Adaptive Learning during COVID

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Background

Discover your inner creativity to bridge the generational gap between students and instructors, using various applications to ignite successful student learning outcomes.

Join us in an adaptive learning workshop on the key strategies for developing collaboration, interactivity, and engaging with students during the remote learning phase.

Situation Pronounced - 2020
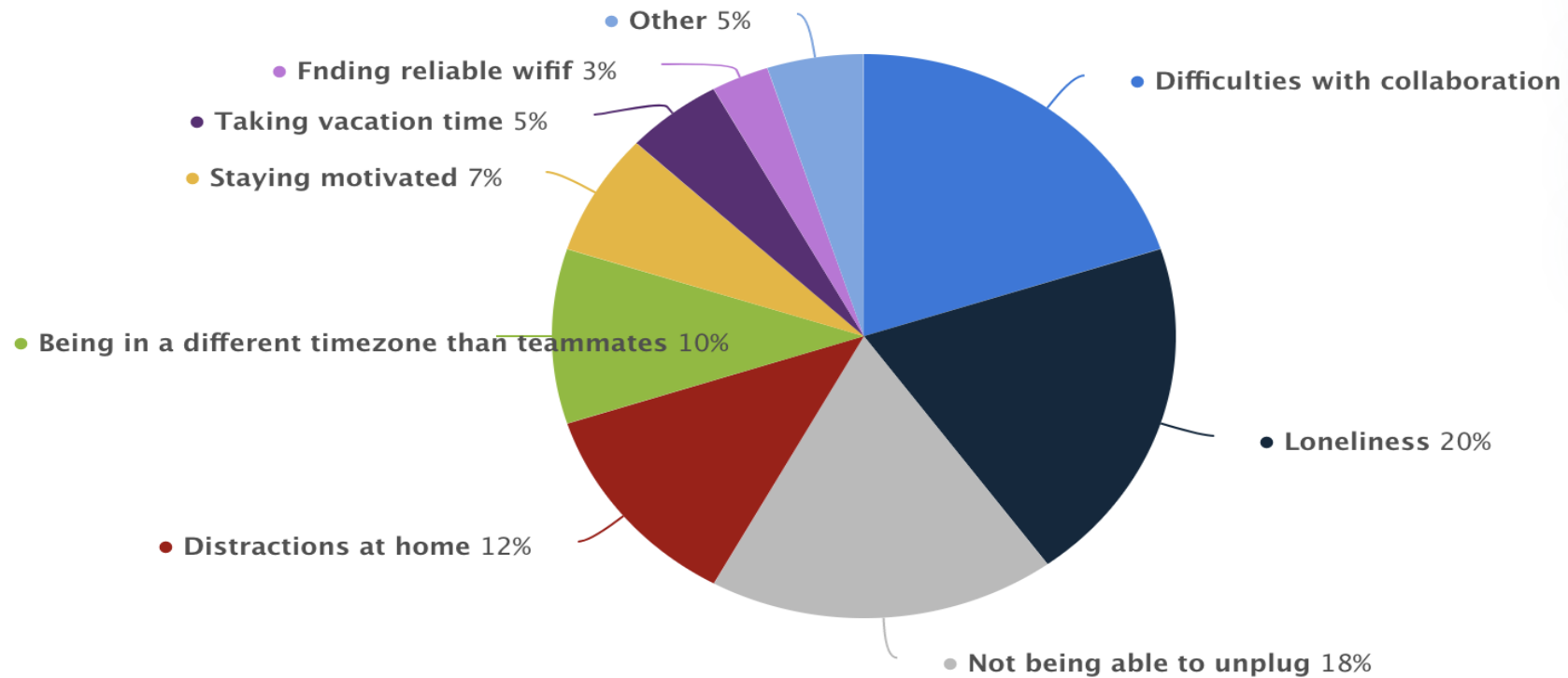
Blended environment
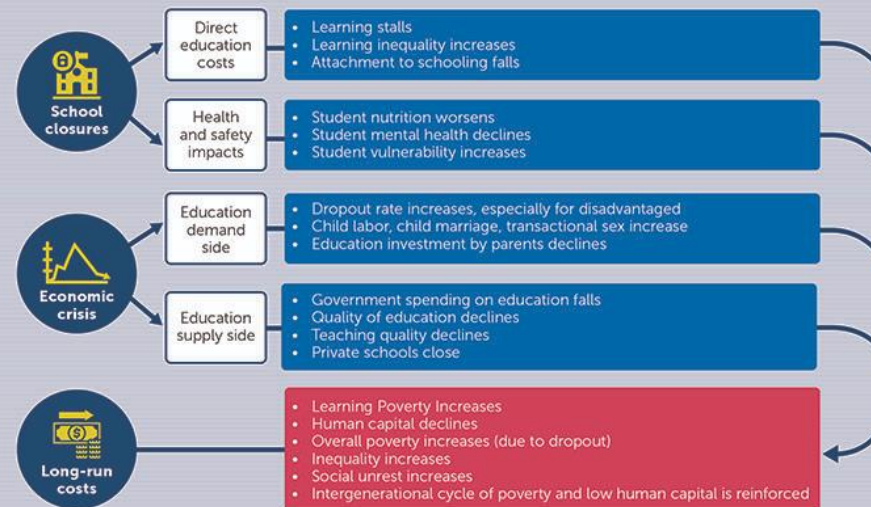
Engagement

Student Learning Outcomes

Bridging the Gap
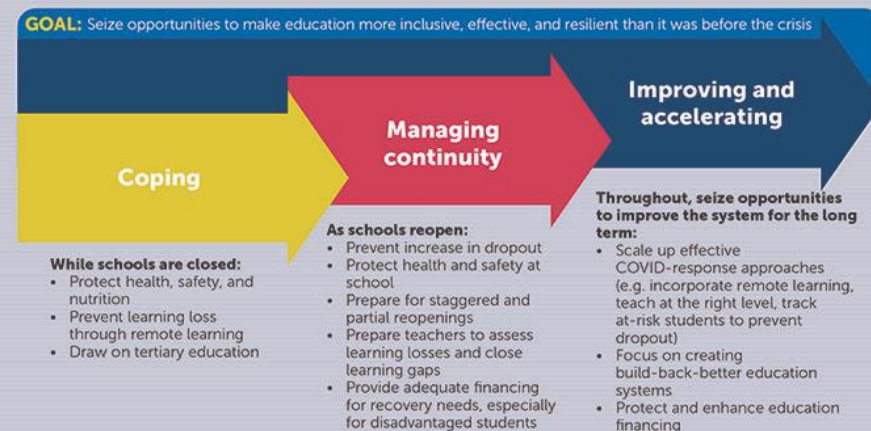
What's your biggest struggle with working remotely?

- Other 5%
- Fnding reliable wifif 3%
- Taking vacation time 5%
- Staying motivated 7%
- Being in a different timezone than teammates 10%
- Distractions at home 12%
- Difficulties with collaboration
- Loneliness 20%
- Not being able to unplug 18%

Source: Statista, 2021

The COVID-19 Pandemic: Shocks to Education and Policy Response Infographic

Q & A

Please share any questions
via chat room or raise your hand.

Sharing our experiences is the best resource!

Everyone Can Create!

SLO for Everyone Can Create

Before we begin:

- Run the iOS Update
- Download Apple Apps
  - Tayasui Sketches School
  - Pages
  - Keynote
  - Clips
  - GarageBand
- Download the Everyone Can Create guides
  - Drawing
  - Photo
  - Music
  - Video
- *Teachers guide*

https://books.apple.com/us/book/everyone-can-create-teacher-guide/id1357353934

SLO for Everyone Can Create

Drawing

- Create a variety of block letters
- Sketch with emoji
- Create expressive word art
- https://books.apple.com/us/book/everyone-can-create-drawing/id1357353820

Music

- Create own musical piece
- Modify tempo of song
- Add loops to personalize a template
- https://books.apple.com/us/book/everyone-can-create-music/id1434741739

Video

- Trim and arrange clips
- Add posters, stickers, emoji, and your own photos
- Use filters and music to enhance mood
- https://books.apple.com/us/book/everyone-can-create-video/id1434350922

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Facilitating Interactions in a Blended Environment

Guest Speakers	Great value to classroom learning Compliments the instruction and provide a real-world perspective to students through their experience and stories
Case Studies	Boost learning by facilitating conversation and development of higher thinking skills Case study for each study and empowering students to critically think and analyze a concept
Break-out rooms	Encourage interaction in Zoom classes is to use real-world applications Empower student learning is to use real world applications- in the 15 minutes time, students must connect the concept to a (latest) worldly application and share their thoughts to the class.

Feedback Loop

Canvas provides efficient tools for feedback – typing, writing, and highlighting. Traditionally, written feedback is the best way to share thoughts and educate students on improvements. Using constructive words can promote a healthy learning for students. The way the information is presented to students is crucial!

Feed-forward is an innovative strategy to encourage learning. Setting the expectation ahead of time for major assignments (final paper, projects, presentation) can be very supportive to students while they are working on assignment(s).

Feedback Loop Resources

https://www.miamioh.edu/regionals/eccoe/news/2020/03/instructor-feedback-in-canvas.html

https://www.edweek.org/teaching-learning/opinion-how-does-a-feedback-loop-encourage-a-culture-of-learning-conversation-in-the-classroom/2018/07

https://www.thetechedvocate.org/using-feedback-loops-to-impact-student-learning/

Managing the Chat in Online Teaching

https://www.facultyfocus.com/articles/online-education/online-course-delivery-and-instruction/managing-the-chat-in-online-teaching-what-we-can-learn-from-live-streamers/

Example: Colorful Canvas

Hex code

GIF's/Pictures

Screen recording

Animate
- Vyond
- Go-animate

Introduction Video

Keynote
- Magic move
- Animate

Example: Digital Breakout

Digital Breakout Rooms

- **The Template**
- https://sites.google.com/site/digitalbreakoutthetemplate/
- https://sites.google.com/view/digitalbreakouttemplate

Possible use for a Virtual Escape Room

- Ice-breaker
- Communication between students
- Team Building
- Introduce a Topic
- Have students visit specific sites for information related to SLOs

Other resources to create your own Digital Breakout Room

- https://sites.google.com/edtechcreative.com/digital-breakouts-guide/home

Q & A

Any Zoom experiences
that might help the group please share!

Thank you!

We appreciate your time and working with us on this Breakout Room!

Let us connect!

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References

- Buffer. (February 28, 2020). What's your biggest struggle with working remotely? [Graph]. In *Statista*. Retrieved March 06, 2021, from https://lynn-lang.student.lynn.edu:2093/statistics/1111316/biggest-struggles-to-remote-work/

- The World Bank. (2020). The COVID-19 Pandemic: Shocks to Education and Policy Response Infographic. Retrieved from https://www.worldbank.org/en/news/infographic/2020/05/06/covid-19-pandemic-shocks-to-education-and-policy-response-infographic