



Faculty Experiences from Teaching and Learning Online: Lessons Learned

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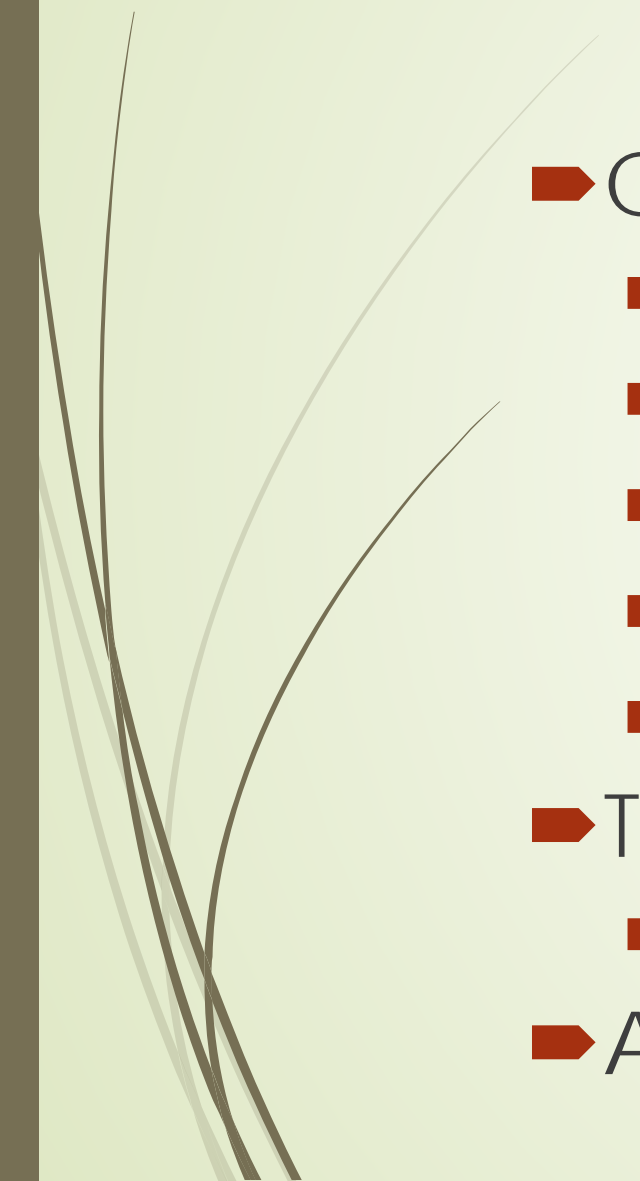
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Objectives

- ▶ Course Design
 - ▶ Quality Matters
 - ▶ Tools and Technology
 - ▶ Communication and Expectations
 - ▶ Content
 - ▶ Collaboration and Interaction
 - ▶ Teaching
 - ▶ Facilitating and Providing Feedback
 - ▶ Additional Tips
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Course Design

Quality Matters



Standards from the QM Higher Education Rubric, Fifth Edition

For more information or access to the full QM Rubric visit www.qualitymatters.org or email info@qualitymatters.org

Standards		Points
Course Overview Introduction	1.1 Instructions make clear how to get started and where to find various course components.	3
	1.2 Learners are introduced to the purpose and structure of the course.	3
	1.3 Etiquette expectations (sometimes called "netiquette") for online discussions, email, and other forms of communication are clearly stated.	2
	1.4 Course and/or institutional policies with which the learner is expected to comply are clearly stated, or a link to current policies is provided.	2
	1.5 Minimum technology requirements are clearly stated and instructions for use provided.	2
	1.6 Prerequisite knowledge in the discipline and/or any required competencies are clearly stated.	1
	1.7 Minimum technical skills expected of the learner are clearly stated.	1
	1.8 The self-introduction by the instructor is appropriate and is available online.	1
	1.9 Learners are asked to introduce themselves to the class.	1
Learning Objectives (Competencies)	2.1 The course learning objectives, or course/program competencies, describe outcomes that are measurable.	3
	2.2 The module/unit learning objectives or competencies describe outcomes that are measurable and consistent with the course-level objectives or competencies.	3
	2.3 All learning objectives or competencies are stated clearly and written from the learner's perspective.	3
	2.4 The relationship between learning objectives or competencies and course activities is clearly stated.	3
	2.5 The learning objectives or competencies are suited to the level of the course.	3
Assessment and Measurement	3.1 The assessments measure the stated learning objectives or competencies.	3
	3.2 The course grading policy is stated clearly.	3
	3.3 Specific and descriptive criteria are provided for the evaluation of learners' work and are tied to the course grading policy.	3
	3.4 The assessment instruments selected are sequenced, varied, and suited to the learner work being assessed.	2
	3.5 The course provides learners with multiple opportunities to track their learning progress.	2
Instructional Materials	4.1 The instructional materials contribute to the achievement of the stated course and module/unit learning objectives or competencies.	3
	4.2 Both the purpose of instructional materials and how the materials are to be used for learning activities are clearly explained.	3
	4.3 All instructional materials used in the course are appropriately cited.	2
	4.4 The instructional materials are current.	2
	4.5 A variety of instructional materials is used in the course.	2
	4.6 The distinction between required and optional materials is clearly explained.	1
Course Activities and Learner Interaction	5.1 The learning activities promote the achievement of the stated learning objectives or competencies.	3
	5.2 Learning activities provide opportunities for interaction that support active learning.	3
	5.3 The instructor's plan for classroom response time and feedback on assignments is clearly stated.	3
	5.4 The requirements for learner interaction are clearly stated.	2
Course Technology	6.1 The tools used in the course support the learning objectives and competencies.	3
	6.2 Course tools promote learner engagement and active learning.	3
	6.3 Technologies required in the course are readily obtainable.	2
	6.4 The course technologies are current.	1
	6.5 Links are provided to privacy policies for all external tools required in the course.	1
Learner Support	7.1 The course instructions articulate or link to a clear description of the technical support offered and how to obtain it.	3
	7.2 Course instructions articulate or link to the institution's accessibility policies and services.	3
	7.3 Course instructions articulate or link to an explanation of how the institution's academic support services and resources can help learners succeed in the course and how learners can obtain them.	2
	7.4 Course instructions articulate or link to an explanation of how the institution's student services and resources can help learners succeed and how learners can obtain them.	1
Accessibility and Usability	8.1 Course navigation facilitates ease of use.	3
	8.2 Information is provided about the accessibility of all technologies required in the course.	3
	8.3 The course provides alternative means of access to course materials in formats that meet the needs of diverse learners.	2
	8.4 The course design facilitates readability.	2
	8.5 Course multimedia facilitate ease of use.	2




Overview of QM

- Nationally/Internationally Recognized
- Research Based
- Quality Assurance for online teaching
- Peer Based Assessment
 - Team Chair
 - Subject Matter Expert
 - Reviewer
- 43 Standards
 - Structure, Management, & Design




Course Design

- Structure
 - Consistent
 - Predictable
 - Easy to navigate
 - Layout
 - File types
- 



Course Design

- Asynchronous vs. Synchronous
 - Technology considerations
 - Work at own pace or controlled movement through course
 - Pros and cons
- 

Course Design

Tools and Technology





What additional tools have you used?


Course Design

- Communication and Expectations





Course Design

- Communication
 - Email
 - Announcements
 - Expectations for Learners
 - Clearly outlined
 - Reasonable
 - Learner friendly
- 

Course Design

- Content





Course Design

- Content

- How much?

- Focus on course objectives

- Relevant activities and assignments

- Focus on content, not on technology



Course Design

- Content

- Course materials and resources

- OER – Open Educational Resources

- Websites

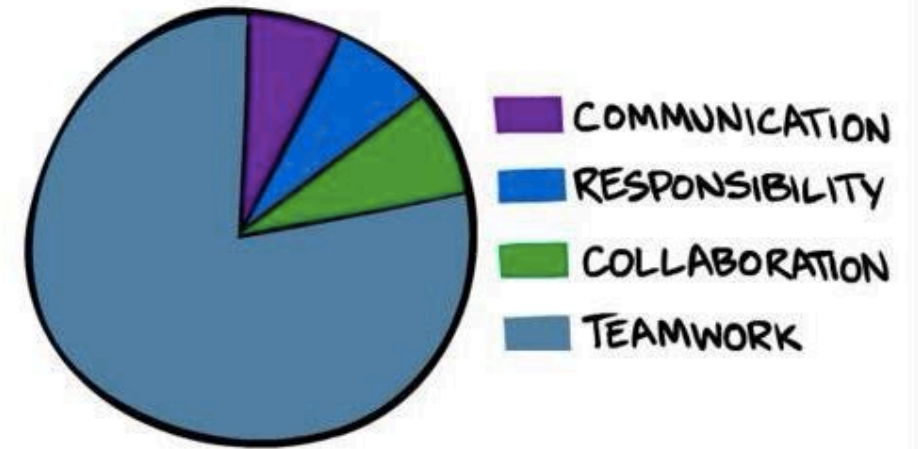
- Tutorials

- Modules

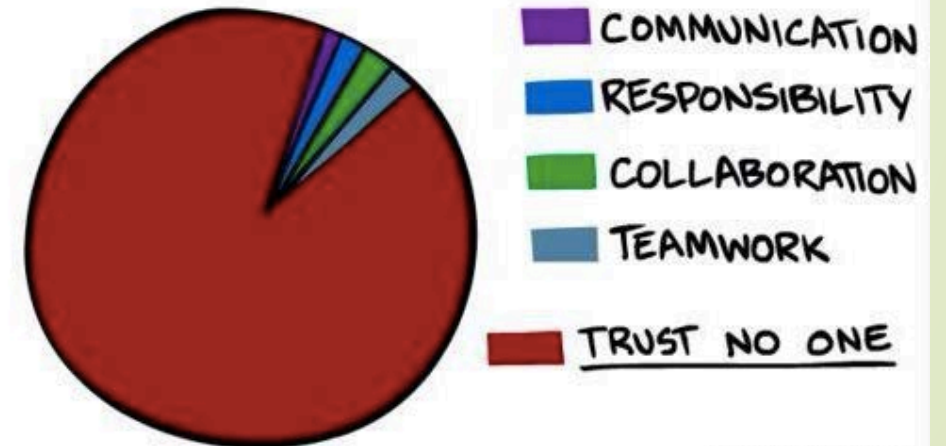
Course Design

Collaboration and Interaction

WHAT GROUP PROJECTS ARE SUPPOSED TO TEACH YOU




WHAT GROUP PROJECTS TAUGHT ME





Course Design

- Group and individual work
 - Peer-to-peer interactions
 - Encourage or require?
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Teaching

Facilitating and
Providing
Feedback





Teaching

- Discussions
 - Expectations for responses and interactions
 - Boards for class questions and peer interaction/sharing
 - Monitoring
 - Feedback and comments
 - Archive



Teaching

- Assignments
 - Reasonable time frame for completing
 - Feedback
 - Provide before the same or similar response is required
 - Written or audio
 - What about cheating?

Additional Tips of the Trade



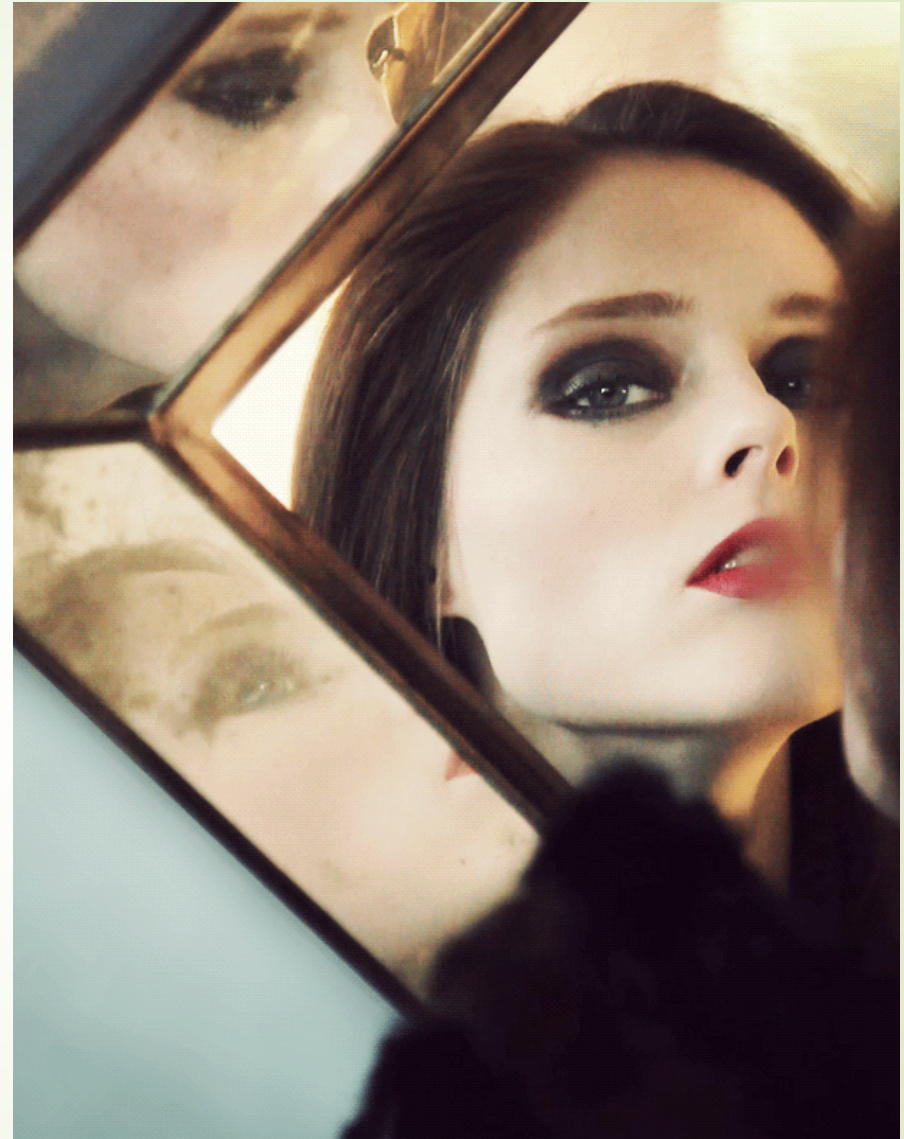


Additional Tips of the Trade

- Student Issues
 - Back up system for technology glitches
 - Blank/wrong assignment submission
 - Late policy
 - Other technologies for submissions

Additional Tips of the Trade

- Instructor Issues
 - No dates on course documents
 - Dead links
 - Be present- they are watching
 - Grading- Auto text





Questions

