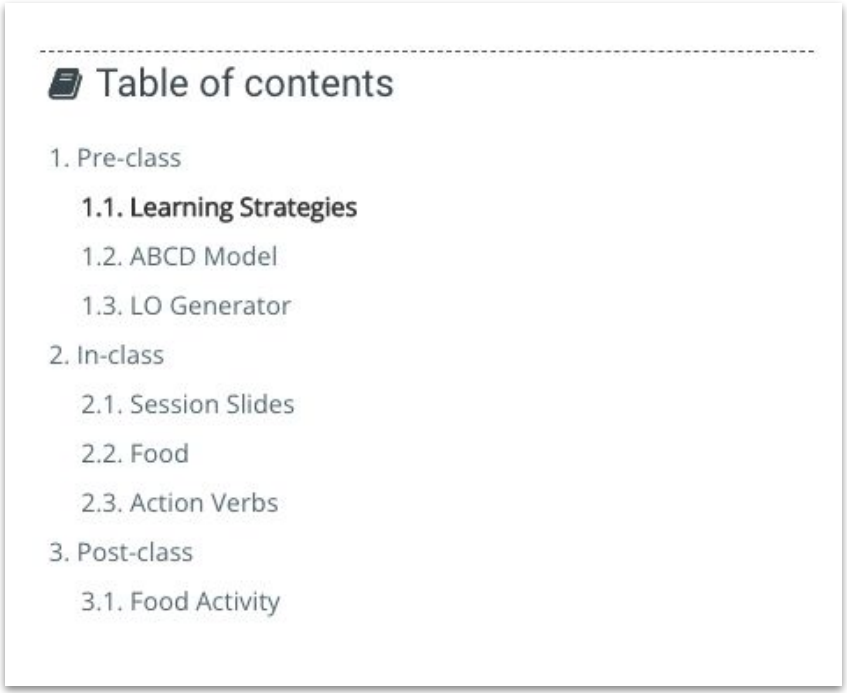
Level 1:
Labels, Descriptions, and Indent

- No code
- Easiest to do
- Can be applied directly to your current format



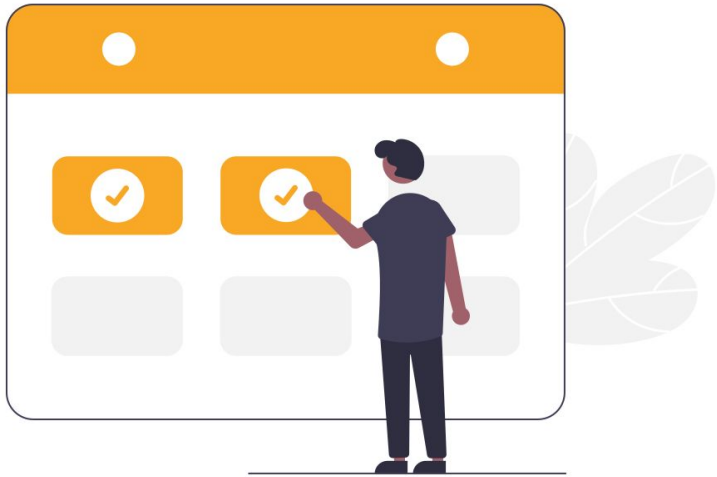
Level 2:
Book resource and Embedding

- No code (Book Resource)
- Low code/ Copy and paste (Embedding)
- Need slight modification and rearrangement



What’s next?

After updating your Moodle course, how can we further improve?



Level 3:
Bootstrap and HTML Editing

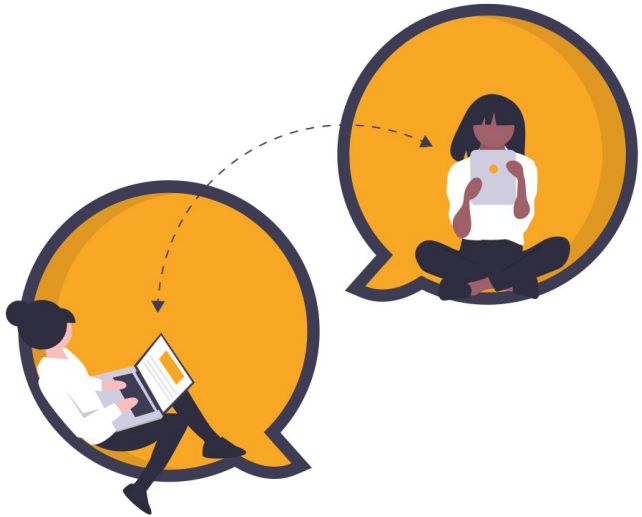
- Low code
- Best to do during summer/ holidays

Gamification

- No/ Low code
- Can increase engagement

Thanks!

Any questions?

You can find me at:

- dgonda@hku.hk